Warehouse Management System: Progress Report

Intro to C Programming

CSCI-1110-01

Can You C My Screen

University of New Haven

TAGLIATELA COLLEGE OF ENGINEERING, West Haven, CT

Submitted To:

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Project Progress Report of Warehouse Management System

Team Name

Can You C My Screen Can You C My Screen

Team Members

1. Arely J. Parra López aparr3@unh.newhaven.edu (Team Head)
2. Alexander Vita avita3@unh.newhaven.edu (Team Member)
3. Kamyrn Hammond khamm1@unh.newhaven.edu (Team Member)
4. Jarred Crystal jcrys1@unh.newhaven.edu (Team Member)
5. Sophie Ross sross7@unh.newhaven.edu (Team Member)

Roles of Team Members

1. Arely J. Parra López
    a. 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.
2. Alexander Vita
    a. Adding, deleting, and editing items with varied details (i.e., Type, Stored Time, ID, etc) from Warehouse Management System.
3. Kamyrn Hammond
    a. Creating log-in page for admin and guest users to enter username & password for Warehouse Management System.
4. Jarred Crystal
    a. 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.
5. Sophie Ross
    a. 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.

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GitHub Repository Address

The GitHub Repository Address for the Warehouse Management System Project is the following: https://github.com/arely-parra/Warehouse-Management-System.

Implemented Modules

This is what our team has implemented thus far on an individual basis:

Arely J. Parra López:

1. Generated initial draft to allow guest user to search through the WMS based on all item details.

Alex Vita:

1. Generated initial draft of the functions necessary to add items to the WMS with implemented item details.

Kamyrn Hammond:

1. Generated initial draft of the Log-In Page for the Admin & Guest Users.

Jarred Crystal:

1. Generated initial draft for Welcome Page.

Sophie Ross:

1. Generated initial draft for displaying the list of borrowing requests as well as a function to allow the acceptance/rejection borrowing by admin.

Project Completion Plan

Each team member has come up with an individualized plan on how to move forward with the project for a timely completion. Additionally, each team member has agreed to reach out to one another for questions

in case of any confusion regarding GitHub and coding. All team members will be meeting in April via Zoom or in-person to ensure each individual's section is able to combine into one continuous code without any issues on GitHub.

Arely J. Parra López:

2. Generate the user's ability to search through WMS based on item details.
3. Permit the user to save a list of favorite items from WMS library.
4. Permit the user to request to borrow/buy some items for a specific time.
5. Permit the user to view the history of borrowed items.
6. Generate an Exit Function for user and admin.
7. Provide warnings for the user and admin for multiple situations.

Alex Vita:

2. Complete the admin user's ability to edit items from the warehouse.
3. Complete the admin user's ability to delete items from the warehouse.
4. Clean up display while enhancing user-friendliness.
5. Integrate Provider/Creators name with who is logged into the warehouse.
6. Determine how to add/subtract item quantities as they are removed/added from system.

Kamyrn Hammond:

2. Finalize log-in for the admin that will include entering a username and password.
3. Provide admin the option to change the admin user and admin password
4. Permit admin to remove users from the system by removing the user's username, password, and corresponding recorded file.
5. Generate a method for Admin to add a guest.
6. Determine if the log-in page can be successfully completed using switch statements/If-Then statements as well as functions to add and delete variables.

Jarred Crystal:

2. Finalize the welcome page for admin and guest users.
3. Generate the menu of all functions from the program for user to have on hand.
4. Determine how to generate reports in a tabular format for the admin and user.

5. Determine the possibility of ciphering the WMS passwords and recorded information in the entire system.

Sophie Ross:

1. Create a page where the user can see a display of all borrowing requests.
2. Allow admin to add accepted requests to the warehouse library.
3. Allow admin to delete rejected requests from users.
4. Create a clear display for user-friendliness.

Description of New Features

These are the four functions we will possibly provide in the Warehouse Management System unless otherwise stated:

1. **Tracking Stock of Items Available in WMS**
    a. Allow the system to inform the admin when restocking of certain items are required based on an item threshold set by the admin.
2. **Informing Admin Item's Condition Prior to Users Requesting Item**
    a. Allow the admin to see what the item's current condition is (i.e., New, Like New; Good; Bad) to determine if item replacement is necessary.
3. **Informing Admin & User of when Items are Received to or Shipped out from WMS**
    a. Allows the user to know when their requested items were shipped while allowing the admin to know when the borrowed items are returned to the system.
4. **Ciphering the Log-In Page to Protect the WMS's Passwords and Other Recorded Information.**
    a. Allows the admin and the WMS to be protected from potential stolen identities or stolen system information.

List of Problems & Questions Regarding Project

Questions:

1. Should the Item ID be random, or user generated?

    a. If it is meant to be random, how would you go about creating those random IDs?
2. How do you create the menu for all functions?
    a. Is this meant to be a coding component or simply a text component?
3. How do you create a tabular format in C programing?
4. How exactly do we combine each section of the code in the GitHub Repository?
    a. The tutorials on Canvas help but only to some extent. Could we possibly see an example during class?

Problems:

1. Figuring out how to store items withing the program we are generating.
2. Figuring out how to use the internal clock to show stored & pick out time.
3. Figuring out how to send accepted requests to the warehouse library.
4. Figuring out how to decrease the quantity available that the user sees as other users chose and take items from the quantity available.
5. Figuring out how to successfully combine each individual's code and portion of the project without too many issues.