Structure:

# **Class**

## Method

Explanation of Method functionality

# Capstone Project: Warehouse Inventory Management System

# **DB**

## DB

Constructor which connects to the database holding the data.

## getFullInventory

Query the database to acquire information about every item saved in the database. This method then returns a list of these items.

## addToDB

Add new items to the database.

## removeFromDB

remove items from the database. (This function may be unneccessary)

## updateRecords

update historical records in the db. Also update general item information if need be. (ex. Location)

# **Driver**

## Main

Runs the program

# **InventoryPanel**

## InventoryPanel

Constructor.

## buildTable

Builds the table that is displayed in this panel. Handles all actions related to the table and the objects displayed within it.

# **Item**

## Item

Constructor. Creates the Item from ID, Name, UPC, and location values.

## getInfo

Returns all info about the Item relevant to inventory.

# **UI**

## UI

Constructor. This class extends JFrame. The constructor sets Frame specific components such as title and size.

## Setup

Sets up everything displayed in the frame. Adds the necessary panels.

## newIncoming

Creates a popup window for information regarding a new incoming shipment. Updates DB with necessary information by using the DB class.

## newOutgoing

Creates a popup window for information regarding a new outgoing shipment. Updates DB with necessary information by using the DB class.

## changeItemLocation

Handles the event in which the user needs to change the location of an item. Takes in the new location and updates the DB by using the DB class.

## showDetails

Create a popup window with two tabs. One with details about the item, the other showing the history of the item (past shipments, etc.).