

Manuali i perdorimit te softuerit

Manuali i perdorimit te softuerit qe eshte i zhvilluar me ane te sistemit Laravel ne gjuhen programuese PHP.

Laraveli eshte sistem framework, i cili ndihmon zhvilluesit e softuereve ne zhvillim e softuereve shume kualitativ.

Pra, me ane te Laravel framework, kemi zhvilluar sistemin per menaxhimin e inventarit (inventory), eshte sistem qe i kam kushtuar rendesi zhvillimit te disa gjerave elementare te softuerit, sic jane per shembull: regjistrimin e kategorise, regjistrimin e produktit duke marre Id e kategorise, ndryshimin (zbritjen) e cmimit te shitjes dhe te cmimit te blerjes duke nxjerre Profitin (Fitimin), fshirjen e produktit te regjistruar, editimin e produktit te regjistruar, regjistrimin e stokut duke marre Id e produktit, fshirjen e stokut dhe editimin e stokut te regjistruar.

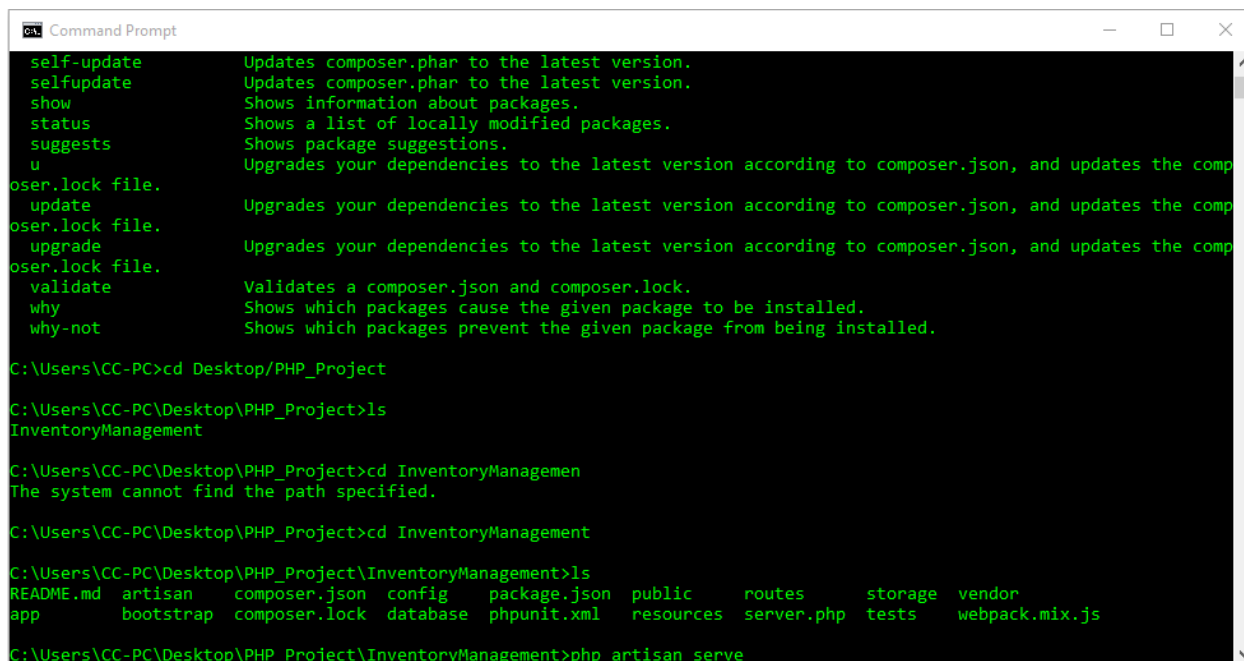
Me pak fjale, do te mundohem qe te shpalosi te gjithë projektin qe kam zhvilluar poashtu edhe pamjet e softuerit gjate testimit te tij.

Inventory Management System

Projekti me larte kemi thene qe eshte zhvilluar ne sistemin framework Laravel ne gjuhen programuese PHP.

Per te ekzekutuar kodin ne Laravel PHP perdorim command prompt (cmd) si me poshte:

php artisan serve



```
Command Prompt
self-update      Updates composer.phar to the latest version.
selfupdate      Updates composer.phar to the latest version.
show             Shows information about packages.
status          Shows a list of locally modified packages.
suggests        Shows package suggestions.
u               Upgrades your dependencies to the latest version according to composer.json, and updates the comp
oser.lock file.
update          Upgrades your dependencies to the latest version according to composer.json, and updates the comp
oser.lock file.
upgrade         Upgrades your dependencies to the latest version according to composer.json, and updates the comp
oser.lock file.
validate        Validates a composer.json and composer.lock.
why             Shows which packages cause the given package to be installed.
why-not         Shows which packages prevent the given package from being installed.

C:\Users\CC-PC>cd Desktop\PHP_Project
C:\Users\CC-PC\Desktop\PHP_Project>ls
InventoryManagement

C:\Users\CC-PC\Desktop\PHP_Project>cd InventoryManagement
The system cannot find the path specified.

C:\Users\CC-PC\Desktop\PHP_Project>cd InventoryManagement
C:\Users\CC-PC\Desktop\PHP_Project\InventoryManagement>ls
README.md  artisan  composer.json  config  package.json  public  routes  storage  vendor
app        bootstrap  composer.lock  database  phpunit.xml  resources  server.php  tests  webpack.mix.js

C:\Users\CC-PC\Desktop\PHP_Project\InventoryManagement>php artisan serve
```

Gjate ekzekutimit te ketij kodi ne command prompt, shkojme ne google chrome dhe ne vend ku

shenohen URL adresa, shenojme kete:
127.0.0.1:8000.



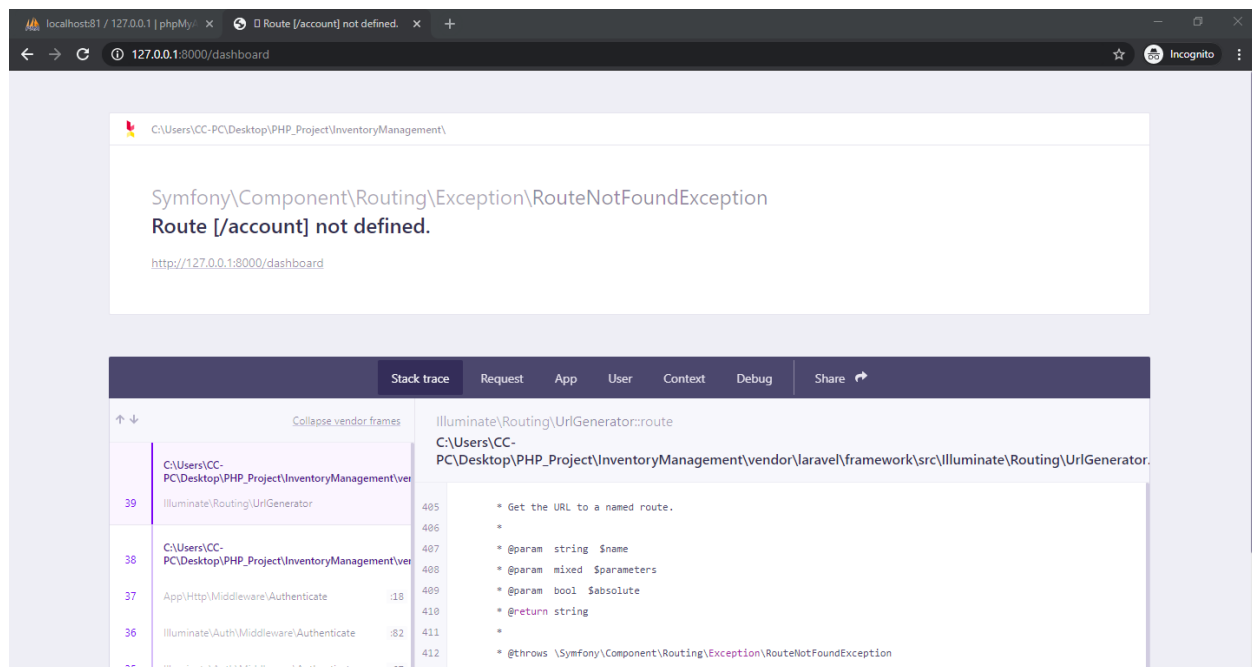
Inventory Management

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Ne vendin ku e kemi URL Adresen e shtojme kete:
127.0.0.1:8000/account. Ketu shfaqet pjesa ku
validohet perdoruesi.

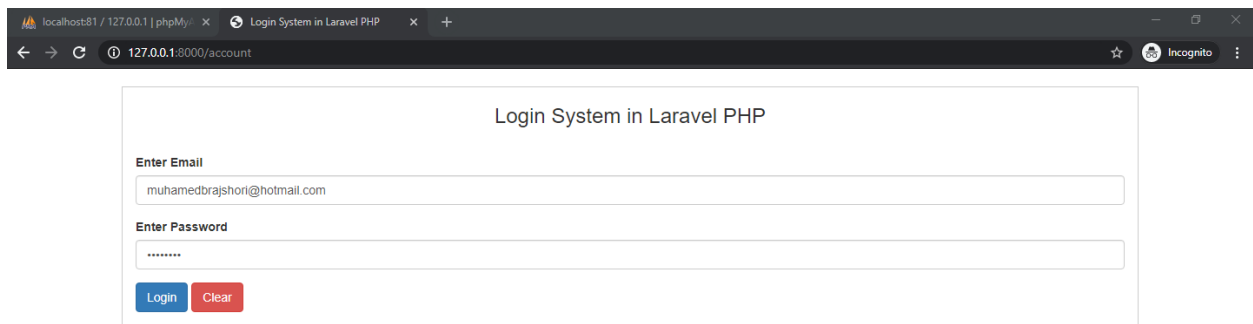
A screenshot of a web browser window showing the login page. The address bar shows 'localhost81 / 127.0.0.1 | phpMy...' and 'Login System in Laravel PHP'. The page content shows a form titled 'Login System in Laravel PHP' with two input fields: 'Enter Email' and 'Enter Password'. Below the fields are two buttons: 'Login' (blue) and 'Clear' (red).

Le te provojme a mundemi qe te qasemi direkt ne sistem pa i dhene vlerat e kredencialeve te perdoruesit.



Kredencialet e perdoruesit nuk jane definuar ne sistem. Kjo eshte edhe arsyeja pse nuk mund te qasemi sistemit.

Se pari duhet t'i japim vlerat e kredencialeve qe perdoruesi te qaset ne sistem.



Nepermjet metodes seeder kemi regjistruar te dhenat e perdoruesit, ne menyre qe perdoruesit te validohet ne sistem.

Ne command prompt (cmd) japim keto kode qe realisht mundeson regjistrimin e perdoruesit nepermjet metodes seeder:

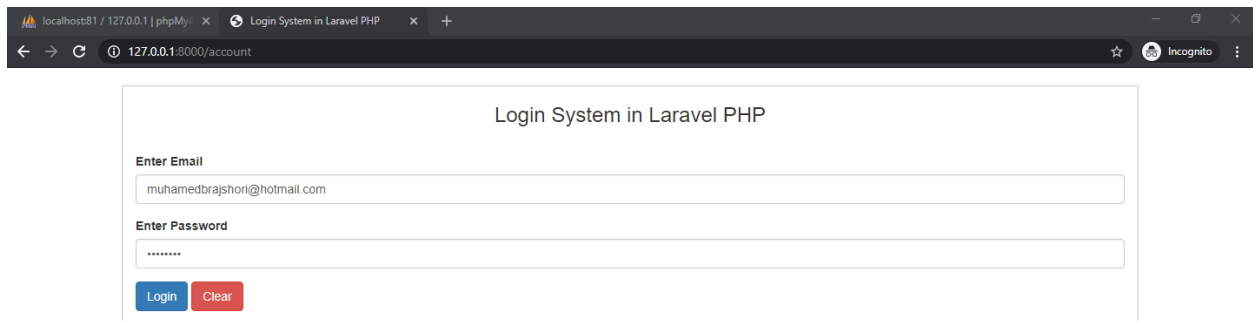
```
php artisan make:seeder UsersTableSeeder
```

```
composer dump-autoload
```

```
php artisan db:seed
```

Pasi kemi regjistruar perdoruesin nepermjet metodes seeder dhe kemi bere seed te dhenat e perdoruesit ne sistem.

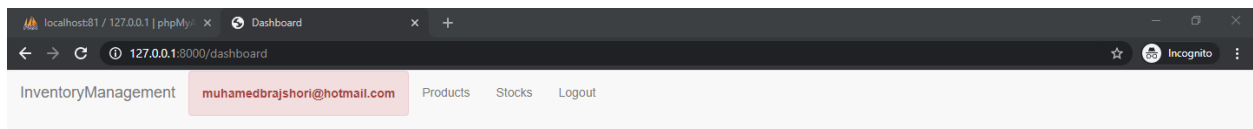
Shkojme te pjesa ku validohet perdoruesi.



The screenshot shows a web browser window with the address bar displaying 'localhost81 / 127.0.0.1 | phpMy' and 'Login System in Laravel PHP'. The page title is 'Login System in Laravel PHP'. The form contains two input fields: 'Enter Email' with the value 'muhamedbrajshori@hotmail.com' and 'Enter Password' with masked characters '*****'. Below the fields are two buttons: 'Login' (blue) and 'Clear' (red).

Japim vlerat e kredencialeve te perdoruesit dhe klikojme ne butonin Login.

Pasi kemi klikuar ne butonin Login, atehere qasemi ne dashboard apo ne sistem.



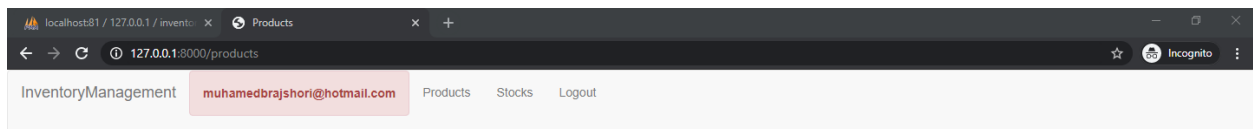
Inventory Management

Ky sistem mundeson menaxhimin e produkteve si dhe ne nxjerrjen e fitimit duke llogaritur ndryshimin (zbritjen) ne mes te cmimit te shitjes dhe cmimit te blerjes.

Po ashtu ky sistem mundeson menaxhimin e stokut dhe mundeson regjistrimin e kategorive per produktet

Sapo jemi qasur ne sistem, ne pjesen e siperme eshte pjesa naviguese. Ne pjesen naviguese, me te kuqe kemi pjesen ku tregon qe perdoruesi eshte qasur me sukses ne sistem.

Shkojme te linku Products, qe eshte ne pjesen naviguese (te siperme).

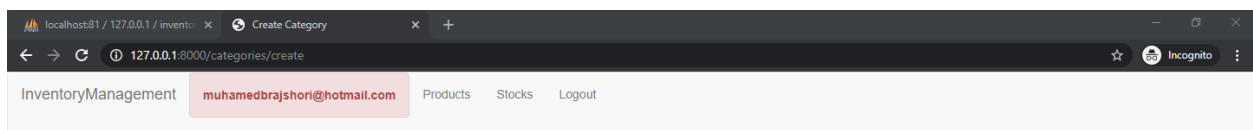


Product Management

Add ProductAdd Categories

Name	Category ID	Profit	Sales Price	Purchase Price
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Per te regjistruar produktin, duhet se pari te regjistrojme kategorine. Per regjistrimin e kategorise duhet te klikojme ne butonin Add Categories, sic shihet ne pamjen e meposhtme.



Create Category

Enter Name

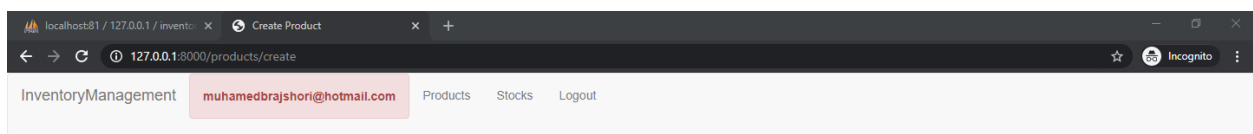
Enter Status

TRUE

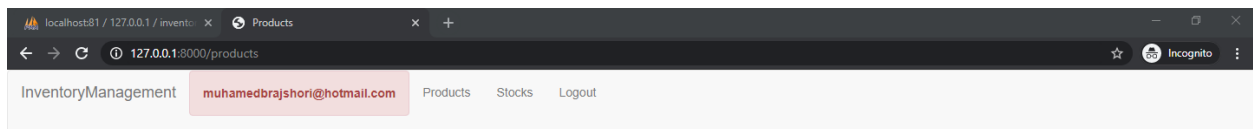
Add CategoryClear

Ne momentin qe japim vlerat per te regjistruar kategorine, klikojme ne butonin Add Category dhe keshtu regjistrojme kategorine.

Pasi qe kemi regjistruar kategorine, shkojme per te regjistruar produktin duke marre Id e kategorise duke klikuar ne butonin Add Product.

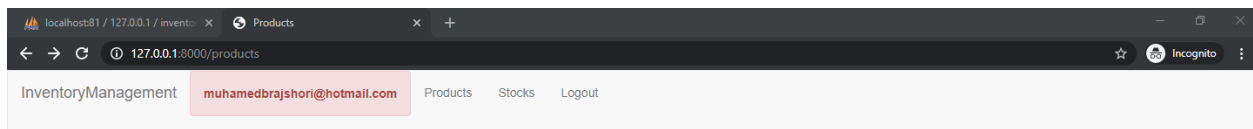


Pasi kemi dhene vlerat per regjistrimin e produktit klikojme ne butonin Add Product per te regjistruar produktin.



Produkti me emrin Suxhuku e ka marre kategorine Ushqimore, qe ne bazen e te dhenave eshte Id e barabarte me 1 (auto increment), keshtu produkti sic shihet ne pamje e sipërme, eshte regjistruar me sukses ne sistem.

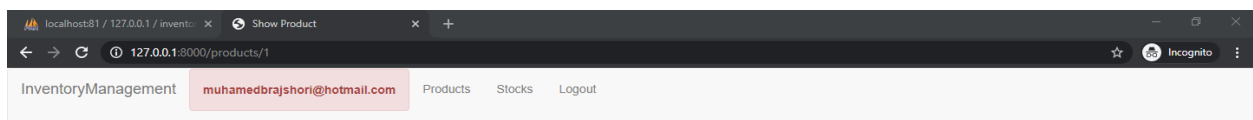
Sic shihet ne pamjen e sipërme, produkti ka vlerat Sales Price, Purchase Price dhe Profit. Duke bere ndryshimin (zbritjen) e cmimit te shitjes (Sales Price) dhe cmimit te blerjes (Purchase Price) jepet si rezultat fitimi (Profit).



Product Management

Add Product Add Categories				
Name	Category ID	Profit	Sales Price	Purchase Price
Suxhuku	1	3	6	3

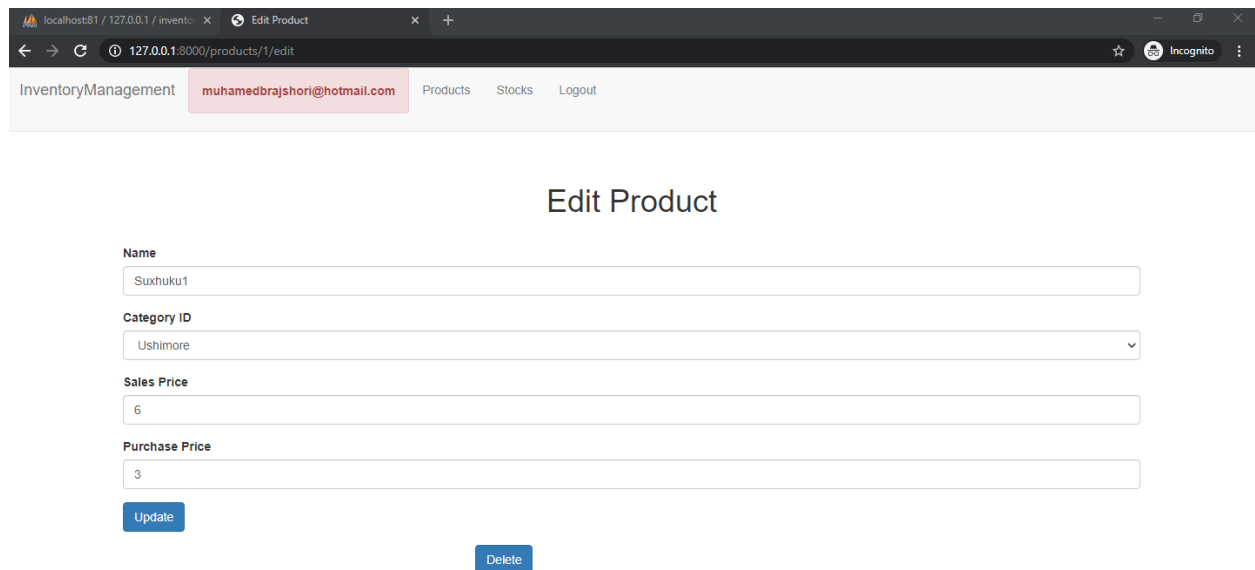
Ne pjesen e nenvizuar me te kuqe kemi produktin e regjistruar, aty kemi kolonen Name dhe klikojme ne rreshtin (record) e regjistruar te produktit me emrin Suxhuku dhe na shfaqen detajet e produktit te regjistruar.



Show Product

Suxhuku
1
6
3
[Edit Product](#)

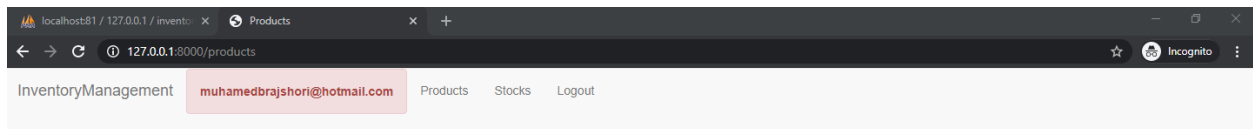
Ketu jane shfaqur detajet e produktit te regjistruar. Pastaj klikojme ne linkun Edit Product, i cili mundeson editimin (perditesimin) e produktit te regjistruar.



The screenshot shows a web browser window with the address bar displaying '127.0.0.1:8000/products/1/edit'. The browser's Incognito mode is active. The page title is 'Edit Product'. The form contains the following fields and buttons:

- Name:** A text input field containing 'Suxhuku1'.
- Category ID:** A dropdown menu showing 'Ushimore'.
- Sales Price:** A text input field containing '6'.
- Purchase Price:** A text input field containing '3'.
- Buttons:** Two blue buttons labeled 'Update' and 'Delete' are positioned below the price fields.

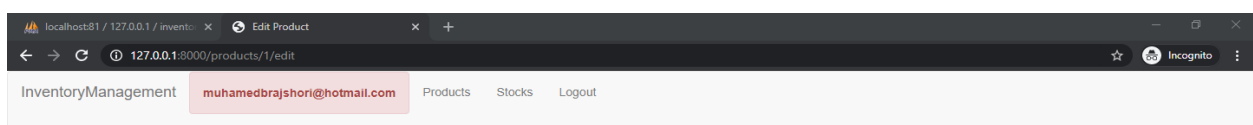
Duke edituar apo perditesuar te dhenat e produktit te regjistruar, klikojme ne butonin Update, i cili mundeson editimin apo perditesimin e te dhenave te produktit te regjistruar.



Product Management

<div>Add Product Add Categories</div>				
Name	Category ID	Profit	Sales Price	Purchase Price
Suxhuku1	1	3	6	3

Produkti i regjistruar eshte edituar apo perditesuar duke e ditur se produkti me emrin Suxhuku ka tashme emrin Suxhuku1. Na ka mbetur vetem edhe pjesa e fshirjes se te dhenave te produktit nga sistemi.

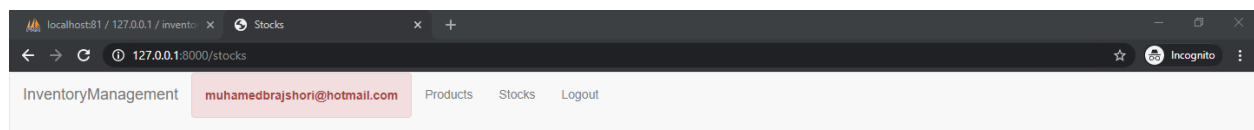


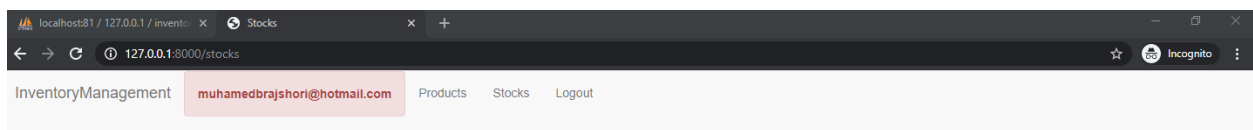
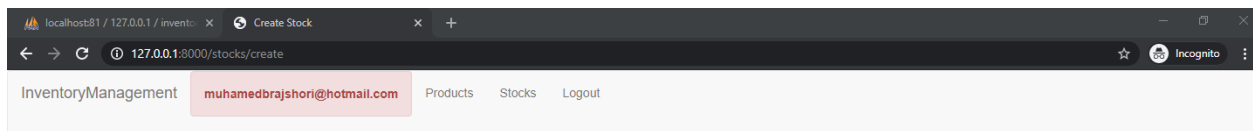
Edit Product

Name	<input type="text" value="Suxhuku1"/>
Category ID	<div>Ushimore</div>
Sales Price	<input type="text" value="6"/>
Purchase Price	<input type="text" value="3"/>
	<div>Update</div>
	<div>Delete</div>

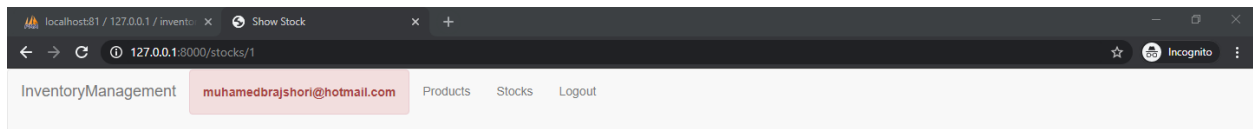
Duke klikuar ne butonin Delete, fshijme te dhenat e produktit nga sistemi.

Kemi mundesuar edhe menaxhimin e stokut, duke marre Id e produktit, pra mundesohet regjistrimi i stokut, shfaqja e detajeve te stokut te regjistruar, editimi apo perditesimi i stokut te regjistruar dhe fshirjen e te dhenave te stokut. Te gjitha keto do t'i shfaqim ne pamjet e meposhtme.





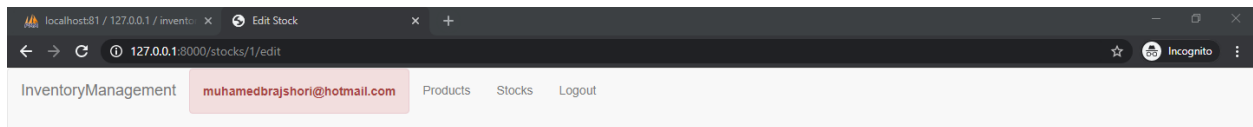
Tek vlera e sasise se stokut (quantity) kemi vleren 15, klikojme ne vleren 15 dhe na shfaqen detajet e stokut te regjistruar.



Show Stock

1
15
[Edit Stock](#)

Klikojme ne linkun Edit Stock per editimin apo perditesimin e stokut te regjistruar.



Edit Stock

Product ID

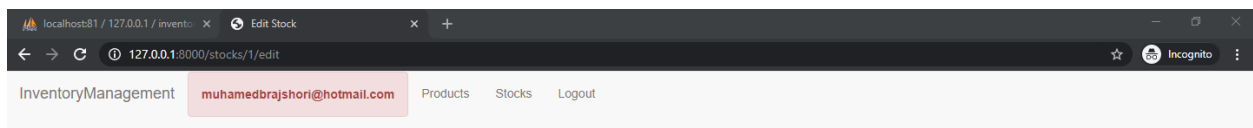
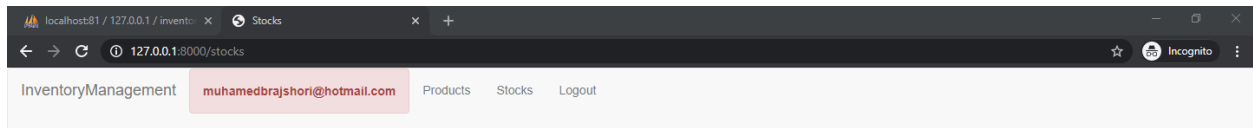
Quantity

[Update](#)

[Delete](#)

Sasise se stokut (quantity) ja kemi dhene vleren 20, nderkohe qe kishte vleren 15, ja beme vleren 20

apo cfardo vlere qe mund te japim, vetem per te pare se a funksionon editimi apo perditesimi i stokut te regjistruar. Klikojme ne butonin Update, qe mundeson editimin apo perditesimin.



Klikojme ne butonin Delete, qe mundeson fshirjen e te dhenave te stokut.

Faleminderit per mirekuptimin!