After the second implementation of the store management system (with a client/server architecture), we want to redesign it as a multi-user system. We can start by rewriting the user stories:

- As a user, I want to change my password and/or full name.
- As an admin, I want to add a new user into the system.
- As an admin, I want to update the type/class of a user into the system (e.g., from cashier to manager).
- As a manager, I want to add a new product or update a current product in the system.
- As a manager, I want to view a summary report of sales from the system.
- As a cashier, I want to add a new customer or update a current customer in the system.
- As a cashier, I want to add a new purchase or update a current purchase (only price and quantity) in the system.
- As a customer, I want to add a new purchase into the system.
- As a customer, I want to view my purchase history into the system.
- As a customer, I want to search for product information (based on name, price) in the system.

Tasks:

- 1. Rewrite two common use cases for each user story. Sketch the screens the system should display in each use case.
- 2. Redesign the client and server components to support all those transactions.
- 3. Implement the system.
- 4. Test the system with each use case.

Task 1: Rewrite two common use cases for each user story. Sketch the screens the system should display in each use case.

As a user, I want to add a new product to the system

Actor	System
1. Choose "Manage Products" on main screen	2. Display "Update Product" screen
Store Management System	Update Product Information
Manage Products Manage Customers Manage Purchases	Load Product ProductID: Name: Price:
2 January data the an eliely "Cours Due duet" houten	
Input data then click "Save Product" button	4. Display "Product Saved Successfully" screen
Update Product Information Load Product Save Product	Product Saved Successfully!
ProductID: 1 Name: Phone	ОК
Price: 500 Quantity: 10	

As a user, I want to update a current product in the system.

Actor	System
1. Choose "Manage Products" on main screen	2. Display "Update Product" screen
Store Management System Manage Products Manage Customers Manage Purchases	Update Product Information Load Product ProductID: Name: Price: Quantity:
3. Enter ProductID for existing product and click Load	4. Display Existing Product Information
Product	Under Designation (Control of Control of Con
Update Product Information Load Product ProductID: 1 Name:	Update Product Information Load Product ProductilD: 1 Name: Phone Price: 500 Quantity: 10
5. Update desired info and click Save Product Update Product Information Load Product Save Product	6. Display "Product Saved Successfully" screen Product Saved Successfully!
ProductID: 1 Name: Phone Price: 700 Quantity: 15	ОК

Actor	System
1. Choose "Manage Customers" on main screen	2. Display "Update Customer" screen
Store Management System	Update Customer Information
Manage Products Manage Customers Manage Purchases	Load Customer CustomerID:
	Name: Phone:
	Address:
3. Input data then click "Save Customer" button	4. Display "Customer Saved Successfully" screen
Update Customer Information	Customer Saved Successfully!
Load Customer Save Customer	ОК
CustomeriD: 1	
Name: Charlie	
Phone: 1234567890	
Address: Charlie's Address	

As a user, I want to update a current customer in the system.

Actor	System
1. Choose "Manage Customers" on main screen	2. Display "Update Customer" screen
Store Management System Manage Products Manage Customers Manage Purchases	Update Customer Information Load Customer Save Customer CustomerID: Name: Phone: Address:
3. Enter CustomerID for existing customer and click Load Customer	4. Display Existing Customer Information
Update Product Information Load Product Save Product ProductID: 1 Name:	Update Customer Information Load Customer Save Customer CustomerID: 1 Name: Charlie Phone: 1234567890 Address: Charlie's Address
5. Update desired info and click Save Customer	6. Display "Customer Saved Successfully" screen
Update Customer Information Load Customer Save Customer CustomerID: 1 Name: Charlie Phone: 1234567890 Address: Charlie's New Address	Customer Saved Successfully! OK



As a user, I want to update a current purchase in the system.

Actor	System
1. Choose "Manage Purchases" on main screen	2. Display "Update Purchase" screen
Store Management System Manage Products Manage Customers Manage Purchases	Update Purchase Information Load Purchase Save Purchase PurchaseID: Date of Purchase: Mon Nov 18 21:15:07 CST 2019 CustomerID: CustomerID: ProductID: Product Name: Quantity: Product Price: Cost: \$0.00 Tax: \$0.00 Total Cost: \$0.00
3. Enter an existing PurchaseID and click Load Purchase	4. Load all product information
Update Purchase Information	Update Purchase Information
Load Purchase Save Purchase	Load Purchase Save Purchase
PurchaseID: 1 Date of Purchase: Mon Nov 18 21:15:07 CST 2019	PurchaseID: 1 Date of Purchase: Mon Nov 18 21:15:07 CST 2019
CustomeriD: Customer Name:	CustomerID: 1 Customer Name: Charlie
ProductID: Product Name:	Product Name: Phone
Quantity: Product Price:	Quantity: 3 Product Price: 250.0
Cost: \$0.00 Tax: \$0.00 Total Cost: \$0.00	Cost: \$750.00 Tax: \$67.50 Total Cost: \$817.50
5. Update Purchase information as desired	6. Update the info outside the boxes as the user types
Update Purchase Information	Update Purchase Information
Load Purchase Save Purchase	Load Purchase Save Purchase
PurchaseID: 1 Date of Purchase: Mon Nov 18 21:15:07 CST 2019	PurchaseID: 1 Date of Purchase: Mon Nov 18 21:15:07 CST 2019
CustomerID: 1 Customer Name: Charlie	CustomeriD: 1 Customer Name: Charlie
ProductID: 1 Product Name: Phone	ProductID: 1 Product Name: Phone
Quantity: 4 Product Price: 250.0	Quantity: 4 Product Price: 250.0
Cost: \$750.00 Tax: \$67.50 Total Cost: \$817.50	Cost: \$1000.00 Tax: \$90.00 Total Cost: \$1090.00
7. Click "Save Purchase"	8. Display "Purchase Added" screen
Update Purchase Information	Purchase Saved Successfully!
Load Purchase Save Purchase	
PurchaseID: 1 Date of Purchase: Mon Nov 18 21:15:07 CST 2019	ОК
CustomerID: 1 Customer Name: Charlie	
ProductID: 1 Product Name: Phone	
Quantity: 4 Product Price: 250.0	
Cost: \$1000.00 Tax: \$90.00 Total Cost: \$1090.00	

Task 2: Redesign the Data Access layer at the client side that can load/save data to a remote server component.

Prior to this Project, the system worked in a 3-tier system. The User Interface contained the views a user interacted with and entered information into. This passed the information into the Business Logic classes which processed the events of the user screens and created objects which stored the information obtained. Finally, the Data Access tier took the objects created in the Business Logic tier and processed them for containment in a database.

In this project, the Data Access tier of the program was separated so that the database server could be contacted remotely, and by multiple users. The client side of the program must connect to the Data Access tier, which runs separately and in parallel, in order to process the events of the User Interface and store objects in the database.

Task 3: Design the server component to perform load/save requests from the Data Access layer at the client side. Describe the protocol for two sides: client and server

The new 3 tier system is as follows:

- 1. User Interface
- 2. Business Logic
- 3. Data access

Operation begins by running the StoreServer main method. This creates a SQLite data adapter and server socket, as well as a method to respond to interactions with the database server. Then the User Interface is initiated by running the StoreManager main method, which creates a Network Data Adapter which is prepared to save and load products, customers, and purchases from a database. Interacting with the Main UI opens other UIs. Saving an object in any UI creates the corresponding object model and utilizes the save object method from the server data adapter. Loading an object is similar, where an ID is communicated to the server, the Data Access tier searches the database for the object and returns it, and the Business Logic populates the User Interface with the object model.

User Interface:

This is what the user interacts with, and consists of 4 primary views (as outlined above):

- MainUI class
- ManageProductUI class
- ManageCustomerUI class
- ManagePurchaseUI class
- StoreManager class: main class to run the store manager

Business logic:

This is where information entered by a user is interpreted and evaluated in terms of the goals of the store management system. Models for the classes allow for information to be passed into a database:

- ProductModel class: store information of a product
- CustomerModel class: store information of a customer
- PurchaseModel class: store information of a purchase

Data access:

This is where information accumulated in the business logic tier is stored. The tier operates independently and connects with a database, as well as the methods to save and store information in that database.

- StoreServer class: main class for server operation
- IDataAdapter class: contains methods for saving/loading object data from business logic
- NetworkDataAdapter class: implements IDataAdapter, creates socket adapter and message model
- SocketNetworkAdapter
- MessageModel class
- SQLiteAdapter: connect to SQL database
- OracleDataAdapter class: connect to Oracle database (for future implementation)
- INetworkAdapter class

Task 4: Implement the System

The store management system is implemented in Java using the IntelliJ IDE.

Task 5: Test the system with each use case

The use cases are tested in 3 separate videos (one for loading and saving each type of object). Test cases are described in the Project 2 Test Catalog document.

The videos are at the link: https://www.youtube.com/playlist?list=PLxSttXKfgYWTLgee-h7d0Xf4hV8Cpcw-H