Project One Application Development Proposal

CS-360 Mobile Architect & Programming

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1. Inventory Application

* A database with at least two tables, one to store the inventory items and one to store user logins and passwords
* A screen for logging into the app. Note that this should also be used to create a login if the user has never logged in before.
* A screen, with a grid, that displays all items in the inventory
* A mechanism by which the user can add and remove items from inventory
* A mechanism by which the user can increase or decrease the number of a specific item in the inventory
* A mechanism by which the application will notify the user when the amount of any item in the inventory has been reduced to 0 (zero)

The application that I have chosen for this project is the Inventory App; The components vital to the success of this application consist of a database monitor for logging in and viewing the items contained in the database. For solutions to tracking the products within the warehouses’ inventory list, the logged-in users need to be able to delete, add, or update (add or subtract the amount of a given product) items as a part of the functionality of the app.

An employee tracking items or products/containers in a warehouse, a tracking application must be implemented for maintaining and recording each item, box, or container that enters and leaves the warehouse. This application would likely attract individuals who work in a warehouse or someone who works in their companies shipping department. The goals that a warehouse manager or assistant would want to accomplish might include employees tracking, updating, deleting, or adding items to their inventory list. The goals of an employee would consist of tracking the amount of a given product or item to update, delete data depending on the situation within the warehouse. If an item is no longer stocked in the warehouse, an alert can be sent to the employee, vice versa with new items. Another resource that warehouse employees can gain from an inventory tracking system is an alert system to inform employees when an item isn’t stocked or when a new item gets delivered.

For the different screens and providing a user interface, I would start by creating a home screen where a user or administrator must log in to utilize the app; After logging in, any alerts that were sent the night(s) before will be displayed on this page until the user acknowledges the alert and closes it out. Following missed alerts, the user will be able to select from the options of delete and update for items in the inventory list as well as the option to add a new item. If the user needs to update an existing item, the user will have to choose the item to update, and continue modifying or adding information in the following fields, quantity, tracking number, SKU number, vendor, and what is included in the item. Once the user is finished updating or deleting information from a given field, the user needs to scroll down and save the changes that have been made. To delete an item, the user must select delete, and scroll through the list to locate the item that needs to be deleted; The user will then select to accept the changes. In order for the user to add an item that has been recently delivered to the warehouse, the user will select the add button; Then the user will input the information about the item including the title, the quantity, the SKU number, and the vendor, and what is included in the packaging. Likewise, to delete an item that is not stocked in the warehouse anymore, the user will select delete; After scrolling and locating the item, the user will be prompted to accept the changes. Furthermore, for the users to gain access to specific items in the warehouse, a search option at the top of the second screen will be implemented; The item(s) can then be searched using the SKU number or the vendor’s name. The layout and environment of the application will be traditional, with simple box buttons, and a little color in the background. Along with the design, the typography or font of the application will also be traditional with Arial, Calibri, or Times New Roman. The bit of interaction in the application is when the user updates, deletes or adds an item to the existing inventory list.

1. **Discuss how the functional app requirements will be represented in the code and connected to the UI**. You should explain the calls that show the flow of data between code and screens. When explaining what data calls you may need to make, you should list the major UI components on each screen, then determine what data each component will either display or accept as input and where the data might come from.

To explain the functional application requirements, I will begin with the home screen; When the user is at the home screen, they will see a username and password login requirement. The user must input their credentials to gain access to the inventory list as well as to make changes to a given item. If the credentials are approved, the user is then taken to the next screen, where alerts may or may not be present. From this screen, the user can choose from the following options; Update, Delete, Add, Help. If the user needs to update an item contained in the inventory list, the “Update” button would be selected. Then the user would edit the text field and update it to the correct information. If the user needs to delete an item that is no longer in the inventory list, the user would select the “Delete” button, from that screen, a list is displayed where the user can scroll and select the desired item, or the user can search for a given item via vendor name, and more. If the user wants to add an item to the inventory list, they select “Add” and then input the name of the item, and all other required fields.