

Project 2 Design Document

- User Stories:
 - As a user, I want to add a new product or update a current product in the system.
 - Use Cases:
 - User enters a unique product ID and successfully adds to the database.
 - User enters a duplicate product ID and replaces/updates previously existing product.
 - As a user, I want to add a new customer or update a current customer in the system.
 - Use Cases:
 - User enters a unique customer ID and successfully adds to the database.
 - User enters a duplicate customer ID and replaces/updates previously existing customer.
 - As a user, I want to add a new purchase or update a current purchase in the system.
 - Use Cases:
 - User enters a unique purchase ID and successfully adds to the database.
 - User enters a duplicate purchase ID and replaces/updates previously existing product.
- Client/Server operation
 - The client and server are launched simultaneously in my execution. The server sits and 'listens' for a MessageModel code to be sent to its listening port. Performing certain actions such as attempting to load a customer or product will send a MessageModel code to the server. When the server sees a code, it has a specific set of actions to execute depending on which code it is. The MessageModel also contains any relevant data which is processed appropriately on both the client and server side.