SUMMARY/REPORT ON IMPROVEMENTS MADE ON PROJECT AND FEATURES ADDED.

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Summary/Report:

INTRODUCTION:

The aim of this report is to summarize improvements made and pointing out from the first(submitted) work what was added.

What was previously submitted:

1. Main.java

2. Crop.java - This was discarded as it was found not very critical to a stock management module.

3. Inventory Item.java -This we made more descriptive by adding new classes/java files:

- Livestock.java – for all information regarding the number, and type of animals present in farm. We also added some more data values to identify the animals more descriptively, such as the breed, and the age.

4. Farm.java

What Was Finally Submitted:

AnimalHealthManagement.java – to keep track of the welfare and health status of the animals.

BreedManagement.java – Manage Breeding programs, and keep breeding records such as Parentage and offspring information.

FarmManagement.java

FarmManagementGUI.java – Added a Graphical User Interface to enhance user experience.

FeedingManagement.java – For monitoring feed consumption and adjusting rations based on nutritional requirements

gui.java

livestock.java – General livestock information for example, Number and types of animals present in farm, age, breed.

Main.java

IMPROVEMENTS AND FEATURES ADDED:

Added Functionality:

- Introduced the **Livestock** class to manage livestock on the farm.
- Modified the **Farm** class to handle livestock in addition to inventory.
- Created the **GUI** that is able to interact with program resources.

  -The Graphical user interface has some panels, buttons and stream reader
- Implemented buttons in the GUI for viewing inventory and livestock.
- Added more methods and classes
- Added a java Applet to enable viewing in a HTML webpage

- **Improved Efficiency:**
  - The division of classes into packages enhances code organization and readability.
  - GUI implementation provides a user-friendly interface for managing farm resources, improving user interaction efficiency.
- **Contextualization:**
  - The inclusion of the **Livestock** class reflects the diverse resources typically found on a farm.
  - The GUI contextualizes the stock management module within a user-friendly interface, making it more accessible and intuitive for users.

Conclusion:

The integration of these features has significantly enhanced the functionality, security, usability, and performance of the Java project. These improvements not only address the shortcomings of the initial version but also provide a robust and efficient solution that meets the evolving needs of users and stakeholders. Moving forward, continuous monitoring and feedback will be essential to further refine and optimize the system.