



***Databases and Web Applications
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Procurement Management System

Workers in every office and workplace need different equipment to carry out their tasks. Whether it is a bank, a department in the university, or an office of a multinational company, there is a storage room for accessories (printing papers, paper clips, stapler, laptop, computer peripherals, etc.) from which workers can borrow stuff for the office use and return it back in the warehouse. The company must keep a record where they can see outgoing and incoming goods, how much more items are needed to fulfill the demand, and the cost of the purchased items from the market as there is a limited supply of items. So, the company hires a person who maintains this record. To make this data handling easier, the software is to be developed so the employees can easily make requests for items and the admin can handle the requests.

There are two main actors in this software, admin, and employee. An employee approaches the admin of the warehouse who wants to borrow some stuff for their use. their details will be entered, and they can borrow the requested item. If it is a consumable item, there won't be any check that it will be returned. But if it is a non-consumable item, it will be mentioned that it is with employee X and will be returned to the inventory at a due date. Every employee will have their record with the admin. No one can issue an item without the approval of the admin. A receipt will be generated for each issuance in the name of the beneficiary.

UML Class Diagram

