COMPUTER SHOP MANAGEMENT SYSTEM IN JAVA

GROUP MEMBER

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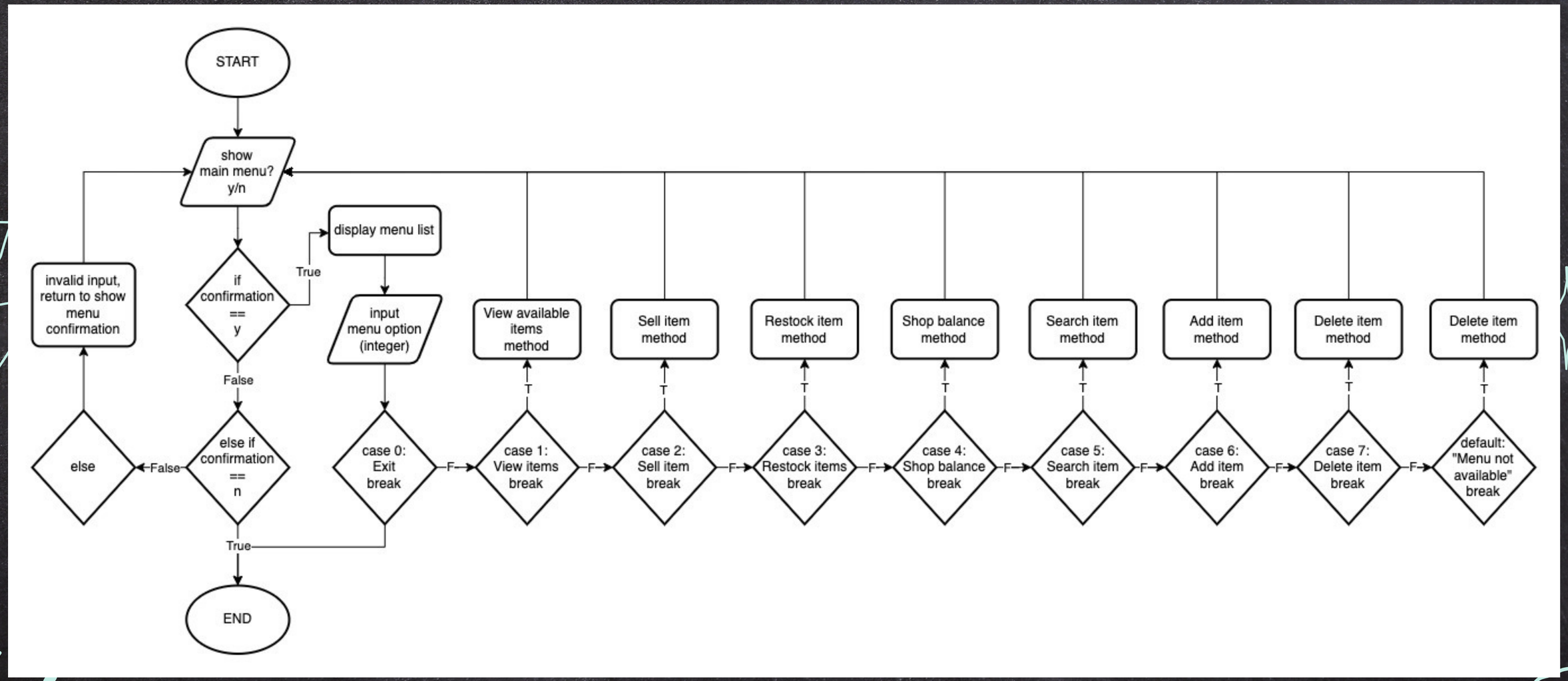
INTRODUCTION TO THE GROUP PROJECT

Our journey begins with a warm welcome to the Computer Shop Management System, an intricately designed Java program that serves as the backbone for efficient computer shop operations. As we delve into its features, you'll discover how this system is tailored to streamline various tasks within a computer shop.

Supported by:

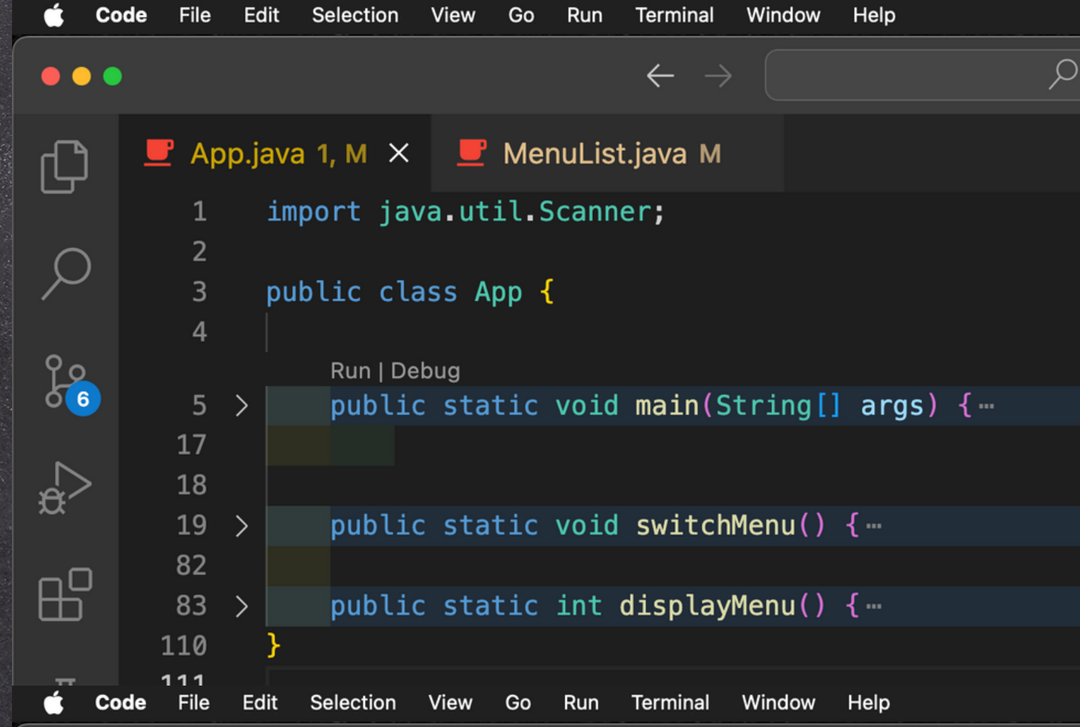
PROGRAM FLOW

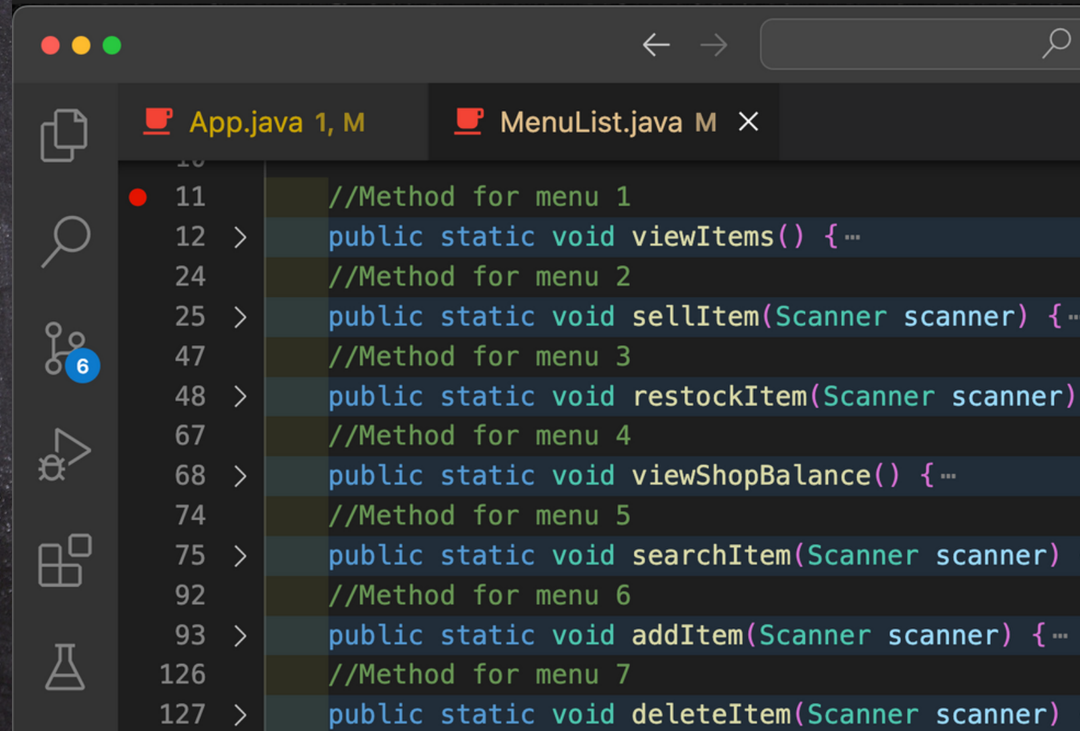


SYSTEM ARCHITECTURE

Key Components:

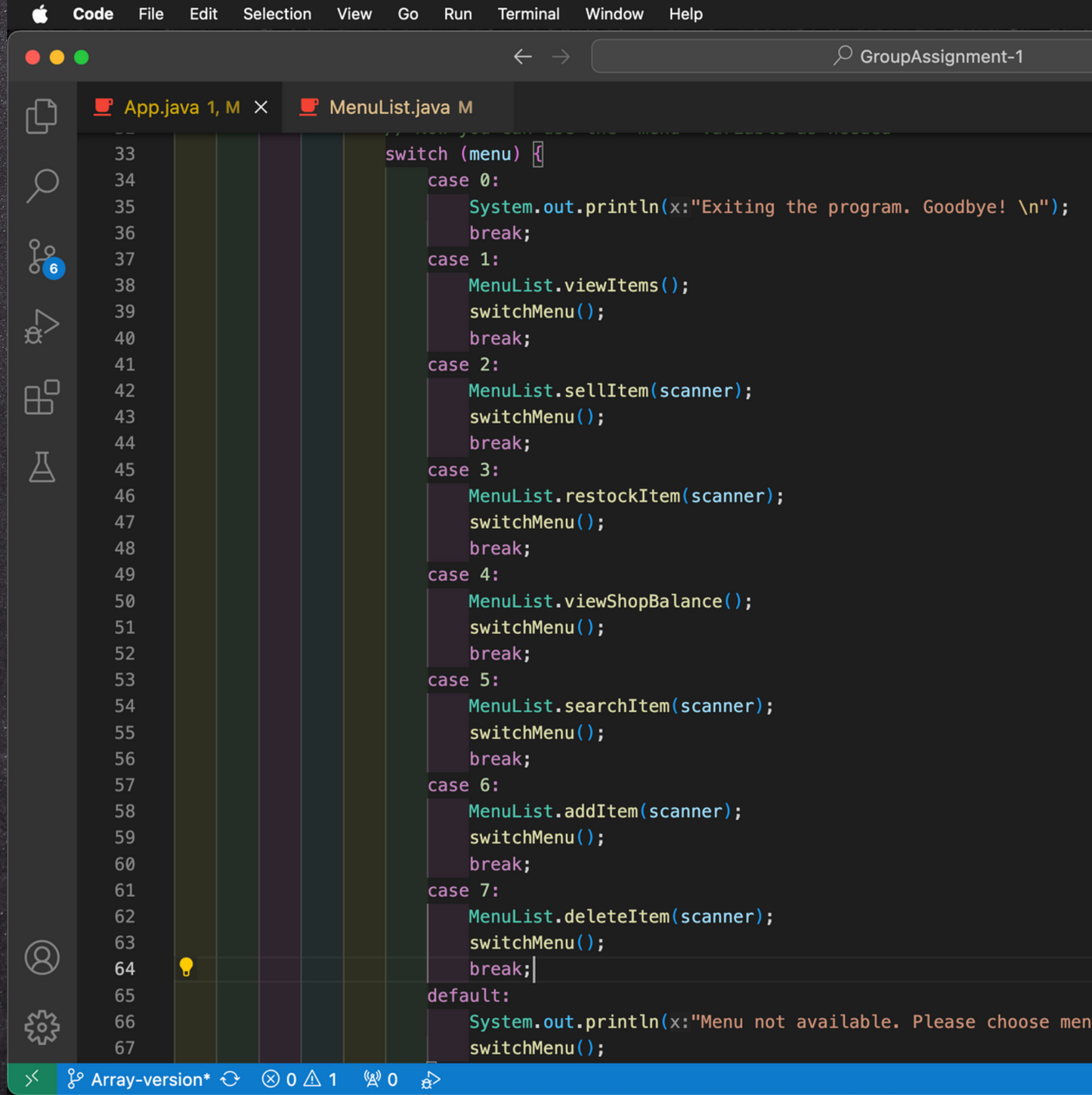
- Main class: `App`.
- Menu handling: `switchMenu` method.
- Menu options: Displayed using `displayMenu` method.
- Operations method: View items, sell item, restock item, view shop balance, search item, add new item, delete item.





MENU OPERATIONS

- View Items: MenuList.viewItems()
- Sell Item: MenuList.sellItem(scanner)
- Restock Item: MenuList.restockItem(scanner)
- View Shop Balance: MenuList.viewShopBalance()
- Search Item: MenuList.searchItem(scanner)
- Add New Item: MenuList.addItem(scanner)
- Delete Item: MenuList.deleteItem(scanner)

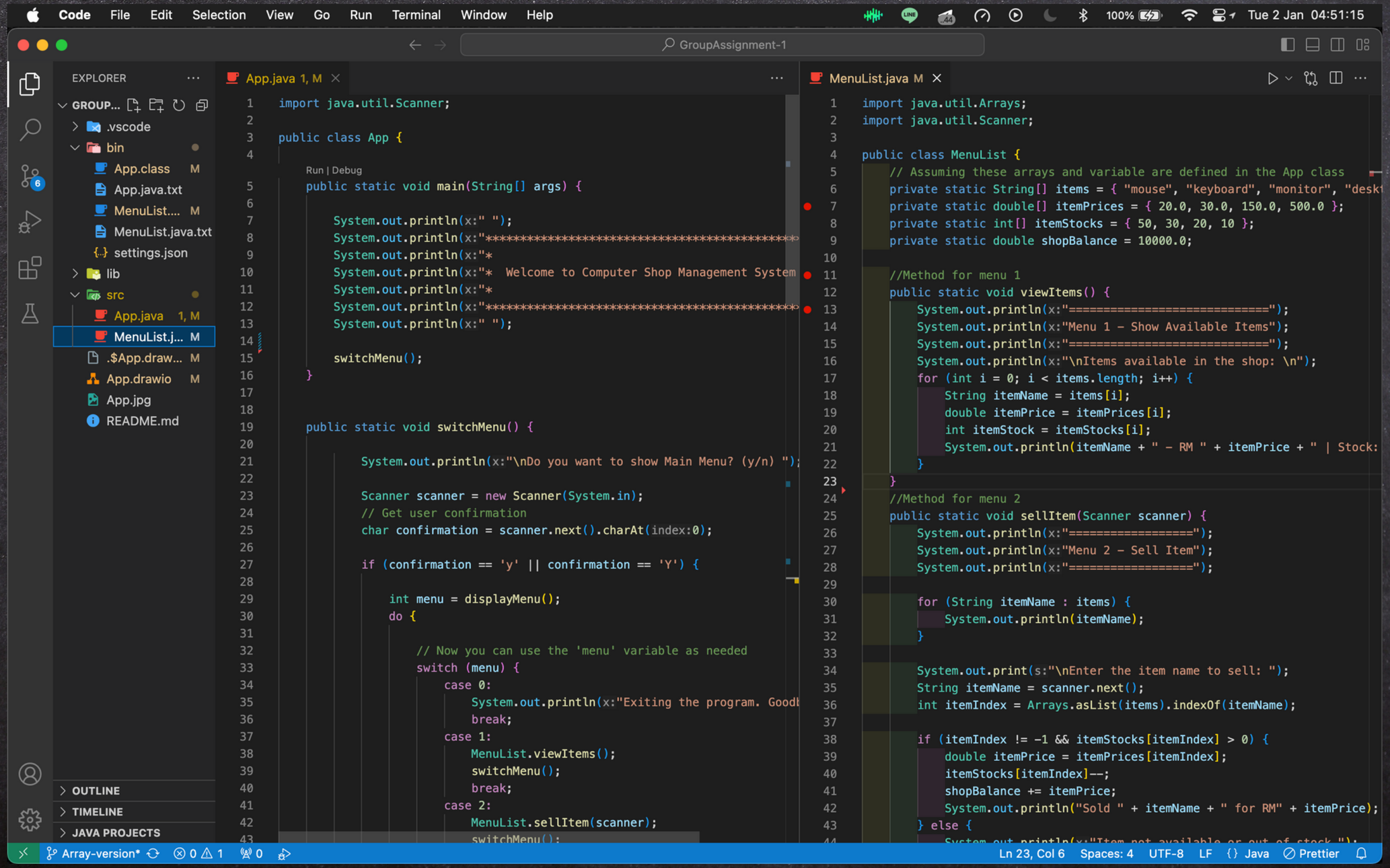


USER INTERACTION

User Input Handling:

- Scanner usage for user input.
- Validations for correct input.
- Navigation through the menu options.

LET'S RUN CODE...



REVIEW SOURCE CODE ON GITHUB

JUST SCAN THEN OPEN "SRC" FOLDER...

Q&A


THANK
YOU!