# Start (MainFrm)

1. Create new login control
2. Resize the panels
3. Add the login control to the content panel
4. Set the enabled/disabled control buttons

# Login Control

## Load

* Nothing

## Login

* Create two new users objects
  + activeObj
  + userObj
* Store the textbox information to userObj
* userObj user for
  + Checks to make sure all the information is filled out
    - Throw error if not
  + Get the file info from the saved path
    - File location
    - File content length
  + Make sure the file exists
    - Throw error is not
  + Make sure the file has content
    - Throw error if not
  + Lookup the username from the datatable
    - Reads the user file
    - Saves the contents to table
    - Use a filter expression to search for username
    - If found, return true
  + If user found, check password
    - Read the user file
    - Save the contents to a table
    - Get the username row
    - Check the input password vs the saved password
  + If the password is valid
    - Save the current user as the active user
    - Display username and role
    - Store the active user to the mainform

## Clear

* Clears the text box

## New User

* Creates a new user control
* Adds it to the content form

## Forgot Password

* Not yet implemented
* What will happen
  + Get the email for the username
  + Generate a new random password
  + Save the password to the file
  + Email the user the new password

# New User Control

## Load

* Puts the focus on the username textbox

## Create

* Creates a new user object
* Stores the information into the object
* Checks to make sure the data is all filled out
* Checks to make sure the email is formatted correctly
* Gets the user file information (location and content)
* Checks to make sure the file exist
  + If not, it ask to create it
* Check to make sure the username doesn’t already exist
* Write the new user to the file

## Clear

* Clears the two input boxes

# New Project Control

## Load

* Nothing

## Create

* Creates a new project object
* Stores the information to the object
* Checks the project information is filled out
* Create the project and bom files
* Updates the project panel with the information
* Stores the project object as the active object

## Clear

* Clears all the text boxes

## File path Prompt

* Puts the default file name in for the path
* Shows the save dialog
* Fills the save text box with the location selected

# New BOM Item Control

## Load

* None

## Get Next

* Checks to see if the file or the data table has a number in the first column. If so, get the next highest

## Add

* A new BOM object is created when the control is called
* Store the information into the BOM object
* Do calculations for prices and quantites
* Add item to current data table
* Update the BOM grid on the main form with the updated data table
* Store the BOM to the main form

## Clear

* Clear all of the input boxes