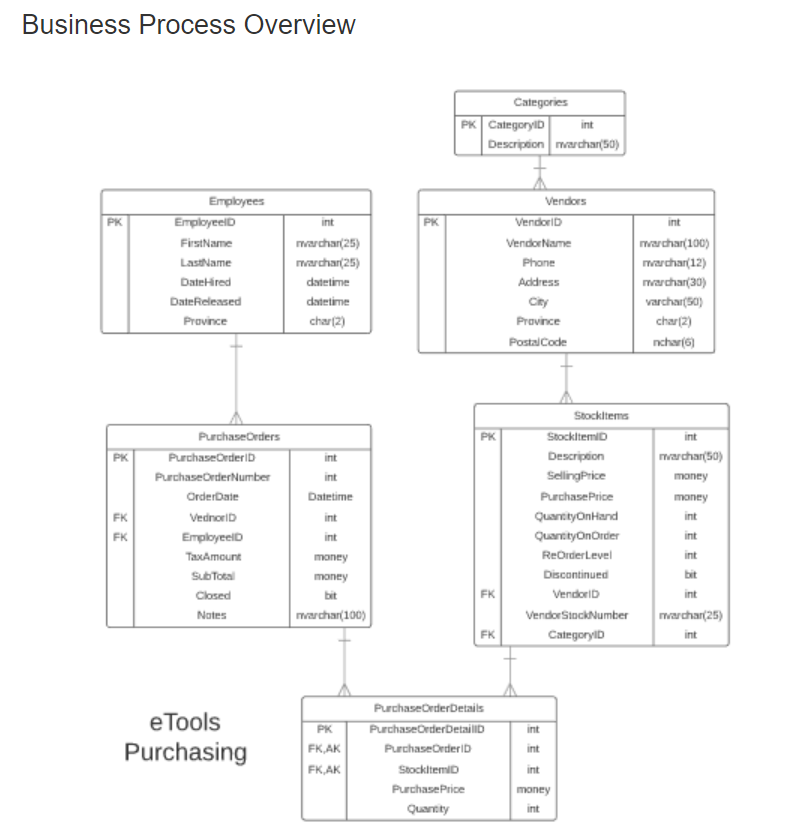
Subsystem title: Purchasing

# ERD for UX process

Place your ERD diagram here.

Possible UX Interface

Place your screen design(s) here:

|  |  |  |
| --- | --- | --- |
| **Controls** | | **Events** |
| VendorDDL | | None / wired via ObjectDataSource |
| **BBL Class(es) and Method (s)** | | |
| VendorContoller | List<SelectionList> List\_VendorName()  Retrieve a list of vendor name and vendor id for DDL | |
| **SQL Table(s): (C,R,U,D)** | | **Entities/DTOs/POCOs** |
| Vendors(R) | | SelectionList (P) |

|  |  |  |
| --- | --- | --- |
| **Controls** | | **Events** |
| Fetch (Vendor, PurchaseOrders, PurchaseorderDetails),StockItems, SearchArgID | | OnClick / wired via ObjectDataSource   * Move selection value to ItemsBy, DDL id to SearchArgID; * Bind data to StockItems   OnCommand   * Collect StockItems information and validate * Send to BLL for adding PurchaseOrderDetails and PurchaseOrder records to PurchaseOrderDetails * Refresh PurchaseOrderDetails |
| **BBL Class(es) and Method (s)** | | |
| StockItemsController, | ● List< StockItemsList >List\_StockItemsForNewSuggestedOrder(argid)  Create new orderlist. Return stockItemId, description, quantityonhand, quantityonorder, reorderlevel, quantityonorder, Price. Display in New Suggested Order.  ● List< VendorStockItemsList >List\_StockItemsForNewSuggestedOrder(argid)  Create new order. Return stockItemId, description, quantityonhand, quantityonorder, reorderlevel, buffer, Price. Display in New Suggested Order.  ● List< StockItemsList > List\_StockItemsForCurrentActiveOrder (string itemsby, argid)  Retrieve a list of CurrentActiveOrder for Placing Orders. Return stockItemId, description, quantityonhand, quantityonorder, reorderlevel, quantitytoorder, Price. Display in Current Active Order.  ● List< VendorStockItems > List\_VendorStockItemsForCurrentActiveOrder (string itemsby, argid)  Retrieve a list of VendorStockItems for Adding to current orders. Return stockItemId, description, quantityonhand, quantityonorder, reorderlevel, buffer, Price. Display in Vendor StockItems. | |
| **SQL Table(s): (C,R,U,D)** | | **Entities/DTOs/POCOs** |
| StockItems (R), PurchaseOrderDetails(C) | | StockItemsList(P), PurchaseOrderDetailslist(p) |

|  |  |  |
| --- | --- | --- |
| **Controls** | | **Events** |
| Remove, LineItem | | OnClick   * Collect line Item and purchseorderId and purchaseorderDetailsiId and validate * Send to BLL for removing line Item from purchase order * Refresh current Active purchase order |
| **BBL Class(es) and Method (s)** | | |
| PurchaseorderdetailsController | Void Remove\_CurrentActivePurchaseOrdderlist ()  TRX (find item, remove item, shift remaining item’s lines up, renumber Item’s line). | |
| **SQL Table(s): (C,R,U,D)** | | **Entities/DTOs/POCOs** |
| StockItems(R), purchseOrderDetails(U/D) | |  |

|  |  |  |
| --- | --- | --- |
| **Controls** | | **Events** |
| Add, lineItems, VendorStockItems | | OnClick   * Collect line Item and purchaseorderDetailsiId and validate * Send to BLL for adding line Item to current active order * Refresh current Active purchase order |
| **BBL Class(es) and Method (s)** | | |
| PurchaseorderController, | Void Add\_LinItemToCurrentActivePurchaseOrdderList ()  TRX (Add items to current open order qty 1) | |
| **SQL Table(s): (C,R,U,D)** | | **Entities/DTOs/POCOs** |
| StockItems(R), purchaseOrder(C) | | CurrentActivePurchaseOrder(p) |

|  |  |  |
| --- | --- | --- |
| **Controls** | | **Events** |
| Update, CurrentActiveOrder | | wired via ObjectDataSource   * Collect line items and edit rows to modify desired rows( QTO, Price) * Refresh current Active purchase order |
| **BBL Class(es) and Method (s)** | | |
| StockItemsController | ● List< StockItemsList > List\_UpdateStockItemsForCurrentActiveOrder() | |
| **SQL Table(s): (C,R,U,D)** | | **Entities/DTOs/POCOs** |
| StockLineItems (R) | | CurrentActivePurchaseOrder(p) |

# Event and Wiring Summations

# Samples

|  |  |  |
| --- | --- | --- |
| **Controls** | | **Events** |
| Fetch (Artist, MediaType, Genre, Album),  Tracks, TracksBy, SearchArgID | | OnClick / wired via ObjectDataSource   * Move selection value to TracksBy, DDL id to SearchArgID; * Bind data to Tracks |
| **BBL Class(es) and Method (s)** | | |
| TracksController | List<TrackList> List\_TracksForPlaylistSelection(string tracksby, int argid)  Retrieve a list of tracks for supplied selection type and argument id. Return trackid, title, timelength, unitprice. Display in Tracks. | |
| **SQL Table(s): (C,R,U,D)** | | **Entities/DTOs/POCOs** |
| Tracks (R) | | TrackList (P) |

|  |  |  |
| --- | --- | --- |
| **Controls** | | **Events** |
| Fetch (PlayList), Playlist, PlayListName | | Fetch OnClick   * Validate data present; * call BLL; * Bind returned data to PlayList. |
| **BBL Class(es) and Method (s)** | | |
| PlaylistTracksController | List< UserPlaylistTrack > List\_TracksForPlaylist(string playlistname, string username)  Retrieve a list of tracks for supplied playlist name and username. Return trackid, title, timelength, unitprice, tracknumber. Display in PlayList. | |
| **SQL Table(s): (C,R,U,D)** | | **Entities/DTOs/POCOs** |
| PlayList (R), PlaylistTracks(R) | | UserPlaylistTrack (P) |