

MILK TEA ORDERING AND INVENTORY SYSTEM

MILK TEA ORDERING AND INVENTORY MANAGEMENT SYSTEM (SUNTEA PH)

OBJECT - ORIENTED PROGRAMMING

A Documentation Presented to

Prof. Alexis A. Libunao

In partial fulfillment of the Requirements in Object - Oriented Programming

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MILK TEA ORDERING AND INVENTORY SYSTEM

Requirement #1

PROJECT PROPOSAL

Project Title: Milk Tea Ordering and Inventory Management System (Suntea PH)

Group Members

Project Leader: Valle, Jewel Anne

Application Engineer: Marquez, Karl Justine and Llorca, Jobil

Database Engineer: Solon, Joecharmie

Technical Documenter: Isip, Rejean Mae

PROJECT CONCEPT

Overview

Majority of the food and beverage shops, especially those big ones, are now using the touch screen point of sale (POS) system, with a cash register and a receipt printer connected on it, to lessen the time being consumed by customer transactions.

In terms of business inventory, majority of milk tea shops, especially the business ventures, are still using the traditional way of making lists for their inventory: through pen and a paper. On the other hand, bigger shops are now using an inventory management system which is sometimes connected to the POS system.

However, these systems also have a few disadvantages. And Suntea PH, a milk tea shop business located in Manila, is one of those businesses that is struggling with those.

Statement of the Problem

The proponents assessed the problems encountered by milk tea shops like Suntea PH with their current systems. They came up with the conclusion that existing systems such as POS system and online inventory management system are not really that convenient because of:

- 1. Having a disorganized and confusing interface** - The graphical user interface (GUI) of the current system puts all the features in one frame that can cause confusion to the user and also has minimal labels for the buttons.
- 2. Being expensive** - A POS system with an online inventory management system can be very costly and occupies a large portion of the shop's expenses. Also, other milk tea shops that are still small and starting cannot afford to purchase those.
- 3. Having limited features that gives the users a hard time** - Some features like seeing the current amount while the customer is ordering, applying discounts for person with disabilities (PWD) and senior citizens, field for special requests, etc. are not available in most of the current systems and it can lead to some problems.

Proposed Solution

As a response to the assessed problems, the proponents intended to develop an Ordering and Inventory Management System which has the following features:

- 1. A user-friendly interface** - The system will have a graphical user interface which is not difficult to learn or understand. With its appropriate design (based on Suntea PH's themes) and labels, the users will be able to establish a clear communication with the system and use its functionalities accurately.

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- 2. Integrated Inventory Management** - The proponents will also include an inventory management section in the ordering system for the users. The system will be able to provide the combined needs of Suntea PH's owners in selling their products in the ordering section and also keeping track of their supplies, without the need to use an expensive and external online inventory management system.
- 3. Additional Features** - The system will provide additional features that majority of the current POS and inventory management systems do not have. These features include displaying the total amount to be paid by customers with or without applied discounts. Additionally, the system will also enable users to enter customer's special instructions on a particular product in the ordering section

Target Users

Milk tea shop owners/managers and staff members.

Benefits

- 1. Convenience** - The Owners and staff can conveniently use the system and increase user satisfaction due to its user friendly interface.
- 2. Record or Reports Keeper** - Shop owners can keep track of the records of how their shops performed throughout the day by

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determining the number of orders and also the status of all the supplies used at the end of the day.

3. **Efficiency** - It saves time in terms of transaction, and preparing and managing of their products which is also helpful for the productivity of the workers in other things.
4. **Accuracy** - No more miscalculated products.
5. **Organization** - Organized approach in terms of ordering products.

PLAN OF ACTIVITIES

Activities	No. of Weeks	Person-in-Charge
Group Orientation, Research and Draft-Conceptualization	1 Week (Week #1)	Joecharmie Solon and Jewel Anne Valle
Adjustment Of Model Analysis. Finalization and Approval of the System Concept.	2 Weeks (Week #2 and Week #3)	Joecharmie Solon and Jewel Anne Valle
Graphic User Interface Draft Proposal Based On Research	2 Weeks (Week #2 and Week #3)	Karl Justine Marquez, Jobil Llorca and Rejean Mae Isip
Creating of Data Storage: Raw Tables, Basic Forms, Interactive Forms, Accessory Features.	2 Weeks (Week #4 and Week #5)	Karl Justine Marquez, Jobil Llorca and Rejean Mae Isip
Creating of Database Model: Data-handling, Formulas, Queries	2 Weeks (Week #4 and Week #5)	Joecharmie Solon and Jewel Anne Valle
Merging of Database Model and Data Storage	2 Weeks (Week #6 and Week #7)	Joecharmie Solon and Jewel Anne Valle
Creation of Help Manual	1 Week (Week #7)	Karl Justine Marquez, Jobil Llorca and Rejean Mae Isip
Final Adjustments in Graphic User Interface	2 Weeks (Week #8 and Week#9)	Karl Justine Marquez, Jobil Llorca and Rejean Mae Isip
Finalization and Printing of Documentation	1 Week (Week #10)	Karl Justine Marquez, Jobil Llorca and Rejean Mae Isip

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FIGURE 1.1 APPROVED PROPOSAL

 <p>Republic of the Philippines POLYTECHNIC UNIVERSITY OF THE PHILIPPINES Office of the Vice President for Academic Affairs College of Computer and Information Sciences</p>	
PROJECT PROPOSAL	
Project Title:	Milk Tea Shop Ordering and Inventory System
Group Members:	Project Leader: Jewel Anne Valle Application Engineer: Karl Justine Marquez and Jobil Llorca Database Engineer: Joecharmie Solon Technical Documenter: Rejean Mae Isip
PROJECT CONCEPT	
Overview:	Nowadays, milk teas are considered as one of the most popular trends in the industry of food and beverage. People love milk tea because of the affordable price, good taste, and health benefits. With that, a lot of entrepreneurs have decided to utilize this great opportunity which led to the remarkably unbelievable booming business of milk tea shops.
Statement of the Problem:	Majority of the businesses, especially the small ones, in the food and beverage industry still use the traditional way of transactions and making list of their own inventories while there are other larger companies that have already integrated technology in their business through the use of ordering or inventory system. These systems contribute to the efficiency and convenience to both the staff and customers and every business venture in the industry must have these for greater work productivity and performance. Manual transaction and work could take staff members longer time to do everything at the sake of their customers' patience and satisfaction. This might lead to problems such as: <ol style="list-style-type: none">1. The time that will be taken in manually taking orders from customers especially during busy hours.2. Customers tend to choose their preferred milk tea products over a long range of time that results to longer queues and other customers getting impatient inside the store.3. Waiting for many minutes inside the shop reduces the customer satisfaction and it could reflect in the reputation of the particular shop.4. Other problems in most business ventures, such as the lack of suggestion box in the store that does not promote the right of the customers to give their own opinions, feedbacks, etc.5. There is also the issue of efficiency and accuracy like miscalculations in terms of the data being handled by the staff when manually listing their supplies in the inventory.
Proposed Solution:	This project intends to create a user-friendly Milk Tea Shop Ordering and Inventory System that seeks to reduce the struggles and wasted time in manual transactions and listing of inventories. <ol style="list-style-type: none">1. This system plans to manage users' ordering information that can be done through the system which can be easily accessed anywhere, even in their own homes.2. The web-based Ordering system will have a user-friendly interface and features which can assist customers in customizing or choosing (beverage size, flavor, and additional toppings if desired), and knowing the availability of the products offered.3. They will also be provided a unique system-created code or receipt so when they claim their orders, they will just get and pay for it because the beverages have already been prepared.4. Option for feedbacks and suggestions in the system will be also included.5. For the inventory section, the system will provide the complete list of the shop's supplies which can be regularly monitored and updated by the staff. In this way, the owner will know if a particular supply needs to be restocked or not.
Target Users:	Milk tea shop owners, staff members, and customers.
Benefits:	<ol style="list-style-type: none">1. Convenience. Customers can freely order their preferred milk tea products at home or anywhere2. Record or Reports Keeper. Shop owners can keep track of the records of how their shops performed throughout the day by determining the number of orders and also the status of all the supplies used at the end of the day.3. Efficiency. It saves time in terms of transaction, and preparing and managing of their products which is also helpful for the productivity of the workers in other things.4. Accuracy. No more miscalculated products.

PLAN OF ACTIVITIES		
Activities	No. of Weeks	Person-in-Charge
Group Orientation, Research and Draft-Conceptualization	1 Week (Week #1)	Joecharmie Solon and Jewel Anne Valle
Dry- Run and Adjustment Of Model Analysis	2 Weeks (Week #2 and Week #3)	Joecharmie Solon and Jewel Anne Valle
Data – Entry Graphic User Interface Draft Proposal Based On Research	2 Weeks (Week #2 and Week #3)	Karl Justine Marquez, Jobil Llorca and Rejean Mae Isip

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Creating of Data Storage: Raw Tables	2 Weeks (Week #4 and Week #5)	Karl Justine Marquez, Jobil Llorca and Rejean Mae Isip
Basic Forms: Interactive Forms, Accessory Features.		
Creating of Database Model, Data-handling, Formulas, Queries	2 Weeks (Week #4 and Week #5)	Joecharmie Solon and Jewel Anne Valle
Merging of Database Model and Data Storage	2 Weeks (Week #6 and Week #7)	Joecharmie Solon and Jewel Anne Valle
Creation of Help Manual	1 Week (Week #7)	Karl Justine Marquez, Jobil Llorca and Rejean Mae Isip
Final Adjustments in Graphic User Interface	2 Weeks (Week #8 and Week #9)	Karl Justine Marquez, Jobil Llorca and Rejean Mae Isip
Finalization and Printing of Documentation	1 Week (Week #10)	Karl Justine Marquez, Jobil Llorca and Rejean Mae Isip

APPROVAL

Signature:

Re 1024-02-45

permitted

JV Canlas

Name of Faculty:

R. Canlas

Date:

2/8/2020

2/4/20

Note: This part shall only be signed by the Faculty-in-Charge if there are no further revisions needed to be done for the proposal. Until such, the students should be advised on what to enhance/revised on their proposals and it should be logged on the revision sheet attached.

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Requirement #2

System Name: Milk Tea Ordering and Inventory Management System

Company: Suntea PH - Sta. Mesa, Manila

Section: BSIT 2 - 3

Members:



ISIP, REJEAN MAE H.



LLORCA, JOBIL S.



MARQUEZ, KARL JUSTINE C.



SOLON, JOECHARMIE I.



VALLE, JEWEL ANNE M.

VALLE, JEWEL ANNE M.

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Requirement #3

COMPANY: Suntea PH Milk Tea Shop - Sta. Mesa, Manila

System Name: Suntea PH Ordering and Inventory System

System Description

A POS like ordering system which seeks to provide convenience in ordering wide variety of drinks and snacks for the customers, staff members and managers. The system also incorporates an inventory section which will be beneficial to the owner and the staff in terms of efficiently keeping track of the stock of their different supplies.

Scope

1. For the ordering system, the scope involves cancellation or deletion of orders which would be beneficial in terms of removing mistaken ordered products or even cancellation due to customer's change of orders.
2. Additionally, the scope of the ordering system entails one customer per transaction only but it does limit their orders into one product because the specific customer can order a lot of products based on what they prefer.
3. Lastly, a generated receipt is made after all of the transactions in order for the customer to keep track of their orders. A print feature

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was also made in order to have a physical receipt that will be handed to the customer.

4. On the other hand, the scope of the inventory system made is that the system only focuses on the number of the supplies only.

Limitations

1. The system is not accessible online.
2. The ordering system has no delivery option and does not accept any orders for delivery.
3. Aside from that, the ordering system deals only with same order per one transaction. The chosen products, size and riders must be all the same and are reflected based on the quantities. For example, a particular small milk tea drink is ordered with a quantity of two and an additional rider was added and with that, both of the two same drinks will have added riders on them.
4. In addition, the ordering system has a one size only per order policy meaning that per order a customer has to choose only one size and if that wants to have a different size for another order, a new process of ordering will be made.
5. Plus, the ordering system has limitations in terms of auto saving records that are not yet processed. Auto saving will not be made especially when there are factors that may cause a system to crash such as power shortages, etc.

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6. Lastly, for the ordering system, there is no payment option like credit cards, etc. which means that it is advisable to pay on a cash to cash basis.
7. For the inventory part, ingredients are not involved in the system.
8. The milk tea ordering and inventory management system cannot be operated through touchscreen devices.

LIST OF GUI'S

ORDERING SYSTEM

1. **Buttons** – used to trigger an action. The buttons are used in most of the processes in ordering such as confirmation, validation, adding or reducing the quantity as well as the riders and any other options that results to a process taking action.



Figure 3.1 Buttons in the Ordering system

2. **Label** – used in displaying messages to the user on the form. The label control is widely utilized in the ordering system. It is used to accompany other controls. One example is when a label is added along with the textbox control. The label gives an indication to the user on what is expected to fill up in the textbox.

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Figure 3.2 Labels in the Ordering system

3. Picture Box/ Label – it is used for displaying images or icons on the form. In the ordering system, images of the drinks and snacks will be displayed together with logo(s), backgrounds, etc.



Figure 3.3 Labels/Picture Boxes in the Ordering system

4. Radio Button - is used to showcase a list of items out of which the user can choose among the options. This would be applicable in selecting the discount option in the ordering system.



Figure 3.4 Radio buttons in the main menu form

5. Text Field - A text box, text field or text entry box is a graphical control element intended to enable the user to input text information to be used by the program. In the ordering system, it is implemented to ask for the user's id number, name, instructions, etc.

SPECIAL INSTRUCTIONS:	NAME:	AMOUNT
<input type="text"/>	<input type="text"/>	<input type="text" value="0.0"/>

Figure 3.5 Text fields in the Ordering system

6. Scroll Pane and Bar - A Scroll Pane and Bar manages the visible area of a component. This was used in the ordering system in order to make a scrollable view of the menu in the ordering system, the list of orders in the table in the menu form, as well as to fully view the contents of the receipt.



Figure 3.6 GUI with Scroll panes and bars in the main menu form

7. Text Area - A Text Area displays multiple lines of text and can optionally allow the user to edit the text. The Text Area is used to display the receipt in the Ordering System.

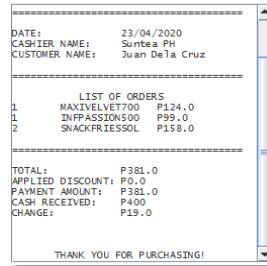


Figure 3.7 GUI with a text area in the Receipt form

8. Password Field - used to provide specialized text fields that do not show the characters that the user types. This widget was utilized in the ordering system in sections which requires password entry specifically upon login and changing of password.



Figure 3.8 Password field in the Ordering system

9. Table - The Table is used to display or edit two-dimensional data which contains both rows and columns and arranges the data in a tabular form. In the ordering system, the Table was used to display the list of orders made by a particular customer.

LIST OF ORDERS				
Order #	Quantity	Product Code	Amount	Special Instructions

Figure 3.9 Table in the main menu form

10. Combo Box - It is a drop down list of options or items which can be selected by a user. Combo boxes were used in the ordering system to display the questions provided for verification of identity, as well as in the Main menu form of the system which provides options such as logging out of the system.



Figure 3.10 Combo box in the main menu form

11. Toggle Button - The Toggle Button has two states which allows the user to switch it on or off. This widget is widely used in the ordering forms of each of the products of the menu to allow users to pick the drink/snack size.

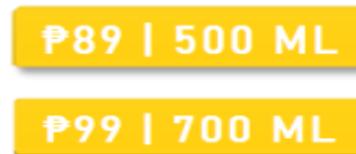


Figure 3.11 Toggle buttons in the ordering forms

12. Check Box - used to select and deselect items. Checkboxes were only used in the ordering system to allow users to either show or hide their passwords entered in the password field.



Figure 3.12 Check box in the ordering system

13. Panel - A Panel is used to provide containers for lightweight components. In the Ordering System, panels were used to cluster and place components such as the products in the scrollable menu as well as in other forms.

14. Frame - A resizable window which has a title bar as well as minimize, maximize, and close button. Frames were used in all of the forms of the Ordering system as a container of other components such as labels, button, text field, etc.

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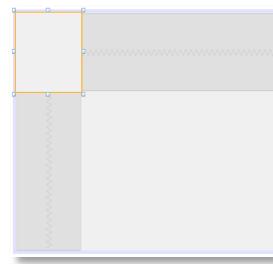


Figure 3.13 Panel and Frame used in the ordering system

INVENTORY SYSTEM

1. Label - it is used to display a text or a message to the user on the form. The label control is normally used along with other controls. A common example is when a label is added along with the textbox control. The label gives an indication to the user on what is expected to fill up in the textbox.



Figure 3.14 Labels in the inventory system

2. Text Field - A text box, text field or text entry box is a graphical control element intended to enable the user to input text information to be used by the program.

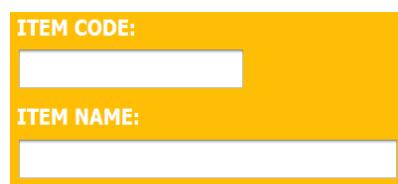


Figure 3.15 Text fields in the inventory system

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3. Button - used to trigger an action. We would like to use buttons in adding information, updating the database, deleting a record and saving the database. In short, those option that result with a process taking action.



Figure 3.16 Buttons in the inventory system

4. Dataset/Table - is a collection of data. In the case of tabular data, a data set corresponds to one or more database tables, where every column of a table represents a particular variable, and each row corresponds to a given record of the data set in question.

Item Code	Item Name	Category	Balance	Restock
BOTT350	Bottle 350ml	Drinks	130	20
CND	CHIC n DIP	Drinks	120	10
CUPS350	Cups 350 ml	Drinks	100	4
CUPS500	Cups 500 ml	Drinks	110	10
CUPS700	Cups 700 ml	Drinks	120	20
FRFRIEND	Fries (Friend)	Snacks	100	0
FRSOL	Fries (Solo)	Snacks	100	0
WOC	Wings	Snacks	100	0
WOCS	WINGS BBQ	Snacks	125	100
WOCSSOL	WING o Clock (Solo)	Snacks	98	0
WOCSDQ	WING o Clock (Squad)	Snacks	109	10

Figure 3.17 Dataset/table in the inventory system

5. Combo Box - It is a drop down list of options or items which can be selected by a user. Combo boxes in the inventory system were used in the Edit form for the selection category and status of an item.



Figure 3.18 Combo box in the inventory system

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6. **Frame** - A resizable window which has a title bar as well as minimize, maximize, and close button. Frames were used in all of the forms of the Inventory system to function as a container of other components such as labels, button, text field, etc.
7. **Panel** - A Panel is used to provide containers for lightweight components. In the Inventory System, panels were used to cluster and place other components in different forms.



Figure 3.19 Frame and Panel used in the inventory system

8. **Picture Box/ Label** – it is used for displaying images or icons on the form. This GUI is mostly used in the inventory to display pictures such as the logo, and the icon of the user/Manager.



Figure 3.20 Picture boxes/labels in the inventory system

MILK TEA ORDERING AND INVENTORY SYSTEM

Requirement #4

ORDERING SYSTEM

FIGURE 4.1 ORDERING SYSTEM MAIN FORM



Figure 4.1.1 Initial Ordering System Main Form

- The go to inventory and exit button has been added.



Figure 4.1.2 Final and Revised Ordering System Main Form

- The go to inventory was removed.
- The exit button is positioned to the upper right portion of the form.



FIGURE 4.2 FINAL ACCESS MODE FORM

- Added button labels of Cashier and Manager in order to determine what type of login is going to happen.

FIGURE 4.3 LOGIN FORM

 A yellow-themed login form titled "Log-in". It has three input fields: "CASHIER ID:", "CASHIER NAME:", and "PASSWORD:". Below each field is a horizontal input box. At the bottom left is a "Show Password" checkbox and a "Forgot Password?" link. In the center is a large blue "LOG IN" button.

Figure 4.3.1 Initial Login Form

- The initial login form has Cashier ID and Cashier Name label that only allows cashier login only.

 A yellow-themed login form titled "Log-in". It has three input fields: "ID NUMBER:", "NAME:", and "PASSWORD:". Below each field is a horizontal input box. The "NAME:" field is specifically labeled "CASHIER". At the bottom left is a "Show Password" checkbox and a "Forgot Password?" link. In the center is a large blue "LOG IN" button.

Figure 4.3.2 Final and Revised Login Form

- Labels are changed to a more general name in order to allow both Cashier/ Manager users
- Label to determine what type of user is logging-in.

FIGURE 4.4 FINAL IDENTITY VERIFICATION FORM

- Added three verification questions in a combo box.

FIGURE 4.5 CHANGE PASSWORD FORM

Figure 4.5.1 Initial Change Password Form

- The initial change password form does not have a label of which user will change its password.

Figure 4.5.2 Final and Revised Change Password Form

- Added label that determines which user will change its password.

MILK TEA ORDERING AND INVENTORY SYSTEM

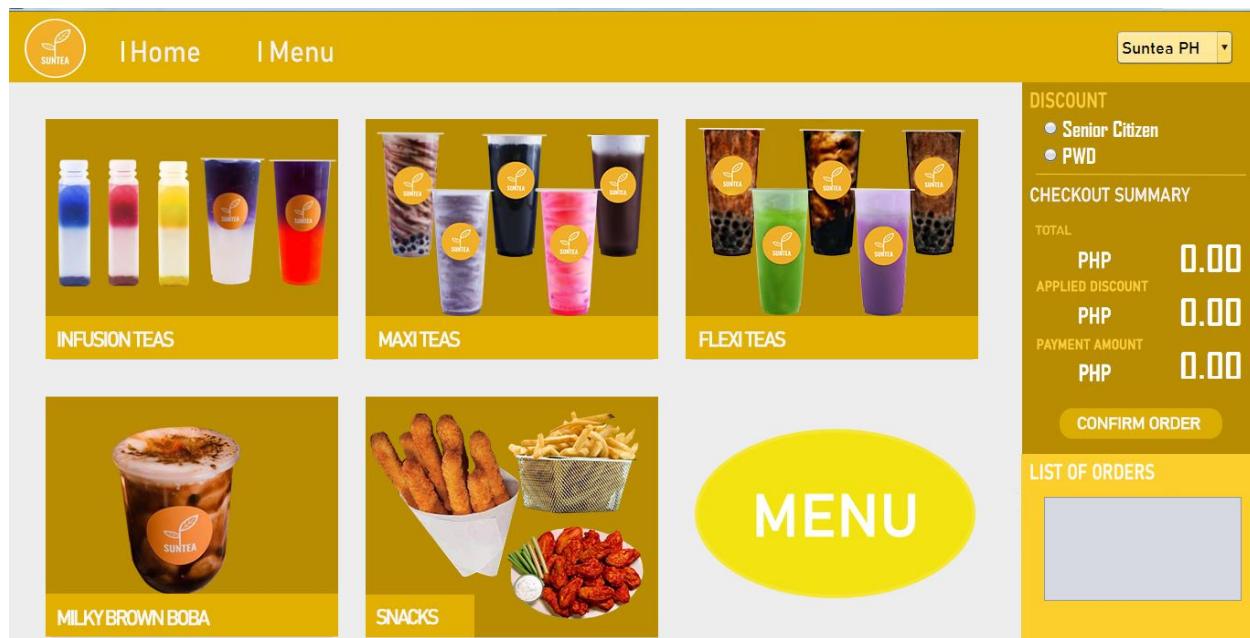


FIGURE 4.6 INITIAL MAIN MENU FORM

- The initial main menu form that allows user to select a category only of the order that leads to any of the selection forms from figure 4.7.

FIGURE 4.7 INITIAL DRINKS OR SNACKS SELECTION FORMS

- The initial selection forms that allows user to go on longer paths before finally ordering.

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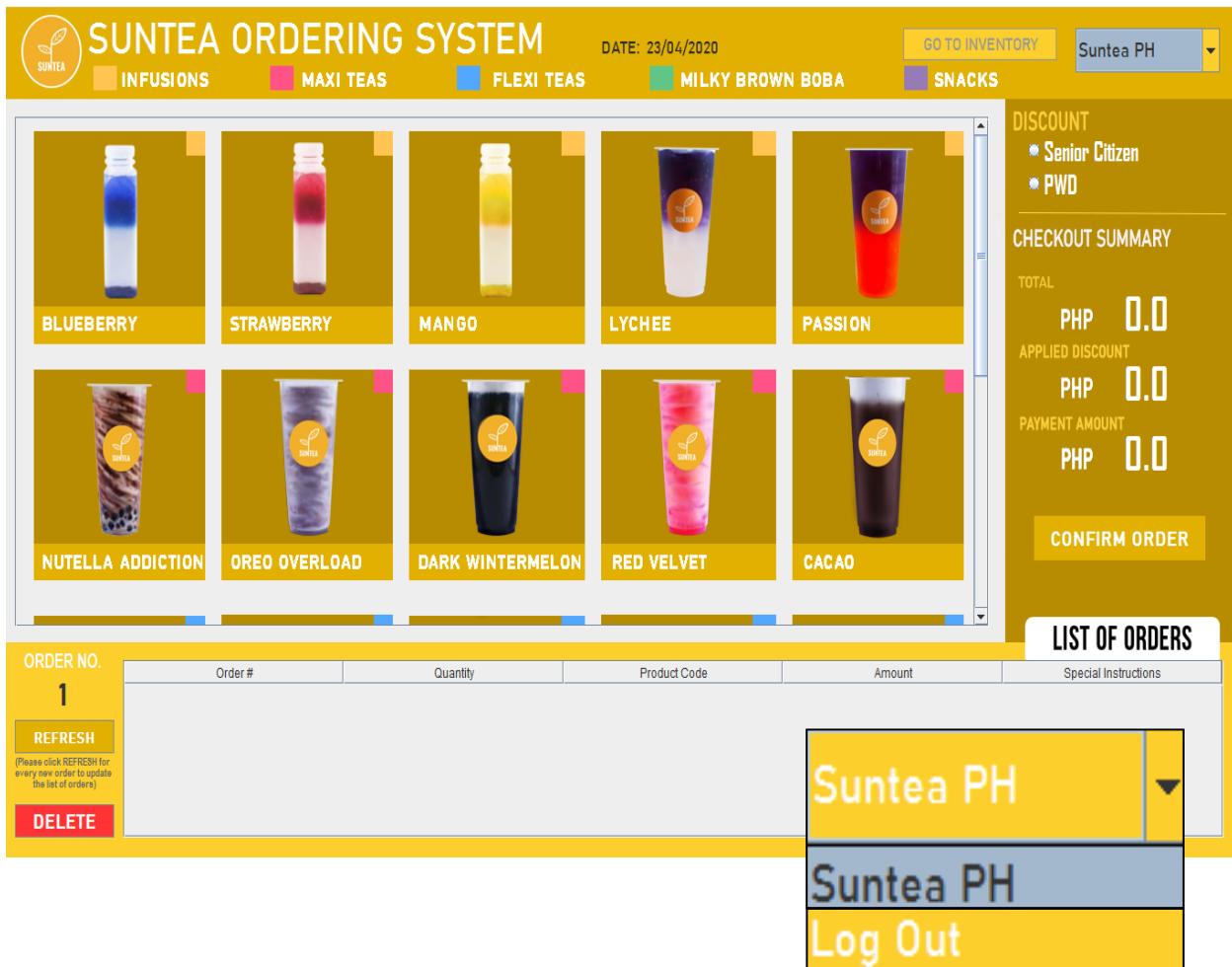


FIGURE 4.8 FINAL AND REVISED MAIN MENU FORM

- The initial main menu form is combined with the selections form to lessen the path of ordering creating the complete list of products in a single place.
 - The 'go to inventory' button is placed on this form.
 - Added and revised to input the records of order per customer.
 - A refresh button to update the list of orders from the table
 - A delete button to remove wrong or incorrect orders.
 - A system generated date will also be shown.

FIGURE 4.9 DRINKS AND SNACK ORDERING FORMS

<div style="background-color: #fff; padding: 10px;"> <p>Infusions MENU > INFUSIONS > Blueberry</p> <p>ADD RIDER?</p> <ul style="list-style-type: none"> 15 BOBA 15 NATA 15 POPPING BOBA 15 FRUIT JELLY 25 FOAM <p>SPECIAL INSTRUCTIONS: <input type="text"/></p> <div style="display: flex; align-items: center; justify-content: space-between;"> <div style="flex: 1; text-align: center;"> <p>PRICE & SIZE 79 500 ML 89 700 ML</p> <p>QUANTITY <input type="button" value="-"/> <input type="text" value=""/> <input type="button" value="+"/></p> <p>AMOUNT <input type="text" value=""/></p> </div> <div style="flex: 1; text-align: center;"> <input type="button" value="ORDER THIS DRINK"/> </div> </div> </div>	<div style="background-color: #fff; padding: 10px;"> <p>Infusions MENU > INFUSIONS > Blueberry</p> <p>ADD RIDER?</p> <ul style="list-style-type: none"> BOBA ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> NATA ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> POPPING BOBA ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> FRUIT JELLY ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> FOAM ₱25 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> <p>SPECIAL INSTRUCTIONS: <input type="text"/></p> <div style="display: flex; align-items: center; justify-content: space-between;"> <div style="flex: 1; text-align: center;"> <p>PRICE & SIZE ₱79 350 ML</p> <p>QUANTITY <input type="button" value="-"/> <input type="text" value="1"/> <input type="button" value="+"/></p> <p>AMOUNT <input type="text" value="0.0"/></p> </div> <div style="flex: 1; text-align: center;"> <input type="button" value="ORDER THIS DRINK"/> </div> </div> </div>
<div style="background-color: #fff; padding: 10px;"> <p>Premium MENU > MILKY BROWN BOBA > Milky Brown Boba</p> <p>ADD RIDER?</p> <ul style="list-style-type: none"> 15 BOBA 15 NATA 15 POPPING BOBA 15 FRUIT JELLY 25 FOAM <p>SPECIAL INSTRUCTIONS: <input type="text"/></p> <div style="display: flex; align-items: center; justify-content: space-between;"> <div style="flex: 1; text-align: center;"> <p>PRICE & SIZE 109 500 ML</p> <p>QUANTITY <input type="button" value="-"/> <input type="text" value=""/> <input type="button" value="+"/></p> <p>AMOUNT <input type="text" value=""/></p> </div> <div style="flex: 1; text-align: center;"> <input type="button" value="ORDER THIS DRINK"/> </div> </div> </div>	<div style="background-color: #fff; padding: 10px;"> <p>Premium MENU > MILKY BROWN BOBA > Milky Brown Boba</p> <p>ADD RIDER?</p> <ul style="list-style-type: none"> BOBA ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> NATA ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> POPPING BOBA ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> FRUIT JELLY ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> FOAM ₱25 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> <p>SPECIAL INSTRUCTIONS: <input type="text"/></p> <div style="display: flex; align-items: center; justify-content: space-between;"> <div style="flex: 1; text-align: center;"> <p>PRICE & SIZE ₱109 350 ML</p> <p>QUANTITY <input type="button" value="-"/> <input type="text" value="1"/> <input type="button" value="+"/></p> <p>AMOUNT <input type="text" value="0.0"/></p> </div> <div style="flex: 1; text-align: center;"> <input type="button" value="ORDER THIS DRINK"/> </div> </div> </div>
<div style="background-color: #fff; padding: 10px;"> <p>Maxi Tea MENU > MAXI TEAS > Nutella Addiction</p> <p>ADD RIDER?</p> <ul style="list-style-type: none"> 15 BOBA 15 NATA 15 POPPING BOBA 15 FRUIT JELLY 25 FOAM <p>SPECIAL INSTRUCTIONS: <input type="text"/></p> <div style="display: flex; align-items: center; justify-content: space-between;"> <div style="flex: 1; text-align: center;"> <p>PRICE & SIZE 89 500 ML 99 700 ML</p> <p>QUANTITY <input type="button" value="-"/> <input type="text" value=""/> <input type="button" value="+"/></p> <p>AMOUNT <input type="text" value=""/></p> </div> <div style="flex: 1; text-align: center;"> <input type="button" value="ORDER THIS DRINK"/> </div> </div> </div>	<div style="background-color: #fff; padding: 10px;"> <p>Maxi Tea MENU > MAXI TEAS > Nutella Addiction</p> <p>ADD RIDER?</p> <ul style="list-style-type: none"> BOBA ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> NATA ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> POPPING BOBA ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> FRUIT JELLY ₱15 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> FOAM ₱25 <input type="button" value="-"/> <input type="text" value="0"/> <input type="button" value="+"/> <p>SPECIAL INSTRUCTIONS: <input type="text"/></p> <div style="display: flex; align-items: center; justify-content: space-between;"> <div style="flex: 1; text-align: center;"> <p>PRICE & SIZE ₱89 500 ML ₱99 700 ML</p> <p>QUANTITY <input type="button" value="-"/> <input type="text" value="1"/> <input type="button" value="+"/></p> <p>AMOUNT <input type="text" value="0.0"/></p> </div> <div style="flex: 1; text-align: center;"> <input type="button" value="ORDER THIS DRINK"/> </div> </div> </div>

This screenshot shows the initial drink ordering form for Flexi Tea Boba. It features a yellow header with the logo and menu item. Below the header, there's a section for 'ADD RIDER?' with five options: BOBA, NATA, POPPING BOBA, FRUIT JELLY, and FOAM, each with a price of 15. A 'SPECIAL INSTRUCTIONS:' field is available. The main product image is a boba tea with a SunTea logo. To its right are 'PRICE & SIZE' options (79 | 500 ML and 89 | 700 ML), a 'QUANTITY' input field (set to 0), and an 'AMOUNT' input field (set to 0.0). An 'ORDER THIS DRINK' button is at the bottom.

Figure 4.9.1 Initial Drink Ordering Forms

- The initial drink ordering forms have a toggle buttons in its riders allowing only one quantity for every additional rider.
- There is also no peso sign for the price.

This screenshot shows the final and revised drink ordering form for Flexi Tea Boba. It includes all the features from the initial form plus additional quantity controls. The 'ADD RIDER?' section now includes plus and minus buttons for each rider. The 'PRICE & SIZE' section has been updated to include a peso sign. The 'QUANTITY' and 'AMOUNT' fields now show a value of 1.00. The rest of the interface remains consistent with the initial version.

Figure 4.9.2 Final and Revised Drink Ordering Forms

- For the additional riders, plus and minus buttons were added to set quantity for the additional riders needed by the customer.
- There is also added peso sign for the price.

This screenshot shows the initial snack ordering form for Snacks Chic n' Dip. It features a yellow header with the logo and menu item. Below the header, there's a section for 'SERVING SIZE' (79 | REGULAR) and a 'QUANTITY' input field (set to 1). A 'Special Instructions:' field is available. The main product image is a basket of breadsticks with a small bowl of dip. To its right are 'AMOUNT' input fields (set to 0.0) and an 'ORDER' button.

Figure 4.9.3 Initial Snack Ordering Form

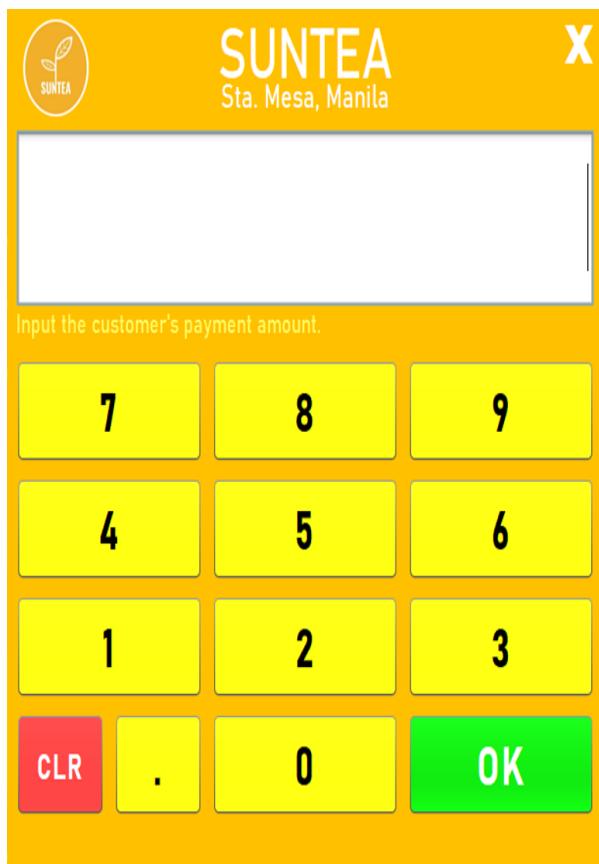
- The initial snack drink ordering form does not have peso sign on the price.

This screenshot shows the final snack ordering form for Snacks Chic n' Dip. It includes the same basic structure as the initial form but adds a peso sign to the price toggle buttons. The 'SERVING SIZE' section now includes a peso sign. The 'QUANTITY' and 'AMOUNT' fields now show a value of 1.00. The rest of the interface remains consistent with the initial version.

Figure 4.9.4 Final Snack Ordering Form

- Added peso sign on its price toggle button/s.

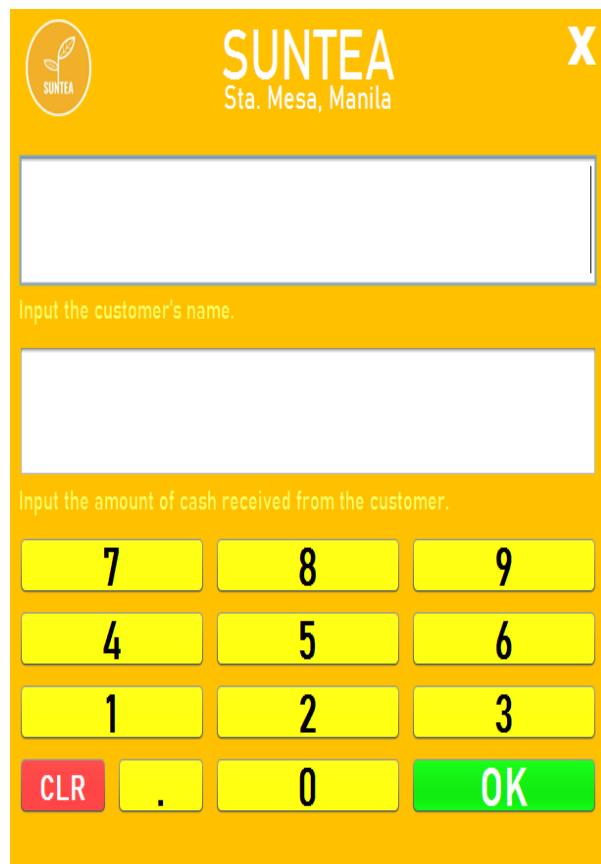
FIGURE 4.10 CUSTOMER PAYMENT FORM



The initial customer payment form is a yellow interface. At the top left is a circular logo with a leaf icon and the word "SUNTEA". To its right is the text "SUNTEA" and "Sta. Mesa, Manila". In the top right corner is a red "X" button. Below the logo is a large empty white input field. Underneath it, a label reads "Input the customer's payment amount." Below the label is a numeric keypad grid. The grid consists of four rows: the first row has three buttons labeled 7, 8, and 9; the second row has three buttons labeled 4, 5, and 6; the third row has three buttons labeled 1, 2, and 3; and the fourth row has four buttons: a red "CLR" button on the left, a yellow button with a decimal point ". " in the middle, a yellow "0" button on the right, and a green "OK" button on the far right.

Figure 4.10.1 Initial Customer Payment Form

- The initial customer payment form does not have a textbox to input customer name.



The final and revised customer payment form is a yellow interface, identical in layout to Figure 4.10.1. It features the "SUNTEA" logo at the top left, the address "Sta. Mesa, Manila" to its right, and a red "X" button in the top right. A large empty white input field is positioned below the logo. A label "Input the customer's name." is placed above the input field. The numeric keypad grid is identical to the one in Figure 4.10.1, with a red "CLR" button, a yellow decimal point button, a yellow "0" button, and a green "OK" button.

Figure 4.10.2 Final and Revised Customer Payment Form

- Added textbox for customer name with proper label instructions.

FIGURE 4.11 RECEIPT FORM

Suntea PH
Sta. Mesa, Manila Branch

Date & Time : Month Day, Year | 0:00 X.M
Cashier Name : First Name M.I Last Name

RECEIPT			
QTY	ORDER	UNITPRICE	TOTALPRICE

TOTAL	PHP	0.00
APPLIED DISCOUNT	PHP	0.00
PAYMENT AMOUNT	PHP	0.00
CASH RECEIVED	PHP	0.00
CHANGE	PHP	0.00

CANCEL **OK**

Figure 4.11.1 Initial Receipt Form

- The initial receipt form does not have print option button.

Suntea PH
Sta. Mesa, Manila Branch

DATE: 23/04/2020
CASHIER NAME: Suntea PH
CUSTOMER NAME: Juan Dela Cruz

LIST OF ORDERS

1	MAXIVELVET700	P124.0
1	INFPASSION500	P99.0
2	SNACKFRIESSOL	P158.0

TOTAL: P381.0
APPLIED DISCOUNT: P0.0
PAYMENT AMOUNT: P381.0
CASH RECEIVED: P400
CHANGE: P19.0

THANK YOU FOR PURCHASING!

NEXT ORDER

PRINT RECEIPT

Figure 4.11.2 Final and Revised Receipt Form

- Added print receipt button

FIGURE 4.12 CONFIRMATION FORMS

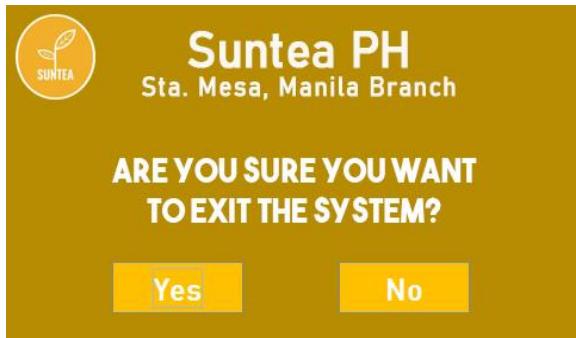


Figure 4.12.1 Exit System Confirmation Form

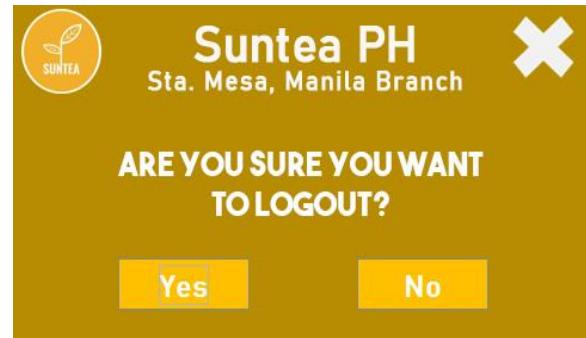


Figure 4.12.2 Logout Confirmation Form

- To confirm the exit of the entire system found in the Ordering System Main Form

- To confirm logout of an account found in the Main Menu Form

FIGURE 4.13 MESSAGE FORMS (ORDERING)

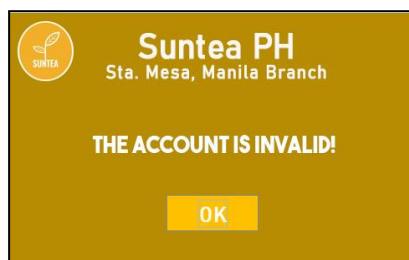


Figure 4.13.1 Invalid Account Message Form

- Prompt that informs user in login form that the account they entered is not available.

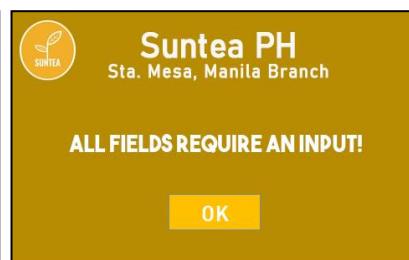


Figure 4.13.2 All Fields Require Message Form

- Prompt that informs user in different forms that they must input all of the required fields in those different forms.



Figure 4.13.3 All Fields Require Message Form

- Prompt that informs user in customer payment forms that they must input enough cash received in that form.

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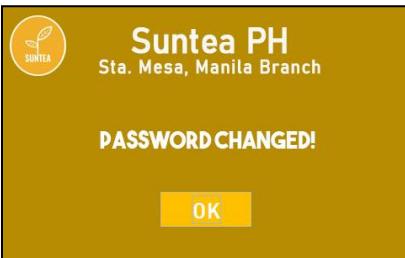


Figure 4.13.4 Password Changed Message Form

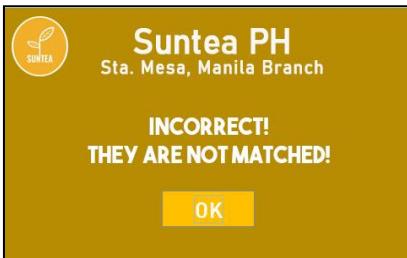


Figure 4.13.5 Unmatched Message Form

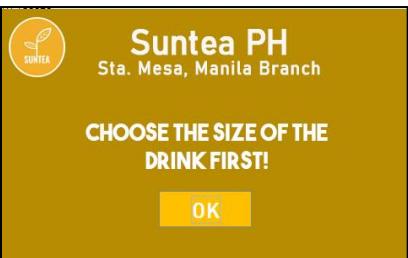


Figure 4.13.6 Choose Size (Drink) Message Form

- Prompt that informs user that they already changed the password in the change password form.

- Prompt that informs user that the new password and confirmation they input are not the same in the change password form.

- Prompt that informs user that they have to choose size first of the drink before ordering in every drink ordering forms.

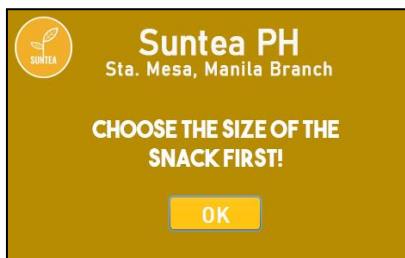


Figure 4.13.7 Choose Size (Snack) Message Form

- Prompt that informs user that they have to choose serving size first of the snack before ordering in every snack ordering forms.

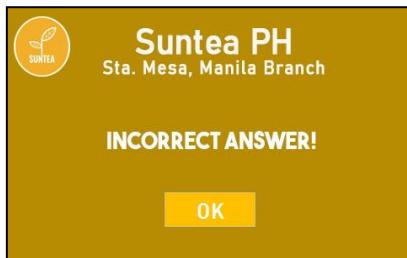


Figure 4.13.8 Incorrect Answer Message Form

- Prompt that informs user that they wrong answer in the identity verification form.

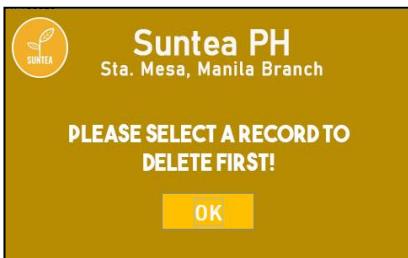


Figure 4.13.9 Select Record to Delete Message Form

- Prompt that tells user that they have to choose first an order to delete in main menu form.

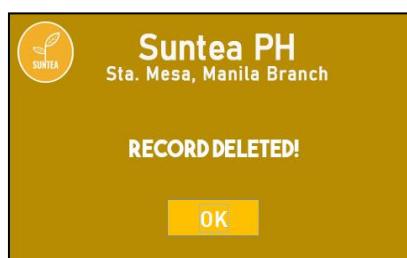


Figure 4.13.10 Record Deleted Message Form

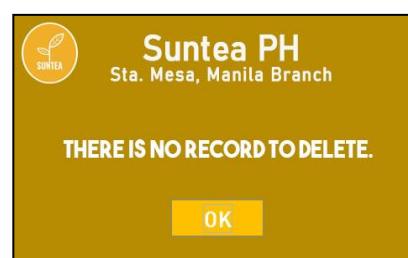


Figure 4.13.11 No Record to Delete Message Form

- Prompt that tells user that the order they chose to delete is deleted in main menu form.

- Prompt that tells user that there is no record to delete since it is empty in the main menu form.

REASONS FOR REVISION

1. In the Ordering System's first form, the proponents added an exit button, which is one of the "must-have" buttons in a system, in order to close the whole system after utilizing it. Additionally, the *Go To Inventory* button was moved to a different form for security measures. This is because the system will only be able to identify the access mode of the user upon login, and it has no method of determining it beforehand. And as a result, this will make the *Go To Inventory* button accessible to any user if it was still located in the first form alongside the login button.
2. The proponents added a "breadcrumbs" navigation to every Ordering form in order to show the user "where they are" which is necessary when it comes to the local structures of a system design. Additionally, the proponents also added the option for the user to increase the amount of riders that will be added to a drink depending on the customer's preference. Customers will be charged for every extra number of add-ons /riders added to the drink. Lastly, once the user toggles the button of a specific price/size of the product, the other toggle button will be hidden unless the former is switched off in the revised version of the Ordering forms. This is to avoid errors and confusion in terms of the size/price chosen for the products since the user can only choose

one at a time. Failure to choose a size before ordering will invoke a message form reminding the user to choose the size first.

3. In the Customer Payment Form, the proponents added a prompt that tells the user to input the customer's payment amount so that the user will not be clueless to what kind of data he/she will input. Additionally, the proponents also added a text field (accompanied by a prompt) wherein the user should input the customer's name for transaction purposes. Lastly, If the user inputs an amount in the customer payment form which is less than the payment amount indicated in the main menu, a message form will appear as a reminder.
4. In the Change Password Form, an added or linked confirmation prompt (a question and answer confirmation form) was made to secure the changed password of the staff and also to certify that the staff is part of the shop. Additionally, the proponents also added a label (similar to that of the login form) to determine the path and which particular account is going to update its password.
5. With accordance to navigation, the proponents also added a label in the Login Form which will display the access mode chosen by the user.
6. The form that underwent the biggest change/revision is the Main Menu Form. Instead of clustering the products in different forms with accordance to its category, the proponents redesigned the

menu to display all the products in a single form similar to that of a POS system. Unlike in its previous version wherein the user has to click approximately two times to order a product, the user now only needs to click once before opening the product's ordering form. The products are still categorized through the use of legends which can make it easy for the user to locate a particular product from the scrollable menu. The current date is also included in the revised version of the Main Menu form. Another major change is that the list of orders table was relocated and expanded at the bottom of the main menu form. This is in order for the user to properly see the details of the customer's order(s) especially the special instructions. In its previous version, this would have been difficult for the user to view since the list was squeezed at the side and the user would have had to use a horizontal bar to check the unseen details of the list. Beside the list of orders table, the proponents also added a label which indicates the number of orders that a particular customer has. Additionally, the proponents also added a refresh button which will append new orders to the table. A delete button is also included to cancel orders in the revised Main Menu Form. Lastly, the *Go to Inventory* button (initially in the First Form of the system) is situated at the Revised Main Menu form. This button is enabled for users under the manager access mode, and is disabled under the staff mode for security measures.

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7. The Receipt form also underwent major revisions in terms of displaying information. Instead of only displaying the list of orders in a scrollable panel, the proponents added a scrollable text area wherein all the details of the receipt is displayed instead (similar to that of a real receipt). Additionally, the proponents also added a print receipt button which provides the option of printing the receipt in the case that the customer requests a physical copy of the generated receipt. The Next Order button will reset the main menu form and the user can proceed with a new customer.
8. Lastly, the proponents revised the message forms of the ordering system (which appear all throughout the system for validation or for warning) to have the same font and size for uniformity and consistency.

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INVENTORY SYSTEM

FIGURE 4.14 MAIN DASHBOARD FORM

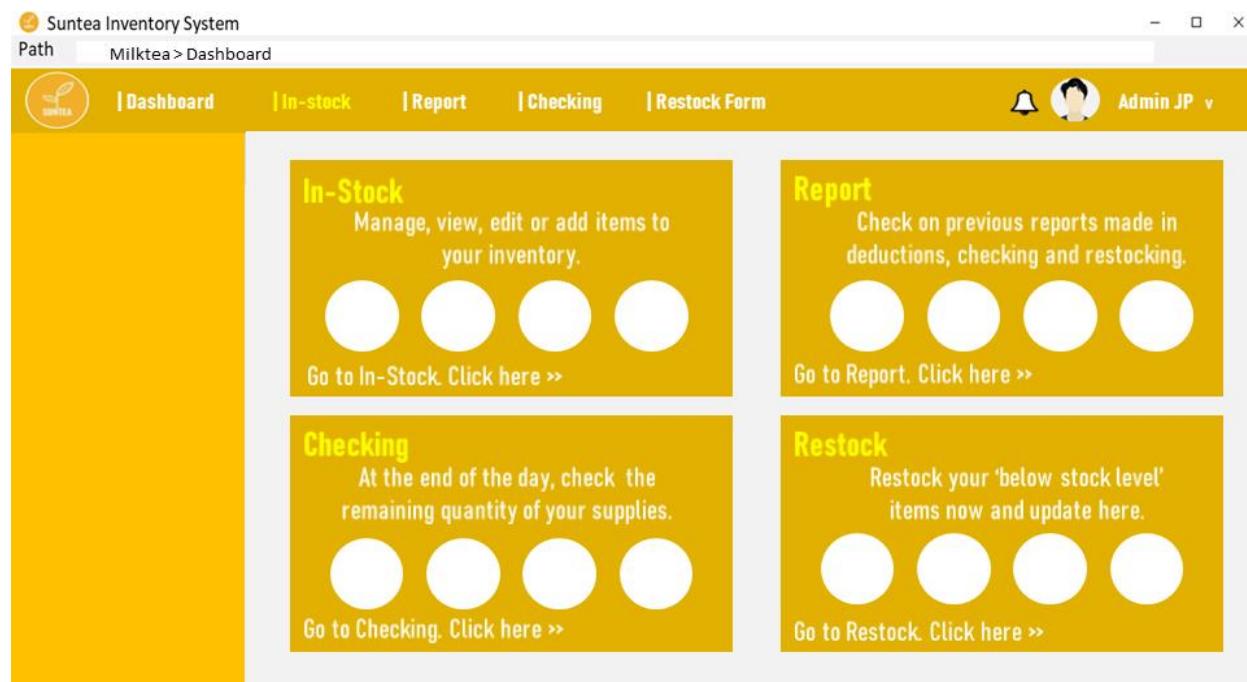


Figure 4.14.1 Initial Main Dashboard Form

- The initial form has no welcoming banner and it gets repetitive in terms of showing the features.



Figure 4.14.2 Final and Revised Main Dashboard Form

- A big welcoming banner image for the manager.

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FIGURE 4.15 IN STOCK FORM

The screenshot shows a web-based inventory system. At the top, there's a navigation bar with tabs: Dashboard, In - stock (which is selected), Reports, Restock, and Checking. Below the navigation bar is a search section with a 'Quick Search' input field, a 'Search' button, and dropdown menus for 'Category' (set to All) and 'All'. To the right of the search section are 'Add' and 'Refresh' buttons. The main content area is a table listing inventory items. The table has columns: Item Code, Item Name, Quantity, Status, Category, and Date Updated. The data in the table is as follows:

Item Code	Item Name	Quantity	Status	Category	Date Updated
BOTT350	Bottle 350ml	130	In Stock	Drinks	2020-04-29 18:40:55.0
CND	CHIC n DIP	120	In Stock	Drinks	2020-04-29 18:43:14.0
CUP350	Cups 350 ml	100	In Stock	Drinks	2020-05-02 22:31:28.0
CUP500	Cups 500 ml	110	In Stock	Drinks	2020-05-03 00:38:29.0
CUP700	Cups 700 ml	120	In Stock	Drinks	2020-05-03 00:47:02.0
FRFRIEND	Fries (Friend)	100	In Stock	Snacks	2020-04-27 22:29:15.0
FRSOL	Fries (Solo)	100	In Stock	Snacks	2020-04-22 00:00:00.0
WOCOSOL	WING o Clock (Solo)	98	In Stock	Snacks	2020-04-22 00:00:00.0
WOCSQD	WING o Clock (Squad)	109	In Stock	Snacks	2020-04-29 17:20:02.0
WOC	Wings	100	In Stock	Snacks	2020-04-29 02:48:14.0
WOCS	WINGS BBQ	125	In Stock	Snacks	2020-04-29 17:19:22.0

Figure 4.15.1 Initial In-Stock Form

- The initial In-stock from has quick search and a path textbox.

The screenshot shows the same inventory system after revisions. The interface is very similar to the initial version, but the 'Quick Search' and 'Path' elements have been removed from the header. The rest of the layout, including the tabs, search bar, and the detailed item list table, remains the same.

The table data is identical to the one in Figure 4.15.1:

Item Code	Item Name	Quantity	Status	Category	Date Updated
BOTT350	Bottle 350ml	130	In Stock	Drinks	2020-04-29 18:40:55.0
CND	CHIC n DIP	120	In Stock	Drinks	2020-04-29 18:43:14.0
CUP350	Cups 350 ml	100	In Stock	Drinks	2020-05-02 22:31:28.0
CUP500	Cups 500 ml	110	In Stock	Drinks	2020-05-03 00:38:29.0
CUP700	Cups 700 ml	120	In Stock	Drinks	2020-05-03 00:47:02.0
FRFRIEND	Fries (Friend)	100	In Stock	Snacks	2020-04-27 22:29:15.0
FRSOL	Fries (Solo)	100	In Stock	Snacks	2020-04-22 00:00:00.0
WOCOSOL	WING o Clock (Solo)	98	In Stock	Snacks	2020-04-22 00:00:00.0
WOCSQD	WING o Clock (Squad)	109	In Stock	Snacks	2020-04-29 17:20:02.0
WOC	Wings	100	In Stock	Snacks	2020-04-29 02:48:14.0
WOCS	WINGS BBQ	125	In Stock	Snacks	2020-04-29 17:19:22.0

Figure 4.15.2 Final and Revised In-Stock Form

- The quick search and path is removed.

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FIGURE 4.16 REPORTS FORM

The screenshot shows a software interface titled "REPORTS & ACTIVITY". At the top, there are tabs for "Dashboard", "In-stock", "Reports" (which is selected), "Restock", and "Checking". Below the tabs are search and filter fields: "Quick Search", "Search", "Activity" (set to "All"), "Item Code" (set to "All"), "Date From", and "Date To". The main area displays a table with columns: Item Code, Item Name, Quantity, Activity, Date, and Remarks. The table contains approximately 20 rows of data, mostly "Restock" entries with various item codes like WOC, WOCS, and BOTT350.

Item Code	Item Name	Quantity	Activity	Date	Remarks
WOC	Wings	10	Restock	2020-05-05	None
WOC	Wings	10	Restock	2020-05-05	None
WOCS	WINGS BBQ	5	Short	2020-05-05	Checking
BOTT350	Bottle 350ml	1	Short	2020-05-05	Checking
BOTT350	Bottle 350ml	2	Short	2020-05-05	Checking
CUPS700	Cups 700 ml	20	Restock	2020-05-03	None
CUPS500	Cups 500 ml	10	Restock	2020-05-03	None
CUPS350	Cups 350 ml	4	Restock	2020-05-02	None
CND	CHIC n DIP	10	Restock	2020-04-29	None
CND	CHIC n DIP	10	Restock	2020-04-29	None
BOTT350	Bottle 350ml	10	Restock	2020-04-29	None
BOTT350	Bottle 350ml	20	Restock	2020-04-29	None
WCOSQD	WING o Clock (Squad)	20	Restock	2020-04-29	None
WOCS	WINGS BBQ	1	Restock	2020-04-29	None
WOCS	WINGS BBQ	100	Restock	2020-04-29	None
WCOSQD	WING o Clock (Squad)	10	Deducted	2020-04-29	None

Figure 4.16.1 Initial Reports Form

- The initial reports form has quick search, path and a date to and from filter for the records.

The screenshot shows a software interface titled "REPORTS & ACTIVITY". At the top, there are tabs for "DASHBOARD", "IN-STOCK", "REPORTS" (selected), "RESTOCK", and "CHECKING". Below the tabs are filter fields: "Filter By: Activity All" and "Item Code All". The main area displays a table with columns: Item Code, Item Name, Quantity, Activity, Date, and Remarks. The table contains approximately 20 rows of data, mostly "Restock" entries with various item codes like FRSOL, WOC, and BOTT350.

Item Code	Item Name	Quantity	Activity	Date	Remarks
FRSOL	Fries (Solo)	6	Restock	2020-05-05	None
FRSOL	Fries (Solo)	1	Deducted	2020-05-05	Short
BOTT350	Bottle 350ml	1	Deducted	2020-05-05	Short
CUPS350	Cups 350 ml	89	Restock	2020-05-05	None
CUPS700	Cups 700 ml	30	Restock	2020-05-05	None
CUPS350	Cups 350 ml	89	Deducted	2020-05-05	Short
CUPS350	Cups 350 ml	100	Restock	2020-05-05	None
CUPS700	Cups 700 ml	1	Deducted	2020-05-05	Short
WCOSQD	WING o Clock (Squad)	10	Deducted	2020-05-05	Short
BOTT350	Bottle 350ml	3	Deducted	2020-05-05	Short
CUPS700	Cups 700 ml	50	Restock	2020-05-05	None
CUPS350	Cups 350 ml	51	Restock	2020-05-05	None
BOTT350	Bottle 350ml	9	Restock	2020-05-05	None
BOTT350	Bottle 350ml	1	Restock	2020-05-05	None
BOTT350	Bottle 350ml	1	Restock	2020-05-05	None
WOC	Wings	20	Restock	2020-05-05	None
WOC	Wings	20	Restock	2020-05-05	None
FRSOL	Fries (Solo)	5	Deducted	2020-05-05	Short
WCOSOL	WING o Clock (Solo)	100	Restock	2020-05-05	None
WCOSOL	WING o Clock (Solo)	96	Deducted	2020-05-05	Short
WCOSQD	WING o Clock (Squad)	100	Restock	2020-05-05	None
WOCS	WINGS BBQ	1	Deducted	2020-05-05	Short
WCOSQD	WING o Clock (Squad)	109	Deducted	2020-05-05	Short
CUPS350	Cups 350 ml	71	Deducted	2020-05-05	Short
CUPS700	Cups 700 ml	100	Deducted	2020-05-05	Short
BOTT350	Bottle 350ml	1	Deducted	2020-05-05	Short
CND	CHIC n DIP	1	Deducted	2020-05-05	Short
CND	CHIC n DIP	1	Deducted	2020-05-05	Short
BOTT350	Bottle 350ml	2	Deducted	2020-05-05	Short
WOCS	WINGS BBQ	5	Deducted	2020-05-05	Short
BOTT350	Bottle 350ml	1	Deducted	2020-05-05	Short

Figure 4.16.2 Final and Revised Reports Form

- Removed quick search, path and a date to and from filter for the records.

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FIGURE 4.17 ADD NEW ITEM FORM

Item Code	Item Name
BOTT350	Bottle 350ml
CND	CHIC n DIP
CUPS350	Cups 350 ml
CUPS500	Cups 500 ml
CUPS700	Cups 700 ml
FRFRIEND	Fries (Friend)
FRSOL	Fries (Solo)
WOC	Wings
WOCS	WINGS BBQ

	Date Updated
	2020-04-29 18:40:55.0
	2020-04-29 18:43:14.0
	2020-05-02 22:31:28.0
	2020-05-03 00:38:29.0
	2020-05-03 00:47:02.0
	2020-04-27 22:29:15.0
	2020-04-22 00:00:00.0
	2020-04-29 17:20:02.0
	2020-05-05 19:22:18.0
	2020-04-29 17:19:22.0

Figure 4.17.1 Initial Add New Item Form

- The initial form has a long combo box for Active Status.

Item Code	Item Name
BOTT350	Bottle 350ml
CND	CHIC n DIP
CUPS350	Cups 350 ml
CUPS500	Cups 500 ml
CUPS700	Cups 700 ml
FRFRIEND	Fries (Friend)
FRSOL	Fries (Solo)
WOC	Wings
WOCS	WINGS BBQ

Category	Date Updated
	2020-05-06
	2020-04-29
	2020-05-06
	2020-05-03
	2020-05-06
	2020-04-27
	2020-05-06
	2020-05-05
	2020-05-05
	2020-05-05
	2020-05-05

Figure 4.17.2 Final and Revised Add New Item Form

- Adjusted combo box in Active Status.

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FIGURE 4.18 EDIT ITEM FORM

The screenshot shows a modal dialog titled "Bottle 350ml" with the item code "BOTT350". The modal contains fields for "ITEM CODE" (BOTT350), "ITEM NAME" (Bottle 350ml), "CATEGORY" (Drinks), and "ITEM STATUS" (Low on Stock). A "CONFIRM EDIT" button is at the bottom. In the background, there's a table of items and a sidebar with tabs: Dashboard, In - stock, Reports, Restock, Checking. The "In - stock" tab is active.

Figure 4.18.1 Initial Edit Item Form

- The initial form allows the item code and status to be editable.

The screenshot shows a modal dialog titled "Bottle 350ml" with the item code "BOTT350". The modal contains fields for "ITEM CODE" (BOTT350), "ITEM NAME" (Bottle 350ml), "CATEGORY" (Drinks), and "ITEM STATUS" (Out of Stock). The "ITEM CODE" field is grayed out. A "CONFIRM EDIT" button is at the bottom. In the background, there's a table of items and a sidebar with tabs: DASHBOARD, IN-STOCK, REPORTS, RESTOCK, CHECKING. The "IN-STOCK" tab is active.

Figure 4.18.2 Final and Revised Edit Item Form

- The final form does not allow the item code and status to be editable.

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FIGURE 4.19 RESTOCK FORM

The screenshot shows a software application window titled "Dashboard In - stock Reports Restock Checking". The "Restock" tab is selected. A sub-header "RESTOCK" is displayed. On the left, there is a table listing items with columns: Item Code, Item Name, Category, Balance, and Restock. An example row from the table is: BOTT350, Bottle 350ml, Drinks, 130, 20. On the right, there is a form for restocking. It includes fields for Reference Code (001), WOC (Wings), In (QTY) (100), Restock (10), Bal (QTY) (110), Remarks (Restock), and a Confirm button. The Date is set to 2020-05-05.

Item Code	Item Name	Category	Balance	Restock
BOTT350	Bottle 350ml	Drinks	130	20
CND	CHIC n DIP	Drinks	120	10
CUPS350	Cups 350 ml	Drinks	100	4
CUPS500	Cups 500 ml	Drinks	110	10
CUPS700	Cups 700 ml	Drinks	120	20
FRFRIEND	Fries (Friend)	Snacks	100	0
FRSOL	Fries (Solo)	Snacks	100	0
WOC	Wings	Snacks	100	0
WCOS	WINGS BBQ	Snacks	125	100
WCOSL	WING o Clock (Solo)	Snacks	98	0
WCOSD	WING o Clock (Squad)	Snacks	109	10

Figure 4.19.1 Initial Restock Form

- The initial form has a quick search and a path.

The screenshot shows a software application window titled "Suntea Ph WELCOME TO THE INVENTORY SYSTEM". The "IN-STOCK" tab is selected. A sub-header "RESTOCK" is displayed. On the left, there is a table listing items with columns: Item Code, Item Name, Category, Balance, and Date Updated. An example row from the table is: BOTT350, Bottle 350ml, Drinks, 0/2020-05-06. On the right, there is a form for restocking. It includes fields for Reference Code (empty), ITEM CODE (empty), ITEM NAME (empty), In (QTY) (100), Restock (150), Bal (QTY) (102), Remarks (Restock), and a Confirm button. The Date is set to 2020-05-06.

Item Code	Item Name	Category	Balance	Date Updated
BOTT350	Bottle 350ml	Drinks	0/2020-05-06	
CND	CHIC n DIP	Snacks	115/2020-04-29	
CUPS350	Cups 350 ml	Drinks	100/2020-05-06	
CUPS500	Cups 500 ml	Drinks	105/2020-05-03	
CUPS700	Cups 700 ml	Drinks	88/2020-05-06	
FRFRIEND	Fries (Friend)	Snacks	100/2020-04-27	
FRSOL	Fries (Solo)	Snacks	100/2020-05-06	
WOC	Wings	Snacks	150	2020-05-05
WCOS	WINGS BBQ	Snacks	124/2020-05-05	
WCOSL	WING o Clock (Solo)	Snacks	102/2020-05-05	
WCOSD	WING o Clock (Squad)	Snacks	94/2020-05-05	

Figure 4.19.2 Final and Revised Restock Form

- Removed quick search and path.

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FIGURE 4.20 CHECKING FORM

Item Code	Item Name	IN	OUT	BAL
BOTT350	Bottle 350ml	130	3	127
CND	CHIC n DIP	120	1	119
CUP350	Cups 350 ml	100	2	98
CUP500	Cups 500 ml	110	2	108
CUP700	Cups 700 ml	120	14	106
FRFRIEND	Fries (Friend)	100	4	96
FRSOL	Fries (Solo)	100	0	100
WOCSSL	WING o Clock (Solo)	98	0	98
WOCSDQ	WING o Clock (Squad)	109	11	98
WOC	Wings	110	0	110
WOCSS	WINGS BBQ	125	0	125

Figure 4.20.1 Initial Checking Form

- The initial form has a quick search, path and a date from and to filter for the records.

Item Code	Item Name	IN	OUT	BAL
BOTT350	Bottle 350ml	100	0	100
CND	Chic n Dip	100	0	100
CUP350	Cups 350 ml	100	0	100
CUP500	Cups 500 ml	100	0	100
CUP700	Cups 700 ml	100	2	98
FRFRIEND	Fries (Friends)	100	0	100
FRSOL	Fries (Solo)	100	0	100
WOCSSL	WING o Clock (Solo)	100	0	100
WOCSDQ	WING o Clock (Squad)	102	2	100
PB	Plastic Bags for Drinks	100	0	100

Figure 4.20.2 Final and Revised Checking Form

- Removed quick search, path and the date from and to filter for the records.

FIGURE 4.21 MESSAGE FORMS (INVENTORY)

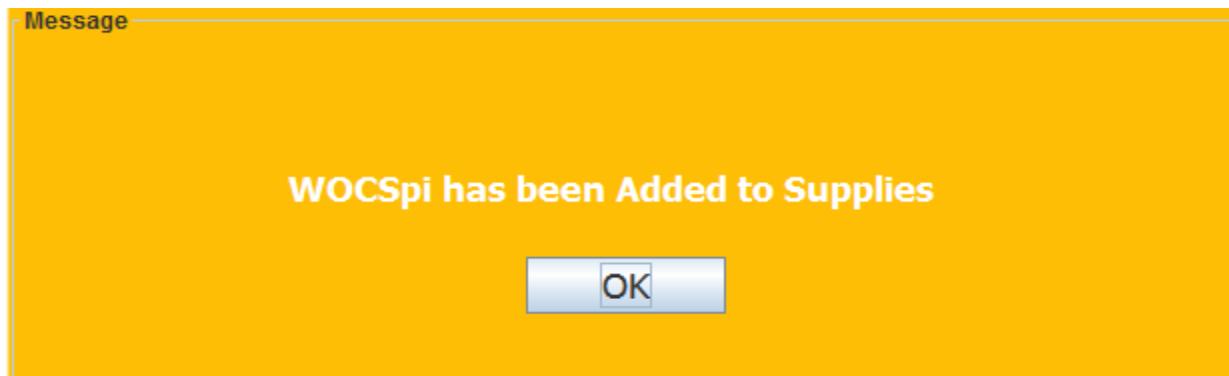


Figure 4.21.1 Item Added Message Form

Prompt that tells the user in the In Stock Form that new item is added.

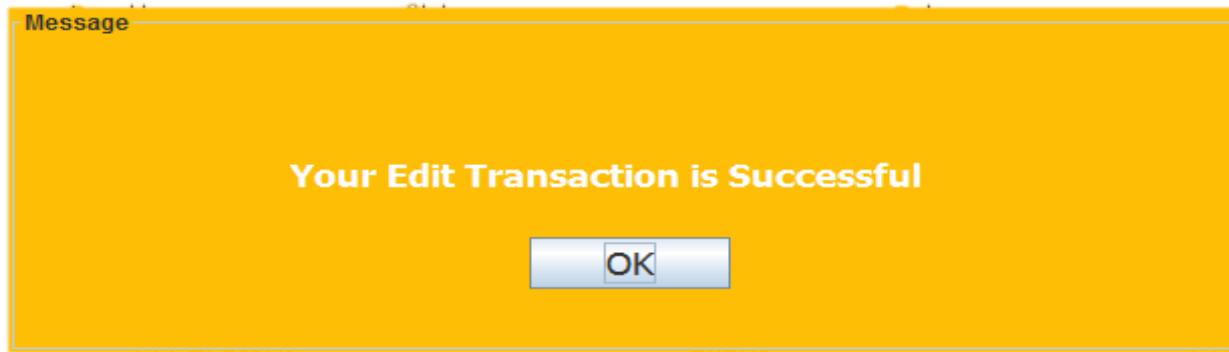


Figure 4.21.2 Item Edited Message Form

Prompt that tells the user in the In Stock Form that selected item is edited.

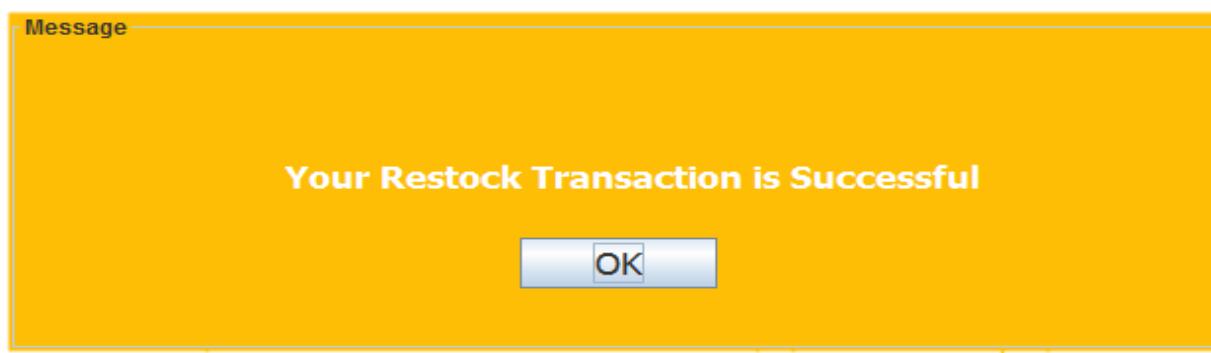


Figure 4.21.3 Restock Successful Message Form

Prompt that tells the user in the Restock Form that the Restock that he/she did is successful.

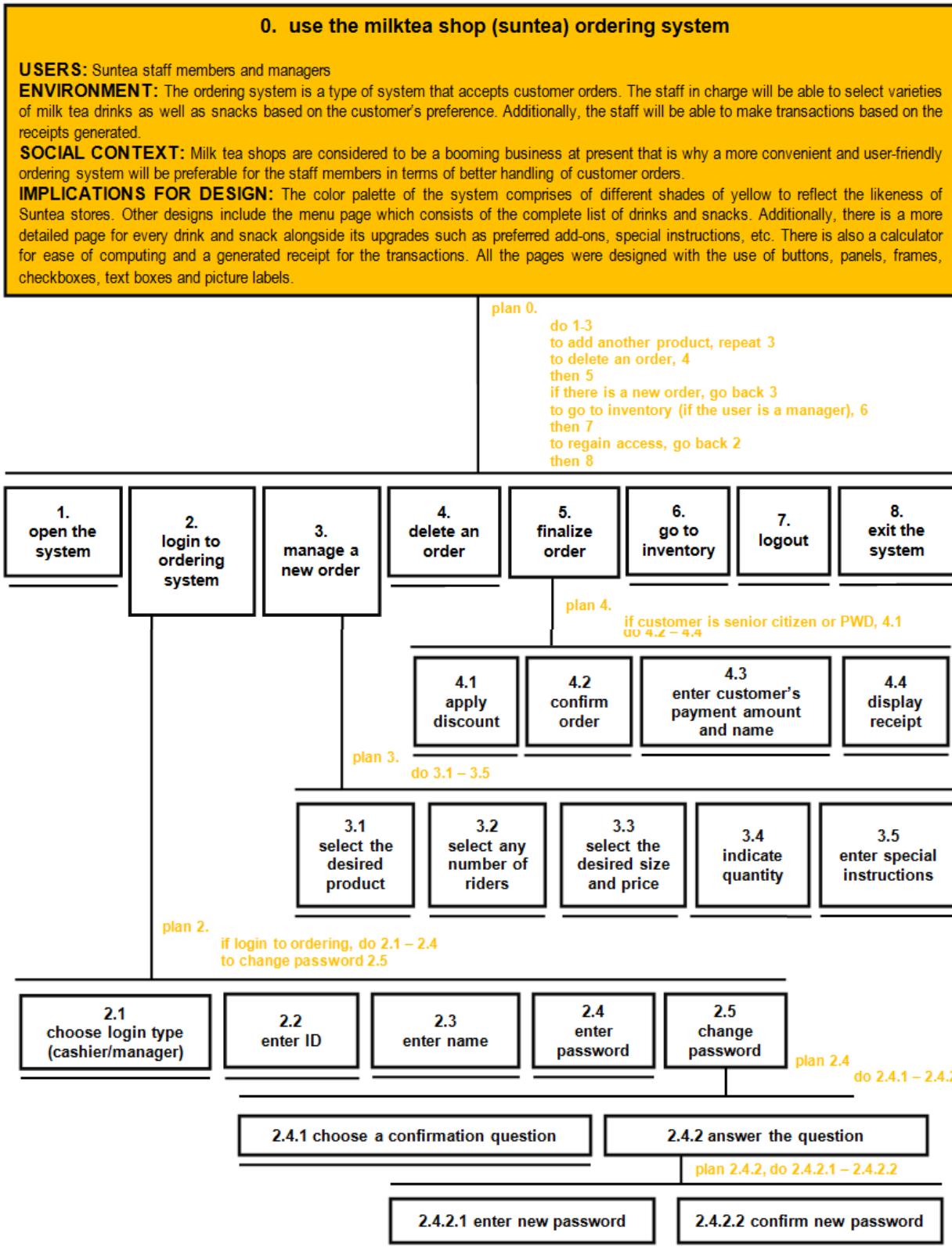
REASONS FOR REVISION

1. The dashboard and top panel are redesigned.
2. Some tabs were added for a more user-friendly approach with regards to viewing the information and for convenient processing that does not need any paths.
3. In notification Pop-up, an OK button was added for acknowledgement from the user so that they will not be left hanging and ask ‘So, what next?’ Also, this may serve as an exit option for the users too.
4. In the Add and Item Pop-ups, there were text fields that changed into combo boxes for convenience as well as to reduce errors and limit entries into only valid inputs.
5. The font of the texts all throughout the inventory system was changed for simplicity. Additionally, the color the ‘account’ combo box in the inventory was also changed to the same shade of yellow of the combo box in the ordering system for uniformity.
6. The inventory system had a simpler approach in terms of design in order to showcase straightforwardness and simplicity in terms of its features and functions.

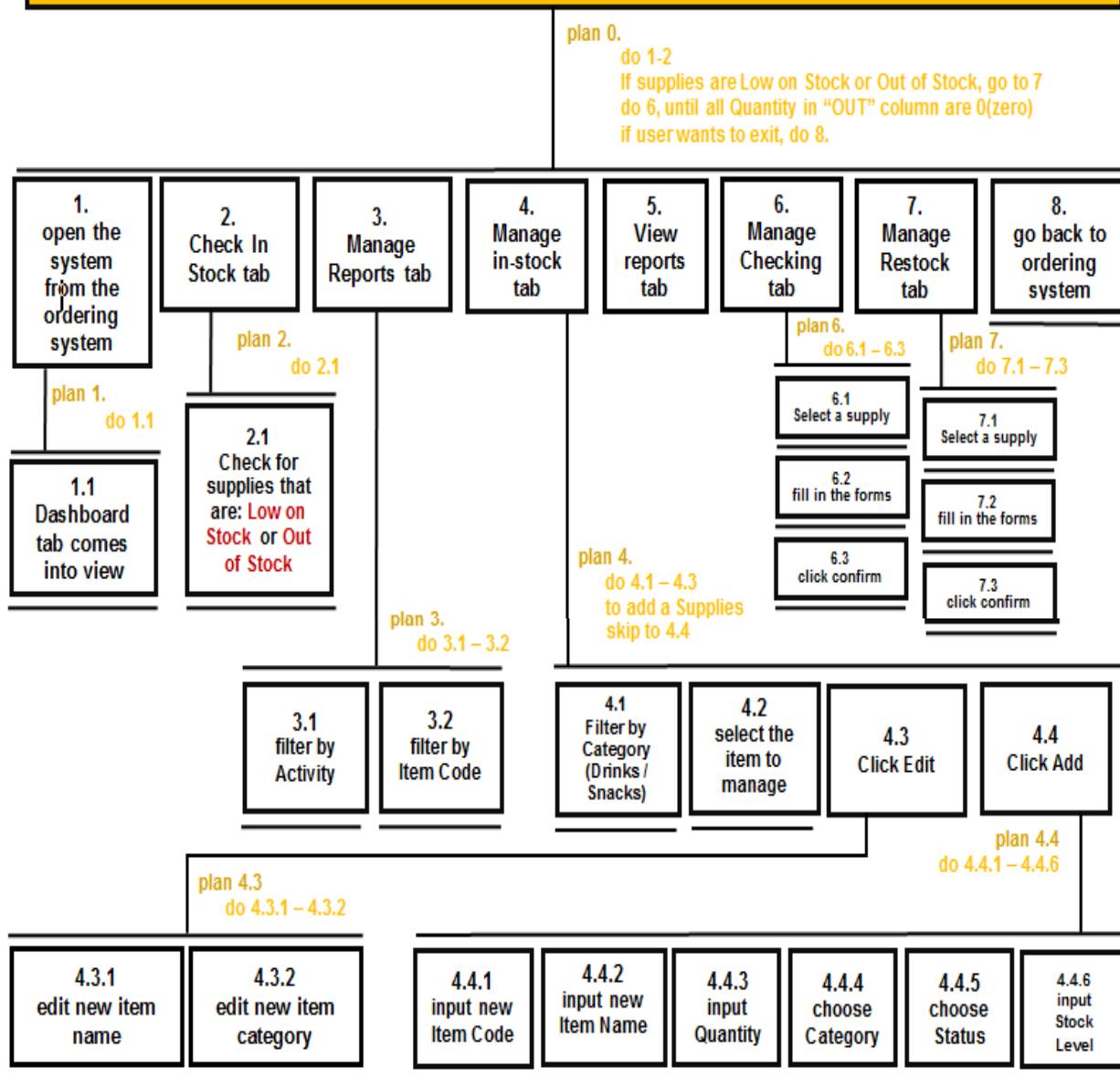
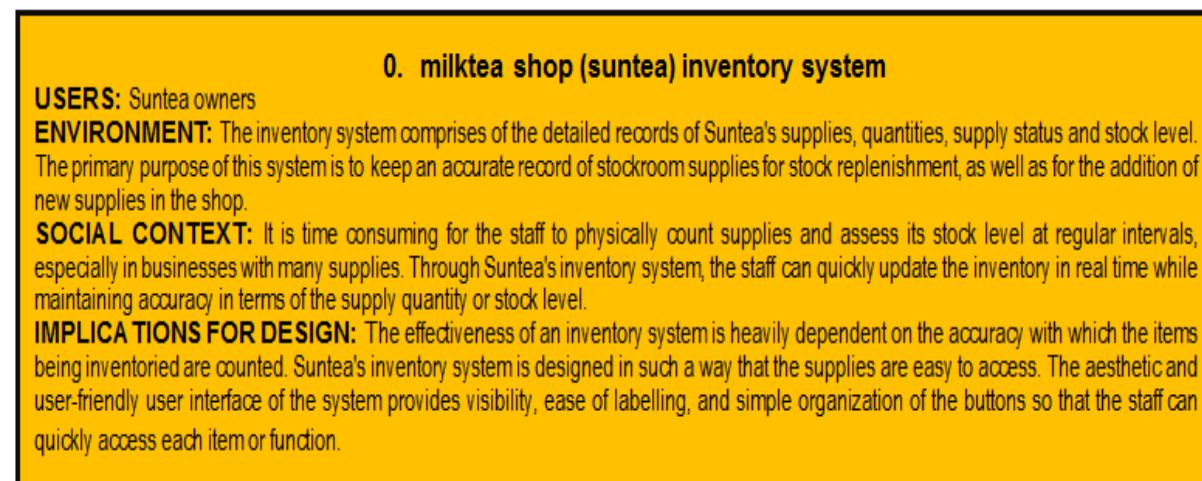
MILK TEA ORDERING AND INVENTORY SYSTEM

Requirement #5

ORDERING SYSTEM – HIERARCHICAL TASK ANALYSIS



INVENTORY SYSTEM – HIERARCHICAL TASK ANALYSIS



MILK TEA ORDERING AND INVENTORY SYSTEM

Requirement #6

ORDERING SYSTEM

Object Cashier **human actor**

Actions: for ordering

C1: Inputs Log In credentials

C2: Inputs the Customer's order

C3: Finalizes and inputs payment details of the customer

Actions: for syncing records with inventory

C4: Click the 'Next Order' button in the receipt to automatically sync all of the records to the inventory.

Object Ordering **composite**

Comprises: {act1OrderInit, act2OrderFin}

Object act1OrderInit **simple**

Attribute:

Status: valid/invalid

Actions:

1A: translates all the buttons pressed by user into valid inputs

1B: records the input per order for the same customer

Object act2OrderFin **simple**

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Attribute:

Status: valid/invalid

Actions:

2A: repeat act1OrderInit (if needed)

2B: finalize the order along with customer's payment details

2C: records the list of orders of the customer along with details

Object act3Sync simple

Actions:

3A: sync records automatically from act2OrderFin with the inventory system

Events:

EvO1: User will manage an order for customer

EvO2: User will add more orders if customer wants to order more

EvO3: User will do the payment process of the customer's order

EvO4: User will sync records by clicking the 'Next Order' button.

Relations: object to object

location (act1OrderInit, act2OrderFin)

location (act2OrderFin, act3Sync)

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Relations: action to object

inputs (C2, act1OrderInit)

inputs (C3, act2OrderFin)

initiates (C4, act3Sync)

Relations: action to event

before (C1, C2-C4)

user must be able to successfully login

triggers (EvO1, Ordering)

user will input the details of the customer's orders

before (C2, 1B)

user inputs must be translated into valid inputs to be recorded

causes (EvO1, Ordering)

user's input will be recorded

triggers (EvO2, Ordering)

the user's customer wants to add more

causes (EvO2, 2A)

user will repeat adding more orders of the customer

before (C3, EvO3)

the user's customer must have no more additional orders.

triggers (2B, Ordering)

the user will be prompted to input payment details of customer

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causes (EvO3, Ordering)

user will input and finalize customer's payment details

before (C3, 2C)

list of orders and payment details should be valid

triggers (2C, Ordering)

list of orders and payment details will be recorded

before (C4, 3A)

user must not have an on-going transaction

triggers (EvO4, Ordering)

user will sync records by clicking the 'Next Order' button

causes (C4, 3A)

syncs records from act2OrderFin with the inventory system

Plan 0.

1. Open the Ordering System
2. Log in to the Ordering System
3. Manage a new order using the act1OrderInit after verifying that the inputs are valid
4. Finalize order to display receipt using the act2OrderFin after verifying that the inputs are valid
5. Sync records automatically with Inventory System by enabling act3Sync
6. Go to Inventory
7. Log out

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8. Exit System

Plan 0: 1 – 3 – 4 – 5 – 7 - 8

INVENTORY SYSTEM

Object Admin human actor

Actions: to manage inventory

A1: Go to Inventory System

A2: Monitor reports and items in the inventory

A3: Update any changes in the item /stock catalogue (if any)

Actions: update records

A4: Update Checking Form

A5: Update Restock Form (if any there are restocked items)

Object Manage compound

Comprises: {act1Monitor, act2ItemUpdate}

Object Update compound

Comprises: {act3CheckingUpdate, act4RestockUpdate}

Object act1Monitor simple

Actions:

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1A: Load up any notification based on the current status of items

1B: Reports Form will keep track of the forms submitted

Object act2ItemUpdate simple

Attribute:

Status: valid/invalid

Actions:

2A: Records the changes made based on the forms submitted

Object act3CheckingUpdate simple

Attribute:

Status: valid/invalid

Actions:

3A: Computes and records the updates declared in the Checking Form submitted by the user.

Object act4RestockUpdate simple

Attribute:

Status: valid/invalid

Actions:

4A: Computes and records the updates declared in the Restocking Form submitted by the user.

Events:

Evl1: The reports and status of the items will be monitored and noted

Evl2: Changes in the item catalogues (if necessary) will be updated

Evl3: The Checking form records will be updated, and will be reflected in the Report records.

Evl4: The Restocking form records will be updated and will be reflected in the Report records.

Plan 0.

1. Go to Inventory System
2. View Notification by using act1Monitor
3. View Dashboard by using act1Monitor
4. Manage In-stock Tab by initiating act2ItemUpdate after verifying that the inputs are valid
5. View Report Tab by using act1Monitor
6. Manage Checking Tab by initiating act3CheckingUpdate after verifying that the inputs are valid
7. Manage Restock Tab by initiating act4RestockingUpdate after verifying that the inputs are valid
8. Go back to Ordering to exit system

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Plan 0: 1 – 2 – 3 – 4 – 7 – 8

Requirement #7

ORDERING SYSTEM

TABLE 7.1 Login Form Test Conditions

GUI Name: LOGIN FORM

GUI Description: Allows the user to input their account through their id, name and password.

Field	Field Description	Validation	Default Value (if any)
ID Number	ID Number of either employees or managers	Not null	For Staff: SUNTEAPH01 For Manager: SUNTEAPHMAN02
		Unique ID Number	
Name	Employee or Managers Name	No format	None
Password	Word that indicates access to the system	Ilovesuntea or ilovesunteaph but can be changed	For Staff: ilovesuntea For Manager: ilovesunteaph

Group field validation: ID Number, Name and Password

Form validation: All Fields Require Message Form, Account is Invalid Form

TABLE 7.2 Identity Verification Form Test Conditions**GUI Name:** IDENTITY VERIFICATION FORM

GUI Description: Verifies the user first by answering questions suitable to their work for them to be able to fully change the password of their account.

Field	Field Description	Validation	Default Value (if any)
Questions	Combo box that provided 3 questions for users to choose	The items are in a questions format.	Item 0: On what date did SUNTEA start its operations? Item 1: Name SUNTEA's bestselling drink in 2019. Item 3: Who made up the business name?
Answer	Answer to the chosen	No format	1.) May 10, 2018

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	question		2.) Nutella Addiction 3.) John Paul Calamba or Jurgen Vega
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Group field validation: Question and Answer

Form validation: All Fields Require Message Form, Incorrect Answer Message
Form

TABLE 7.3 Change Password Form Test Conditions

GUI Name: CHANGE PASSWORD FORM

GUI Description: Allows the user to input new password and be able to change
the default password.

Field	Field Description	Validation	Default Value (if any)
New Password	Password that replaces the default password.	No format	None
Confirm New Password	Copies the new password value	No format	None

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Group field validation: New Password, Confirm New Password

Form validation: All Fields Require Message Form, Password Changed Form,
Unmatched (Password) Form

TABLE 7.4 Home Menu Form Test Conditions

GUI Name: HOME MENU FORM

GUI Description: The main ordering form that comprises of all drinks and snacks ordering forms. It connects majority of the forms in the ordering system.

Field	Field Description	Validation	Default Value (if any)
Date	Date when the order was filed.	Date format dd/mm/yy	System generated date
Discount	Radio Buttons that is selected if the customer is Senior Citizen or PWD	Senior Citizen or PWD	None
Total	The overall	≥ 0.0	0.0

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	total of the orders regardless if it has discount or not		
Applied Discount	Computed discount based on the total.	>= 0.0	0.0
Payment Amount	Total amount where discount is subtracted (if there is one)	>= 0.0	0.0
List of Orders	A JTable that comprises of Order #, Quantity, Product	For Order # <ul style="list-style-type: none"> • Not Null • Unique • With format For Quantity <ul style="list-style-type: none"> • >= to 1 only 	For Order # <ul style="list-style-type: none"> • Default is 1 but it increments since it is a system generated number For Quantity <ul style="list-style-type: none"> • 1

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	<p>Code, Amount and Special Instruction that summarizes the orders of every customer</p>	<p>For Product Code</p> <ul style="list-style-type: none"> • Not Null • Unique • With format <p>For Amount</p> <ul style="list-style-type: none"> • \geq to 0 only • With format <p>For Special Instruction</p> <ul style="list-style-type: none"> • No format 	<p>For Product Code</p> <ul style="list-style-type: none"> • INFBLUEBERRYD • MAXINUTELL700 • FLEXIWINTE700 • PREMMILKBROWN • SNACKWOCLSOLO and many more <p>For Amount</p> <ul style="list-style-type: none"> • 0.0 <p>For Special Instruction</p> <ul style="list-style-type: none"> • None
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Group field validation: List of Orders

Form validation: Sync Records Message Form, Record Deleted Message Form, Select to Delete Message Form & No Record Delete Message Form

TABLE 7.5 Drink Ordering Forms Test Conditions

GUI Name: DRINK ORDERING FORMS

GUI Description: Allows the user to input orders based on the selected drinks.

Drinks may vary.

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Field	Field Description	Validation	Default Value (if any)
Boba Rider	Field that deals with additional rider specifically, boba.	>= to 0 only	0
Nata Rider	Field that deals with additional rider specifically, nata.	>= to 0 only	0
Popping Boba Rider	Field that deals with additional rider specifically, popping boba.	>= to 0 only	0
Fruit Jelly Rider	Field that deals with additional rider specifically, popping fruit	>= to 0 only	0

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	jelly.		
Foam Rider	Field that deals with additional rider specifically, popping foam.	>= to 0 only	0
Quantity	Declares the number of drinks per order.	>= to 1 only	1
Amount	The total amount of the whole order based on the added rider and quantity.	>= to 0 only	0.0
Special Instructions	Allows user to input specific instructions made by the customer	No format	None
Prize and Size	Toggle buttons that is selected	One button must be chosen	It can be: P 79 350 ML

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	in order to determine what size and amount of drink is needed.		P 109 350 ML P 89 500 ML P 99 700 ML P 69 700 ML P 79 500 ML P 89 700 ML
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Group field validation: Prize and Size, Quantity

Form validation: Choose Size (Drink) Form

TABLE 7.6 Snack Ordering Forms Test Conditions

GUI Name: SNACK ORDERING FORMS

GUI Description: Allows the user to input orders based on the selected snacks.

Snacks may vary.

Field	Field Description	Validation	Default Value (if any)
Quantity	Declares the number of snacks per order.	≥ 1 only	1
Amount	The total amount of the whole order	≥ 0 only	0.0

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	based on the added quantity and preferred serving size.		
Special Instructions	Allows user to input specific instructions made by the customer.	No format	None
Serving Size	Toggle buttons that is selected in order to determine what serving size and amount of snack is needed.	One button must be chosen	It can be: P 79 SOLO P 299 SQUAD P 159 FRIEND

Group field validation: Serving Size and Quantity

Form validation: Choose Size (Snack) Form

TABLE 7.7 Customer Payment Form Test Conditions

GUI Name: CUSTOMER PAYMENT FORM

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GUI Description: Allows the user to input the name the cash received given by the customer.

Field	Field Description	Validation	Default Value (if any)
Customer Name	Name of the customer who ordered	No format	None
Cash Received	Amount of money given by the customer	No format	None

Group field validation: Customer Name, Cash Received

Form validation: Insufficient Amount Form, All Fields Require Form

TABLE 7.8 Receipt Form Test Conditions

GUI Name: RECEIPT FORM

GUI Description: A pop-up generated receipt that can be seen or can be printed after every customer transaction.

Field	Field Description	Validation	Default Value (if any)
Date	Date when the	Date format	System generated date

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	order was filed.	dd/mm/yy	
Cashier Name	Name of Cashier who is logged in	No format	None
Customer Name	Name of the customer who ordered	Customer Name	Name of the customer
List of Orders	A JTable that comprises of Quantity, Product Code and Amount that summarizes the orders of every customer	For Quantity - \geq to 1 only For Product Code - INFBLUEBERRYD - MAXINUTELL700 - FLEXIWINTE700 - PREMMILKBROWN - SNACKWOCLSOLO and many more For Amount - \geq to 0 only - With format	For Quantity - 1 For Product Code - INFBLUEBERRYD - MAXINUTELL700 - FLEXIWINTE700 - PREMMILKBROWN - SNACKWOCLSOLO and many more For Amount - 0.0

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Total	The overall total of the orders regardless if it has discount or not	≥ 0.0	0.0
Applied Discount	Computed discount based on the total.	≥ 0.0	0.0
Payment Amount	Total amount where discount is subtracted (if there is one)	≥ 0.0	0.0
Cash Received	Amount of money given by the customer	No format	None
Change	Computed amount (Cash Received – Payment Amount) that will be given to the customer	≥ 0.0	0.0

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	after.		
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Group field validation: None

Form validation: None

INVENTORY SYSTEM

TABLE 7.9 Inventory Main Form Test Conditions

GUI Name: INVENTORY MAIN FORM

GUI Description: Tabbed Pane that contains the Dashboard tab, In Stock tab, Reports tab, Restock tab and Checking tab

Tab	Tab Description	Validation	Default Value (if any)
Dashboard	Welcomes User to Inventory	None	None
In Stock	Can edit supplies Can add supplies Supplies can be filtered by Category (Drinks or Snacks)	None	Table shows full supplies data <ul style="list-style-type: none">● Item Code● Item Name● Qty● Item Status (In Stock Low on Stock)

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			<p>Out of Stock)</p> <ul style="list-style-type: none"> ● Category (Drinks Snacks) ● Date Updated
Reports	Supply items can filter be by Activity (Restock Deducted)	None	<p>Table shows transactions history</p> <ul style="list-style-type: none"> ● Item Code ● Item Name ● Qty ● Activity (Restock Deducted) ● Date Updated ● Remarks
Restock	Supply items can filter be by Category (Drinks or Snacks)	None	<p>Table shows the ff. Supplies record</p> <ul style="list-style-type: none"> ● Item Code ● Item Name ● Current

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			Balance
Checking	Shows Supplies list	None	<p>Table shows:</p> <ul style="list-style-type: none"> ● Item Code ● Item Name ● IN (Previous Qty) ● Out (Qty Sold) ● Balance

Tab validation: Switching from one Tab to another, removes the selected row from all Tables

Form validation: N / A

TABLE 7.10 In Stock Tab (Form) Test Conditions

Panel Name: In Stock Tab

Panel Description: User can add and edit supplies that can be filtered by category

Field	Field Description	Validation	Default Value (if any)
In Stock Table	6-column table	None	Supplies data from database

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Edit Supplies	Button that calls Edit Form	Only visible when a table row is selected	None
Add Supplies	Button that calls Add Form	None	None

Panel validation: Edit button is visible when a row is selected, Refresh button deselect row and fetch table data from database

Tab validation: N / A

TABLE 7.11 Reports Tab (Form) Test Conditions

Panel Name: Reports Tab

Panel Description: User can view supplies transactions that can be filtered by Activity and Item Code

Field	Field Description	Validation	Default Value (if any)
Reports Table	6-column table	None	Transaction history records from database
Activity Filter	Combo Box contains Activity items	None	Combo Box items: All Restock Deducted

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Item Code Filter	Combo Box contains Item Codes	Only visible when a table row is selected	Combo Box items: All BOTT350 CND CUPS350 CUPS500 CUPS700 FRFRIEND FRSOL WOCSOL WOCSQD
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Panel validation: Switching from one Filter to another resets selected item to All

Tab validation: N / A

TABLE 7.12 Restock Tab (Form) Test Conditions

Panel Name: Restock Tab

Panel Description: User can view supplies that can be filtered by category

Field	Field Description	Validation	Default Value (if any)
Restock Table	4-column table	None	Supplies data: Item Code

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			Item Name Category Item Qty from database
Category Filter	Combo Box contains Category items	None	Combo Box items: All Drinks Snacks
Date	Format: yyyy-MM-dd	Not Editable (Displays Date Only)	Current Date
Restock Panel within the tab	Summary of selected supply from table	Integer Input Only (Restock Qty) Required Fields: Reference Code Restock Qty Does not accept 0 value for Restock Qty	Selected Item Code, Item Name, Item Quantity Generates New Balance Remarks : Restock

Panel validation: Confirm Button is enabled when all fields have value then prompts a Message Form (Based Transaction is Successful) and saves and update changes to database

Tab validation: Needs to click Confirm Button, otherwise, Data input are lost

TABLE 7.13 Checking Tab (Form) Test Conditions

Panel Name: Checking Tab

Panel Description: User can cross check Generated Supplies Qty and On-Hand Supplies Qty.

Field	Field Description	Validation	Default Value (if any)
Checking Table	5-column table	None	Item Code Item Name Item Quantity Quantity Sold Balance
Checking Panel within the tab	Summary of selected supply from table	Accepts Integer Input Only (On-Hand Qty) Required Field: On-Hand Qty On-Hand Qty does not exceed generated Balance	Selected Item Code, Item Name, Item Balance Generates Quantity Shortage

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			Remarks : Short
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Panel validation: Confirm Button is enabled when all fields have value then saves and update changes to database. Refresh button deselect row and fetch table data from database

Tab validation: Needs to click Confirm Button, otherwise, Data input are lost

TABLE 7.14 Edit Form Test Conditions

GUI Name: EDIT FORM

GUI Description: Allows user to change Item Name and Item Category

Field	Field Description	Validation	Default Value (if any)
Item Code	Shows Item Code of the Supplies	Not Editable	Selected passed value of Item Name
Item Name	Text area to input item name	Field Required	Selected passed value of Item Name
Category	Combo Box items: (Drinks Snacks)	None	Selected passed value of Item Category

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Status	Shows Item Status of the Supplies	Not Editable Item Status is based on Item Qty with regards to Stock Level	Selected passed value of Item Status
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Group field validation: Item Code and Item Status cannot be edited

Form validation: Prompt of the Message Form (Based Transaction is Successful)

TABLE 7.15 Add New Item Form Test Conditions

GUI Name: ADD NEW ITEM FORM

GUI Description: Allows user to change Item Name and Item Category

Field	Field Description	Validation	Default Value (if any)
Item Code	Text area to input item code	Field Required	None
Item Name	Text area to input item name	Field Required	None
Quantity	Area to input starting quantity	Accepts Integer Input Only	None
Category	Choose	None	Drinks

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	Category: (Drinks Snacks)		
Status	Set Item Status of the Supplies	None	In Stock
Stock Level	Set supplies stock level	Accepts Integer Input Only Field Required	None

Group field validation: All Fields Required

Form validation: Prompt of the Message Form (Based Item has been Added)

TABLE 7.16 Message Form Test Conditions

GUI Name: MESSAGE FORM

GUI Description: Shows user that transaction is successful

Field	Field Description	Validation	Default Value (if any)
Message Placeholder	Message varies depending on which Button is triggered	Passed Message Value	From Add form: “Item Code has been Added” From Edit Form:

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			"Your Edit Transaction is Successful" From Restock tab: "Your Restock has been Successful"
OK Button	Closes Message Form	None	None

Group field validation: N / A

Form validation: OK Button for confirmation