Client / Server Design

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| Client | Server |
| Add Product:   * Client will send a request to add a product after entering all the product information with a PUT\_PRODUCT command | * Server will receive this information and perform the database operations. If successful it will send back a Product Save Successful Message. If there was an error, it will send back a message to the client that it was unsuccessful. |
| Update Product:   * Client will send a request to load a product after entering in Product ID with GET\_PRODUCT command * After receiving product information, it will display on screen and user will change the information and click save again | * Server will send back all product information if the Product ID is in the database * Server will receive this information and perform the database operations. If successful it will send back a Product Save Successful Message. If there was an error, it will send back a message to the client that it was unsuccessful. |

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| Client | Server |
| Add Customer:   * Client will send a request to add a customer after entering all the customer information with a PUT\_CUSTOMER command | * Server will receive this information and perform the database operations. If successful it will send back a Customer Save Successful Message. If there was an error, it will send back a message to the client that it was unsuccessful. |
| Update Customer:   * Client will send a request to load a customer after entering in Customer ID with GET\_CUSTOMER command * After receiving customer information, it will display on screen and user will change the information and click save again | * Server will send back all customer information if the Customer ID is in the database * Server will receive this information and perform the database operations. If successful it will send back a Customer Save Successful Message. If there was an error, it will send back a message to the client that it was unsuccessful. |

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| Client | Server |
| Add Purchase:   * Client will send a request to add a customer after entering all the purchase information with a PUT\_PURCHASE command | * Server will receive this information and perform the database operations. If successful it will send back a Purchase Save Successful Message. If there was an error, it will send back a message to the client that it was unsuccessful. |
| Update Purchase:   * Client will send a request to load a customer after entering in Purchase ID with GET\_PURCHASE command * After receiving purchase information, it will display on screen and user will change the information and click save again | * Server will send back all purchase information if the Purchase ID is in the database * Server will receive this information and perform the database operations. If successful it will send back a Purchase Save Successful Message. If there was an error, it will send back a message to the client that it was unsuccessful. |