## Use case 1:

As an owner I should be able to log into my account and access the product list, and be able to add new products and edit existing ones.

As a customer I should not be able to access the product list, so when I log in the option shouldn't be available.

## Use case 2:

As an owner I should be able to log in and add new customers and edit existing customers. As a customer I should be able to log in and be able to add myself to the customer list. Use case 3:

As an owner I should be able to log in and view the transactions list and see info, and be able to edit info if there is an error.

As a customer I should be able to log in and after making a customer account, I can make new transactions and add them to the system.

## Client

The client side of the socket handles UI components and sending information by set of commands, namely {product, customer, transaction}, {edit, delete, add}. The client side also handles calculations that need multiple sets of data, such as the receipt builder that needs product and customer information. AddProduct.java, AddTransaction.java, and AddCustomer.java class holds the sub-GUIs and all act as a client.

## Server

The server side polls incoming commands in an infinite while(true) loop, once data is piped in 3 commands are being looked for, namely {product, customer, transaction}. Once one of them is detected the client side will have also sent another command regarding the next action, being {edit, delete, add}. The SQLiteDataAccess.java class holds a main() loop and acts as the server, and with the configuration multiple client sessions are able to be held.



