Inventory Manageme

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This application is built primarily on the PHP programing language framework. This programing language would aid in bridging the divide between the technical limitations of standard HTML and the power of MySQL. PHP is used to process information users provide within the traditional HTTP POST forms and allows for easier processing and manipulation by treating the data as more of an object versus simply a fragment of code. PHP is an integral part of this application as it is the template for what allows all data to be more discernable.

This SQL language is integral to the success of this project. It enables the information that HTML passes on to the PHP to be handed off to be utilized

within queries. We can interact with existing data within those queries while also manipulating said data through modifications or deletions. In addition, MySQL enables a user to define data by types better and promotes clear and concise data modeling for how tables ought to interact.

About Me

My name is Elijah Anderson, and my major is in Information Science. I have always had a fond interest in technology ever since I was young. I have been continuously fascinated with how technology powers our everyday world. However, I do not believe technology is limited to just the productivity aspect of life; in fact, technology can also be utilized in many unique ways, especially creatively. I work in a video production environment which enables me to

utilize technology in ways outside of what my major traditionally would consist of.

About The Project

This project aims to manage inventory better, explicitly the equipment of a video production department. The tool that I have developed allows users to check out equipment when in need and, similarly, check-in items once completed with a project. In addition, users can see what they have checked out and when they checked out said item. Administrators have some more power than regular users. They can add new items to the inventory and remove items due to perhaps loss of functionality or obsolesces. In addition, they can

see a running log of every item that has been checked out, and not simply just theirs.

Motivation

What inspired me to develop this project is perhaps a unique one. As noted previously, I work in video production, and thus, rely on many pieces to complete projects. However, having experienced a poor management system personally I and my team believed that we could have something better. I was tasked with looking into options and having not found one I liked, it only made sense to build one of our own. This allows for my organization to better tailor tools and features to our needs more specifically while also eliminating the

headaches of overhead costs while not sacrificing functionality. What makes this project even more meaningful is the fact that I will be one of the main users behind the new tool, thus it isn't simply being built for a random client, but I get to be both the developer and the client.