DataServerAccess

ServerHandler : IServerHandler

+ SendToServer(string stringToSend)
+ bool Create(string query)
+ string Read(string query)
+ bool Update(string query)
+ bool Delete(string query)

RequestHandler : IRequestHandler

+ IServerHandler

+ string SendRequest(string request)

ResponseHandler : IResponseHandler

+ IServerHandler
+ IResponseParser

+ DataTable GetDataTable(string response)

static ConvertDataToTable

+ IModel

+ DataTable ConvertToDataTable(string data)

Models

InventoryModel

+ int ItemID
+ string ProductName
+ string WarehouseCity
+ int WarehouseID

ProductModel

+ int ProductID
+ string ProductName
+ bool IsActive

ItemModel

+ int ItemID
+ int ProductID
+ bool IsActive

WarehouseModel

+ int WarehouseD
+ string StreetAndNo
+ string City
+ string ProvinceOrState
+ string Country
+ string PostalCode
+ bool IsActive

Controllers

ReadController : IReadController

+ IRequestHandler
+ IResponseHandler
+ ITableController

DataTable GetInventory()
DataTable GetTable(string tableName)

EditController : IEditController

+ IRequestHandler
+ IResponseHandler
+ ITableController

+ string GetCreateQuery(string table, string input)

InventoryController : ITableRead

+ IInventoryModel

+ string GetReadQuery()

ProductController : ITableRead, ITableCUD

+ IProductModel

+ string GetCreateQuery(int id, string name, bool isActive)
+ string GetReadQuery()
+ string GetUpdateQuery(int id, string name, bool isActive)
+ string GetDeleteQuery(int id)

WarehouseController : ITableRead, ITableCUD

+ IProductModel

+ string GetCreateQuery(int id, string streetAndNo, string city, string prov, string country, string postalCode, bool isActive)
+ string GetReadQuery()
+ string GetUpdateQuery(int id, string streetAndNo, string city, string prov, string country, string postalCode, bool isActive)
+ string GetDeleteQuery(int id)

WarehouseInventoryController : ITableRead, ITableCUD

+ IWarehouse

+ string GetCreateQuery(int warehouseID, int itemID)
+ string GetReadQuery()
+ string GetUpdateQuery(int warehouseID, int itemID)
+ string GetDeleteQuery(int warehouseID, int itemID)

ITableCUD

string BuildCUDQuery(object table, string command)

View

startPage

IReadController
IEditController

void InitializeTracker()
void btnView_click()
void btnEdit_click()
void btnProduct_click()
void btnItem_click()
void btnWarehouse_Click()
void btnAddNew_Click()
void btnUpdateProduct_Click()
void DisplayNavTables()
void DisplaySubmitButtons()
void HideDisplay()

Inventory App

Default display of full inventory

VIEW INVENTORY

EDIT INVENTORY

Products

Items

Warehouses

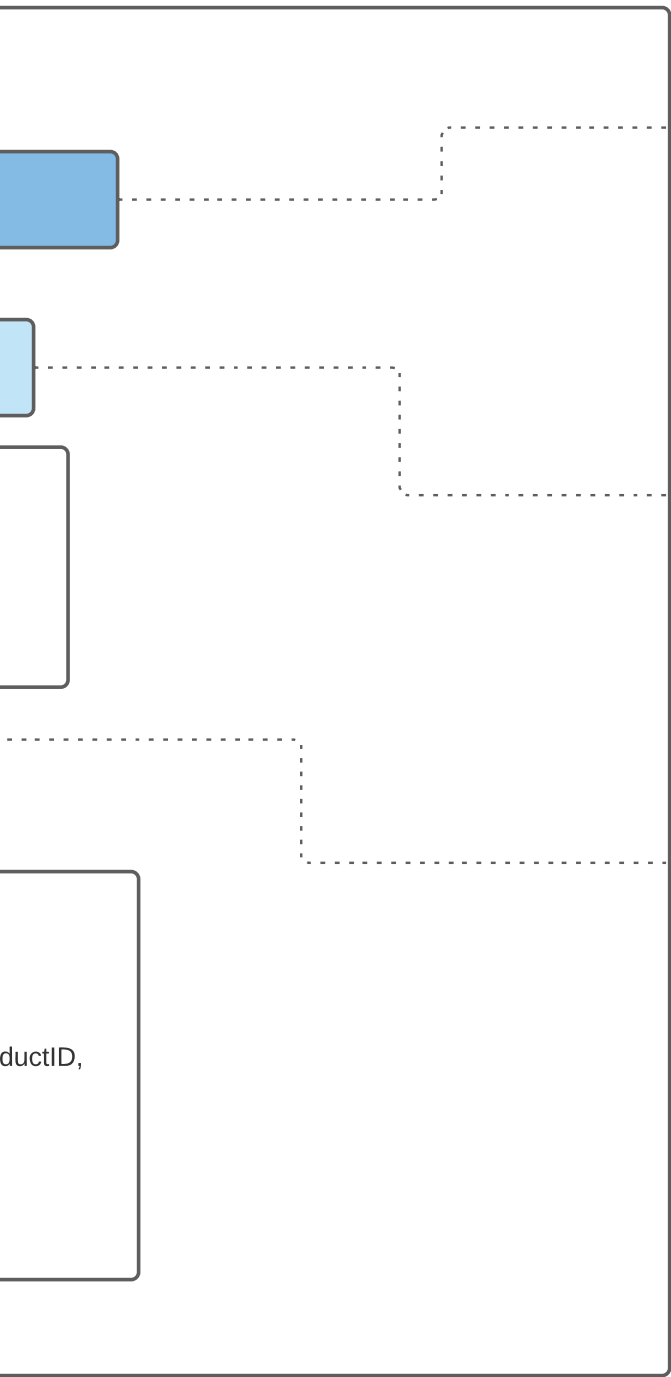3 divs with input forms - 1 for products, items, warehouses

Add New

Update

Default DataGrid of each *active and unsold* inventory item with all fields (itemID, productID, productName, warehouseCity(if assigned)

DataGrid of Products (hidden)

DataGrid of Items (hidden)

clicking drops down the view buttons and input forms

clicking these buttons drops down form below to create, update, delete, and displays Datagrid to show only products, items, or warehouse tables (hides others)

clicking these buttons pops up modal to confirm change to inventory

To delete: update isActive to false, or item to sold

ductID,

DataGrid of Warehouses (hidden)