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# Project #4: Warehouse Management System

Team: Can You C My Screen?

CSCI 1110-01: Intro to C Programming

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Wednesday, April 28th, 2021

# Outline

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# Team Description

**Arely J. Parra López** - Allowing the user to view, request, and save items from the Warehouse Management System as well as providing the admin and guest user an exit function.

**Alexander Vita** - Adding, deleting, and editing items with varied details (i.e., Type, Stored Time, ID, etc) from Warehouse Management System.

**Kamryn Hammond** - Creating login page for admin and guest users to enter username & password for Warehouse Management System.

## Team Description (cont.)

**Jarred Crystal** - Generating user-friendly software that provides a welcome page, a menu of all functions that users have access to, and tabular format of all requested information from the Warehouse Management System.

**Sophie Ross** - Allowing admin to view the list of borrowing requests as well as accept/reject borrowing requests made by guest users in the Warehouse Management System.

# System Description

- ◎ **Greeted by a WMS Welcome Page with registration or login.**
- ◎ **If logging in as an Admin, individual is able to:**
  - View a list of usernames & passwords
  - Search for usernames & passwords in the system
  - Change usernames/passwords for admin & guest
  - Add/Remove admin & guest
  - Add/Remove/Edit items from the WMS
  - View/Search for items from the WMS
  - View list of borrowing requests from guest users
  - Accept/Deny borrowing requests from guest users

## System Description (cont.)

- ◎ **If logging in as Guest User, individual is able to:**
  - Search for items in the WMS
  - Make a list of favorite items from the WMS
  - Request items to borrow/buy
  - View item's borrowing history
- ◎ **All users can exit from the WMS when in the Login Menu, Admin Menu, or the Guest Menu.**

# Functions Description

## Crystal:

- ◎ **int loginMenu(void)**
  - Allows for new registration of users and the selection of either the admin or guest login prompt
- ◎ **void main(void)**
  - Provides the main interface to the login menu dictating which function will be executed following user input
- ◎ **int adminMenu(void)**
  - Provides the menu options within the admin menu
- ◎ **void admin(void)**
  - Provides the main interface to the admin menu dictating which function will be executed following user input

# Functions Description (cont.)

## Crystal:

- ◎ **int guestMenu(void)**
  - Provides the menu options within the guest menu
- ◎ **void guestMain(void)**
  - Provides the main interface to the guest menu dictating which function will be executed following user input



# Functions Description (cont.)

## Hammond:

### ◎ **int\* adminLogin(void)**

- Allows admin to search for their login from the WMS inventory.

### ◎ **int\* guestLogin(void)**

- Allows guest users to search for their login from the WMS inventory using their private encryption key.

### ◎ **void view(void)**

- Provides an organized view of all the Admin & Guest User's encryption keys, usernames, and passwords.

### ◎ **int\* search(void)**

- Allows the Admin to search the WMS LogIn.txt file for a specific encryption key, username, and password.

# Functions Description (cont.)

## Hammond:

### © **void edit(void)**

- Allows the Admin to select a specific user from the WMS and edit their login information.

### © **void add(void)**

- Allows the Admin to add a new user to the WMS with an encryption key, username, and password.

### © **void delete(void)**

- Allows the Admin to select and delete a user from the WMS.

# Functions Description (cont.)

## Vita:

- ◎ **void addItems (void)**
  - Admin can add an item to the inventory
- ◎ **int\* searchItems(void)**
  - Admin can search for an item within the inventory
- ◎ **void editItems (void)**
  - Admin can edit an items characteristics
- ◎ **void deleteItems(void)**
  - Admin can delete an item from the inventory
- ◎ **void viewItems(void)**
  - Admin can view all items within the inventory

# Functions Description (cont.)

## Ross:

- ◎ **Void acceptDeny(void)**
  - Allows Admin to accept or deny borrowing request list from guest users.
- ◎ **Void viewBorrowing(void)**
  - Allows Admin to view all borrowing requests from guest users.

# Functions Description (cont.)

## Parra López:

- ◎ **void registration(void)**
  - New individuals can create a new accounts within the WMS.
- ◎ **int\* searchWMS(void)**
  - Guest can search for an item from the WMS inventory.
- ◎ **void makeList(void)**
  - Guest can make a list of favorite items from the WMS inventory.
- ◎ **void viewList(void)**
  - Guest can view their list of favorite items.
- ◎ **void requestItems(void)**
  - Guest can request to borrow/buy an item.
- ◎ **void viewHistory(void)**
  - Guest can view the borrowing/purchase history of items.

# Variables Description

## Crystal:

### ◎ **int adminMenu(void)**

- int input;

### ◎ **void admin(void)**

- int option;
- char quit;

### ◎ **int loginMenu(void)**

- int input;

### ◎ **int guestMenu(void)**

- int input;

### ◎ **void guestMain(void)**

- int task;
- char quit;

### ◎ **void main(void)**

- int choice
- char quit;

# Variables Description (cont.)

## Hammond:

◎ **int\* adminLogin(void)**

◎ **int\* guestLogin(void)**

◎ **int\* search(void)**

- static int output[2]
- char key[100]
- char input[100]
- FILE \*myfile
- char myString[100]
- int line=0
- int find=0
- int fieldNumber=0
- char quit

◎ **void view(void)**

- struct entity
- char encrypt[20]
- char username[20]
- char password[20]
- struct entity new
- char myString[100]
- int pline=0

# Variables Description (cont.)

## Hammond:

### © **void edit(void)**

- `int* place=search()`
- `int line=place[1]`
- `int find=place[0]`
- `char username[20], password[20]`
- `FILE *infile`
- `FILE *temp`
- `char myString[100]`
- `int pline=0`
- `char quit`

### © **void add(void)**

- `struct entity`
- `char encrypt[20]`
- `char username[20]`
- `char password[20]`
- `struct entity new`
- `FILE *myfile`
- `char quit`



# Variables Description (cont.)

## Hammond:

- © **void delete(void)**
  - `int* place=search()`
  - `int line=place[0]`
  - `int find=place[0]`
  - `FILE *originalfile`
  - `FILE *tempfile`
  - `char myString[100]`
  - `int pline=0`
  - `char quit`

# Variables Description (cont.)

## Vita:

- ◎ **void addItems (void)**
  - struct entity
  - char Type...[100]
  - struct entity new
  - FILE \*invfile
  - char quit

- ◎ **int\* searchItems(void)**
  - static int output[2]
  - char key[100]
  - char input[100]
  - FILE \*invfile
  - char myString[100]
  - int line=0
  - int find=0
  - int fieldNumber=0
  - int pline=0

# Variables Description (cont.)

## Vita:

### ◎ **void editItems (void)**

- int\* place=searchItems()
- int find = 0
- int line = 0
- char Type....[100]
- FILE \*invfile
- FILE \*tempfile
- char myString[100]
- int pline=0
- char quit

### ◎ **void deleteItems(void)**

- int\* place=searchItems()
- int find=place[0]
- int line=place[1]
- FILE \*invfile
- FILE \*tempfile
- char myString[100]
- int pline=0
- char quit

# Variables Description (cont.)

## Vita:

- ◎ **viewItems(void)**
  - FILE \*invfile
  - struct entity
  - char Type....[100;
  - struct entity new
  - char Type....[100];
  - char myString[100000]
  - int pline=0

# Variables Description (cont.)

## Ross

- **void viewBorrowing(void)**
  - FILE myfile\*
  - struct entity
  - char Type...[100]
  - struct entity new
  - char myString[10000]
  - int pline = 0

- **void acceptDeny(void)**
  - struct entity
  - char ID[20]
  - char accept[20]
  - char deny[20]
  - FILE myfile\*
  - char quit

# Variables Description (cont.)

## Parra López:

### ◎ **void registration(void)**

- struct entity
- char encrypt[20]
- char username[20]
- char password[20]
- struct entity new
- FILE \*myfile
- char quit

### ◎ **int\* searchWMS(void)**

- static int output[2]
- char ID[100]
- char input[100]
- FILE \*myfile
- char myString[100]
- int line=0
- int find=0
- int fieldNumber=0
- char quit

# Variables Description (cont.)

## Parra López:

- **void viewList(void)**

- **void viewHistory(void)**

- FILE \*myfile
- struct entity
- char Type...[100]
- struct entity new
- char myString[10000]
- int pline=0

- **void makeList(void)**

- **void requestList(void)**

- struct entity
- char Type...[100]
- char Length[100]
- struct entity new
- FILE \*myfile
- char quit

# Program Menus & Tables

```
*****
Welcome to the Warehouse Managment System (WMS)
*****

*****
Main Log-In Menu
*****

[1] Registration Page
[2] Admin Log-In Page
[3] Guest User Log-In Page
[4] Exit Program

Please select one of the above options to proceed:
```

*Figure 7: WMS Main Log-in Menu in Command Prompt*

```
*****
Welcome to the Warehouse Management System (WMS)
*****

*****
Admin Menu
*****

[1] View Admin/Guest Usernames and Passwords
[2] Search for Admin/Guest Usernames and/or Passwords
[3] Change the Admin/Guest Usernames and/or Passwords
[4] Add Guest User to WMS
[5] Remove Guest User from WMS
[6] Add Items to Warehouse
[7] Search Items from Warehouse
[8] Edit Items from Warehouse
[9] Delete Items from Warehouse
[10] View Items from Warehouse
[11] View List of Borrowing Requests
[12] Accept or Deny Borrowing Requests
[13] Exit

Please select one of the above options to proceed: _
```

*Figure 8: WMS Admin Menu in Command Prompt*



## Figures of Program Menus & Tables (cont.)

```
*****
View Admin/Guest Usernames and Passwords to Log In
*****

Recorded Usernames & Passwords

=====
Key                Username                Password
=====
Arely              aparr3                 1234
Alex               avita3                 5678
Kamyrn             khamm1                 9876
Jarred             jcrys1                 5432
Sophie             sross7                 1012
reza               reza                   reza

Would you like to do another action?(y/n) _
```

Figure 9: WMS Admin/Guest User Encryption Key, Username, & Password Table in Command Prompt

```
*****
View WMS Item Inventory
*****

WMS Item Inventory

=====
ID    Type    Name                Picked                Stored                Provider              Quantity              Place                Price
=====
1234  Book    Stewart_Little      05/18/19_21:25        05/15/19_05:55        B&N                   25                   Shelf_5              $10.00
5678  Food    Fiji_Apple          05/24/19_20:25        11/15/15_06:35        Dole                   15                   Shelf_7              $15.00
9876  Book    Hello_Again         08/05/20_16:57        01/01/20_10:41        B&N                   31                   Shelf_1              $5.00

Would you like to do another action?(y/n) _
```

Figure 10: WMS Inventory Table in Command Prompt

```
*****
View Guest User's Borrowing Requests
*****
```

Guest User's Request List							
Item ID	Item Type	Item Name	Item Provider	Item Quantity	Item Place	Item Price	Borrowing Time
1234	Book	Stewart_Little	B&N	1	Shelf_5	\$10.00	2_weeks

Would you like to do another action?(y/n) \_

*Figure 11:* WMS Guest User's Borrowing Requests Table in Command Prompt

```
*****
Welcome to the Warehouse Managment System (WMS)
*****

*****
Guest Menu
*****

[1] Search WMS for Items in Warehouse
[2] Generate a List of Favorite Items
[3] View List of Favorite Items
[4] Request Borrowing/Buying Items
[5] View Item's Borrowing History
[6] Exit

Please select one of the above options to proceed:
```

*Figure 12:* WMS Guest User Menu in Command Prompt

## Figures of Program Menus & Tables (cont.)

## Figures of Program Menus & Tables (cont.)

```
*****
View Saved List of Favorite Items
*****

Favorite Item List

Item ID  Item Type  Item Name  Item Provider  Item Quantity  Item Place  Item Price
-----
1234    Book      Stewart_Little  B&N           25             Shelf_5     $10.00
5678    Food      Fiji_Apple     Dole           15             Shelf_7     $15.00
9876    Book      Hello_Again    B&N           31             Shelf_1     $5.00

Would you like to do another action?(y/n)
```

Figure 13: WMS Guest User's Favorite Items List Table in Command Prompt

```
*****
History of Borrowed Items
*****

Item History

Item ID  Item Name  Borrower  Taken Out  Returned
-----
1234    Book      Arely_Parra  04/01/2021  04/20/2021
5678    Food      Sophie_Ross  03/28/2021  04/01/2021

Would you like to do another action?(y/n)
```

Figure 14: WMS Guest User's View of Item History Table in Command Prompt

# References

1. Fischer, A. E., Fischer, M. J., & Eggert, D. W. (2016, August 30). *Applied Introductory C Programming - University of New Haven*. Chapters from 2nd edition. <http://eliza.newhaven.edu/apc/>.
2. Sadeghi, R. (2020, December 14). *RezaSadeghiWSU/LMS*. GitHub. <https://github.com/RezaSadeghiWSU/LMS>.
3. Sadeghi, R. (2020, December 15). *RezaSadeghiWSU/Calendar-Management-System*. GitHub. <https://github.com/RezaSadeghiWSU/Calendar-Management-System>.
4. Sadeghi, R. (2021). *passwordSystem.c*. West Haven; Reza Sadeghi.

A decorative network diagram in the top-left corner, featuring a complex web of interconnected nodes and lines. The nodes are represented by small circles, some of which are larger and have concentric circles, while others are smaller and solid. The lines are thin and gray, connecting the nodes in a non-linear fashion.

# Thank You