Universidad de las Fuerzas Armadas "ESPE"

Object oriented Programming

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Shop Inventory

Problem

A program is needed to record each product that enters the premises, replacing the handwritten record, thus prioritizing security and data backup.

Overview

The client tells us that he has a problem with his inventory because the records made by hand tend to deteriorate, get lost, or suffer damage that impairs the reading of the data.

Then you need an electronic record of all the products entered at your premises to have a backup and avoid the loss of information that could harm you.

Background

The client requires an electronic record, that is, an inventory. The team will develop a program that manages the entry of products to your premises, the program will consist of a menu that will have 4 options, where the first option we have the requirements requested by the client

-Id of the product

-Product name

-Quantity

-Date of admission

These requirements will be asked of the user who will enter the products into the store, this data will be stored in a .csv and .json file when the entry is finished.

The second option prints everything in the inventory.

The third option reads the JSON files so that the second option can be used later.

The fourth option is to exit the program.

Once the operation of each option is finished, the menu will be returned so that the user continues choosing any option until the program exits.

At the end of the program, the .csv and .json files will be created where all the data attached to the program will be saved, these will be sent as reports.

List possible classes

1. FriendlyInterface
2. Product
3. Order
4. Menu
5. Owner
6. Price
7. User
8. Control
9. System
10. Quantity
11. Management
12. Inventory
13. Store
14. File
15. Data
16. Manager
17. Damage
18. Option
19. Date
20. Name