

# List of Objects

**Project Title: Warehouse System**

Team Name: //TODO: Team  
Name

Team Members' Names:

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## I. Entity Objects

1. User - A user of the application. A user will only have a password attribute.
2. Customer - Someone who has purchased a product, regardless of whether they have or are currently paying it off. A customer will have the following attributes: name, status, orderHistory, salesTax, and associatedInvoices.
3. Product - A product is an item stored in a warehouse. It has the following attributes: productName, costPrice, sellingPrice, storedIn, quantity, totalSales, totalCost, totalProfit, and totalProfitPercent.
4. Invoice - An invoice is given to a customer that has purchased a product. It is then considered open until the customer pays it off, therefore closing it. It has the following attributes: invoiceNumber, status, shippingAddress, deliveryMethod, financeCharge, orderDate, deliveryCharge, and totalCharge.
5. Salesperson - An employee who works for the store. They will have the following attributes: firstName, lastName, gender, dateOfBirth, totalCommision, totalSales, startDate, and commissionRate.
6. Warehouse - A warehouse stores none, some, or all of a product. It has the following attributes: name, address, city, state, zip, phoneNumber, and productList.

## II. Boundary Objects

1. Login boundary - This allows the user to access the system by entering a password. The data will be verified and stored in the database.
2. Product List Boundary - This allows users to display products in various ways. Users can also add products, replenish stock, or mark them shipped.
3. Invoice List Boundary - This allows users to display open/closed invoices in various ways. Users can also open, close, or modify the invoices.
4. Salesperson Boundary - This allows users to show a salesperson's performance. Users can also add salespersons, pay their commission, or set a new commission rate
5. Warehouse Boundary - This allows users to add a warehouse. Users can also display items by warehouse in various ways.
6. Customer Boundary -

### III. Controller Objects

1. Product Control - Allows user to change and update a product object
2. Invoice Control - Allows user to change and update an invoice object
3. Salesperson Control - Allows user to change and update a salesperson object
4. Warehouse Control - Allows user to change and update a warehouse object
5. Password Control - Allows users to change their system password.
6. Customer Control - Allows users to change and update a customer object.