Client / Server Design

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| Client | Server |
| Login:   * Client will login with either customer info, cashier info, manager info, or admin info | * Server will receive this information and perform the database operations. If successful match with a user in the database, the system will grant an access token and display the user’s user type UI |

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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. |

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| Client | Server |
| Change User Info Name/Password:   * Client will send a PUT\_USER command after entering the information required on the Change User Info Screen | * Server will receive this information and perform the database operations.   It will delete the old user and create a new user with the new information. If successful it will send back a User Save Successful Message. If there was an error, it will send back a message to the client that it was unsuccessful. |
| Add New User:   * Client will send a PUT\_USER command after entering all the information required on the Add New User screen | * Server will receive this information and perform the database operations. If successful it will send back a User Save Successful Message. If there was an error, it will send back a message to the client that it was unsuccessful. |
| Change User Type:   * Client will enter in a username and click load which will send a GET\_USER command to the server * Client will change the User Type to any number 0-3 and if it is a 0, client must enter CustomerID as well and then click save which will send a PUT\_USER command | * Server will receive this information and send back all of the user’s information to the client * Server will receive this information and perform the database operations. If successful it will send back a User Save Successful Message. If there was an error, it will send back a message to the client that it was unsuccessful |
| View Store Sales:   * Client will click on the view all purchase history button on the manager screen and it will send a GET\_ALL\_PURCHASES command to the server | * Server will receive this information and send back all of the sales of the store back to the client side. |
| Customer 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. |
| Customer View Purchase History:   * Client will click on the view purchase history button on the Customer UI and it will send a GET\_PURCHASE\_LIST command to the server with a customerID. | * Server will receive this information and send back all of the sales customer back to the client side. |
| Customer Searches Product:   * Client will enter in search fields and then click on search product which will send a SEARCH\_PRODUCT command to the server with the search dat | * Server will receive this search data and will perform the database operations to find the specific data and will return it to the client side. |