

DOKUZ EYLÜL UNIVERSITY
ENGINEERING FACULTY
DEPARTMENT OF COMPUTER ENGINEERING

CME 2210
Object Oriented Analysis and Design

RETAIL MANAGEMENT SYSTEM

by

Berhan Türkü Ay - 2017510013
Gökhan Göksel Elpeze - 2015510127
Murat Taylan Şahin - 2017510093
Oktay Türkdağlı - 2017510101

CHAPTER ONE INTRODUCTION

Increasing productivity and speeding processes up has a direct effect on customer satisfaction in retailers. Technology plays an important role in terms of more comfortable and intuitive customer experience. Retail Management System (RMS) we develop keeps this principle in mind and lets you manage these processes in real-time. Thanks to this, it is possible to speed up processes easily ranging from receipts to products, inventory management to price management, purchases to promotions, orders to transfers.

RMS is designed with needs of retailers selling a wide range of different products in mind.

Using RMS, you can attract more customers and attend to existing customers in real-time, manage different branches of your shop, analyze your sale data and generate meaningful reports about your company's future. In addition to this you can offer promotions for customers and check your employees' performance from this program.

MAIN FUNCTIONALITIES AND USER GUIDE:

Selling a Product:

- After Logging in with your username and password, click on SALES menu.
- In the screen that opens up, enter product id to the SEARCH bar. Click on the correct product or press ENTER.
- Chosen product will appear on the Cart Preview Window.
- Repeat these steps for all other products in your customer's cart.
- Click on GENERATE RECEIPT button.
- Pick the correct payment option (Cash or Credit Card) and press COMPLETE TRANSACTION button.
- You can press CANCEL on any of these steps in case you want to cancel the transaction.
- Sale successful notification appears upon successful sale.

Adding a New Product:

- After login, if you have admin privileges PRODUCT tab will activate, click on PRODUCT menu.
- If you want to add a new item, leave SEARCH bar on the newly opened screen blank.
- Product's attributes are filled (Example TV attributes):
 - Category
 - Name
 - Size
 - Build Date
 - Name of Manufacturer
 - Name of Distributor
 - Price
 - Quantity
 - Date Product enters company (Passive)

- Person adding the item (Passive)
- Click on SAVE.
- Item added successfully notification appears upon successful entry.

Removing a Product:

- After login, if you have admin privileges PRODUCT tab will activate, click on PRODUCT menu.
- Type id of the product that needs to be removed on the newly opened screen. Click on the correct item or press ENTER
- Attributes of the product should fill automatically. Click on REMOVE button
- Click YES on the “Are you sure?” popup.
- Item successfully removed notification appears upon successful removal.

Editing an Existing Product:

- After login, if you have admin privileges PRODUCT tab will activate, click on PRODUCT menu.
- Type id of the product that needs to be edited on the newly opened screen. Click on the correct item or press ENTER
- Attributes of the product should fill automatically. Modify the attributes you need to change.
- Click on EDIT button.
- If the edited product is the same as an already existing product, “Would you like to merge these items?” notification appears. If you do not want to merge the items, click no and edit items attributes again.
- Item successfully edited notification appears upon a successful edit..

Transferring Products:

- After login, if you have admin privileges PRODUCT tab will activate, click on PRODUCT menu.
- Pick TRANSFERS tab on the newly opened screen, Type item name or id to the SEARCH bar and pick the correct item or press ENTER
- Pick the origin and destination branches.
- Enter the quantity (Quantity may not exceed origin branch's maximum stock).
- "Transfer request is sent." notification appears upon successful entry.
- An admin should approve of transfer request.
 - If user has logged in with an admin account, MANAGEMENT tab will activate, click on MANAGEMENT tab.
 - Pick TRANSFER REQUESTS tab from newly opened window.
 - Transfer requests should be listed here. Pick the request you want to approve and click APPROVE.
 - Transfer approved notification appears upon successful approval.

Adding a New Employee:

- After login, if you have admin privileges MANAGEMENT tab will activate, click on MANAGEMENT menu.
- Navigate to EMPLOYEES tab on the newly opened window and pick ADD option. Do not fill in the SEARCH bar.
- Following attributes of the Employee is filled
 - Employee ID (Passive) ○ National Identification Number
 - Taxpayer ID
 - Name
 - Surname
 - Branch id where employee works in ○ Position
 - Phone Number ○ Address ○ E-mail
 - Salary (If this is left empty base salary of the position will be applied)

- Birth Date ○ Birthplace
- Start date(Passive)
- Current user (Passive)
- Click on SAVE button.
- Employee added notification appears upon successful entry.

Editing Employees:

- After login, if you have admin privileges MANAGEMENT tab will activate, click on MANAGEMENT menu.
- Navigate to EMPLOYEES tab on the newly opened window and pick ADD option. Fill in the SEARCH bar with employee id or name and pick the employee or press ENTER.
- Employee attributes should automatically fill up, edit the attribute you want to change.
- Click EDIT button.
- Edit successful notification appears upon successful edit.

Removing Employees:

- After login, if you have admin privileges MANAGEMENT tab will activate, click on MANAGEMENT menu.
- Navigate to EMPLOYEES tab on the newly opened window and pick ADD option. Fill in the SEARCH bar with employee id or name and pick the employee or press ENTER.
- Employee attributes should automatically fill up, check if employee is the one you want to remove, then Click EDIT button.
- Answer yes to “Are you sure?” notification.
- Employee successfully removed notification appears upon successful removal.

Adding a new branch:

- After login, if you have admin privileges MANAGEMENT tab will activate, click on MANAGEMENT menu.
- Navigate to BRANCHES tab on the newly opened window and pick ADD option. Do not fill in the search bar.
- Fill in the following attributes of the new branch:
 - Name
 - Phone number ○ E-mail ○ Address
 - Opening Date (Passive)
- Click on SAVE button
- Successfully saved notification appear upon successful entry.

Removing a Branch:

- After login, if you have admin privileges MANAGEMENT tab will activate, click on MANAGEMENT menu.
- Navigate to BRANCHES tab on the newly opened window and pick REMOVE option. Fill the search bar with branch id.
- Click on REMOVE button
- Answer yes to “Are you sure?” notification.
- Branch successfully removed notification appears upon successful removal.

Editing a Branch:

- After login, if you have admin privileges MANAGEMENT tab will activate, click on MANAGEMENT menu.
- Navigate to BRANCHES tab on the newly opened window. Fill the search bar with branch id.
- Attributes should fill automatically. Edit the attributes you want to change.
- Answer yes to “Are you sure?” notification.
- Branch successfully edited notification appears upon successful edit.

CHAPTER TWO: REQUIREMENTS

CLASSES

A) MANAGEMENT CLASSES

Inventory Manager

Adds an already existing item to mentioned branch

```
addItemToShop(Shop shopToAdd, int quantity, Item item): void
```

Removes an already existing item from a branch in specified quantity

```
removeItemFromShop(Shop shopToAdd, int quantity, Item item): void
```

Creates a new Item

```
addNewItem(Item item): void
```

Removes an existing item from all branches and marks it as removed

```
removeItem(Item item): void
```

Transfers specified product from origin Shop to destination

```
transferBetweenBranches(Shop originShop, Shop destinationShop, Item  
transferredItem, int quantity): void
```

Orders items in specified quantity from the item's manufacturer

```
orderItem(Item item, int quantity): void
```

Searches and returns an item from Inventory

```
searchItem(Item item): Item
```

Sales Manager

Sells specified item in given quantity

```
sellItem(Item item, int quantity): void
```

Generates final receipt of customer and saves it

```
generateReceipt(Item[] items): void
```

Finds and returns specified receipt

```
searchReceipt(int receiptID, Date date): Receipt
```

Returns an item and saves a return receipt

```
returnItem(Item item, int receiptID): void
```


Reports Manager

Fetches specified report

`displayReports(int chosenReport) :void`

Staff Manager

Adds a new employee

`addEmployee(Employee employee) :void`

Removes an employee

`removeEmployee(Employee employee) :void`

Edits an employee

`editEmployee(Employee employee) :void`

Finds and returns employee with specified ID

`searchEmployee(int employeeID) :Employee`

B) PRODUCT CLASSES

Note: Attributes of Product classes are not final and they might change later on to be more detailed/realistic or to improve usability.

Our base class for products is “Item”

```
public class Item {  
    private String brand;  
    private String name;  
    private double price;  
    private int itemID;  
    private Manufacturer manufacturer;
```

We are extending new classes from Item class. First one is “Clothing”.

1 - CLOTHING

```
public class Clothing extends Item{  
    private String color;  
    private String gender;
```

We are extending new classes from Clothing class. They are “Footwear”, “Pants” and “Tshirt”.

SUBCLASSES:

1.1 FOOTWEAR

```
public class Footwear extends Clothing {  
    private double size;
```

1.2 PANTS

```
public class Pants extends Clothing {  
    private int sizeWidth;  
    private int sizeLength;
```

1.3 T-SHIRT

```
public class Tshirt extends Clothing {  
    private String size;
```

We are extending new classes from Item class. Second one is “Electronics”.

2 - ELECTRONICS

```
public class Electronics extends Item {  
    private double size;  
    private String resolution;
```

We are extending new classes from Clothing class. They are “Computer”, “Phone” and “Television”.

2.1 COMPUTER

```
public class Computer extends Electronics {  
    private String processor;  
    private String graphicsCard;  
    private String graphicsCapacity;  
    private String ramType;  
    private String ramSpeed;  
    private String ramCapacity;  
    private String storage;
```

2.2 PHONE

```
public class Phone extends Electronics{  
    private String memory;  
    private String ram;
```

2.3 TELEVISION

```
public class Television extends Electronics {  
    private boolean smart;  
    private String screenType;
```

We are extending new classes from Item class. Third one is “OtherProducts”. Other products is for all the items and categories that don’t have a specific class.

3-) OTHER PRODUCTS

```
public class OtherProducts extends Item {  
    private String categoryName;
```

C) COMPANY CLASSES:

MAIN CLASS: COMPANY

1 – COMPANY

```
public class Company {  
    private List<Shop> shops;  
    private int phoneNumber;  
    private String emailAddress;  
    private Address address;  
  
    addNewShop(Shop shop):void  
  
    removeShop(Shop shop):void  
  
    addNewManufacturer(Manufacturer manufacturer):void  
  
    removeManufacturer(Manufacturer manufacturer):void  
}
```

2- SHOP

```
public class Shop {  
    private List<Employee> employees;  
    private ArrayList<Item> products;  
    private int phoneNumber;  
    private String emailAddress;  
    private Address address;  
}
```

3- EMPLOYEE

```
public class Employee {  
  
    private String name;  
    private Address address;  
    private int phoneNumber;  
    private int weeklyWorkHours;  
    private Position position;  
    private int shopID;  
    private int employeeID;  
    private String password;  
    private int weeklyWageBonus;  
}
```

4- MANUFACTURER

```
public class Manufacturer {  
    private String name;  
    private int manufacturerID;  
    private Address address;  
    private String phoneNumber;  
    private List<Item> soldItemList;  
}
```

UTILITY CLASSES:

1-ADDRESS

```
public class Address {  
    private String city;  
    private String town;  
    private String street;
```

2-DATE

```
public class Date {  
    private int day;  
    private int month;  
    private int year;  
  
validateDate(Date date) :boolean
```

3- POSITION

```
public class Position {  
    private String positionName;  
    private int baseWage;
```

4- RECEIPT

```
public class Receipt {  
    private Date date;  
    private double totalPrice;  
    private Employee cashier;  
    private List<Item> cart;  
    private int receiptID;
```

5- PHONE NUMBER

```
public class PhoneNumber {  
    private String countryCode;  
    private int code;  
    private int number;  
    private String type;  
  
validatePhoneNumber(PhoneNumber number):boolean
```

GUI CLASSES:

CONTROLLERS:

(Common Function) **public void handleButtonAction**

(ActionEvent event) {}:void

1- CompanyScreenController

2- HomeScreenController

```
This function logs out from current user and opens Login Screen  
logout():void
```

```
This function saves all data to a file for next session  
saveData():void
```

3-LoginScreenController

```
Checks username and password  
loginCheck() :boolean
```

```
Loads data from previous sessions to initialize the program  
loadData():void
```

4-SaleScreenController

5-ReportsScreenController FXMLs:

1-companyScreen

2-homeScreen

3-loginScreen

4-saleScreen

5-reportsScreen

CHAPTER THREE

UML DIAGRAMS

CLASS DIAGRAM:

Diagram shows all the classes inside the system and their attributes and functions. Item class and all its children represent product classes. Phone number, address, date, receipt and position represents utility classes. Company, shop, employee and manufacturer represents main classes. 4 interfaces correspond to management classes.

USE CASE DIAGRAM:

There are 4 main actors on the system. Administrator for managing the overall system and company, Branch manager for overseeing a branch and managing sales, sales associate for completing sales and a customer who makes purchases through the sales associate. Management Screen, Company screen, product screen, sale screen and menu represent 5 main screens of the system and other use cases under them shows their main functionalities. Blue dotted line is used to imply <<Extends>>, black dotted line is for <<Include>> and straight black line shows association.

ACTIVITY:

FIRE:

Employee resigns, program user removes their personal information from system, then removes his username and password.

HIRE

Employee comes to the company and gives his personal information for the hiring process. Program user enters this information to the system and generates unique username and password. Assigns him to a shop.

SALE

customer comes to register cashier searches item from the system, shop checks inventory, then cashier adds item and repeats this until all customers items has been scanned, customer chooses payment option (cash or credit card), cashier generates receipt, shop updates inventory, cashier completes purchase.

STATE

EMPLOYEE

Employee is hired, his daily routine is selling items and returning items, then when employee quits his information is deleted.

MANAGER

manager is hired, his daily routine is selling, adding, returning, editing, transferring and removing items; adding, editing, removing employees. Adding, editing, removing branches. when manager quits his information is deleted.

SEQUENCE DIAGRAM:

ADD NEW EMPLOYEE

User logs in, enters the home screen. Activates employee function and contacts employee class a new user is added with addNewEmployee function, before this function finishes, checks if this employee has been added before.

ADD NEW ITEM

User logs in, enters the home screen. Activates product function and connects to product class. A new product is added with addNewItem, before this function ends, checks if this item has been added before.

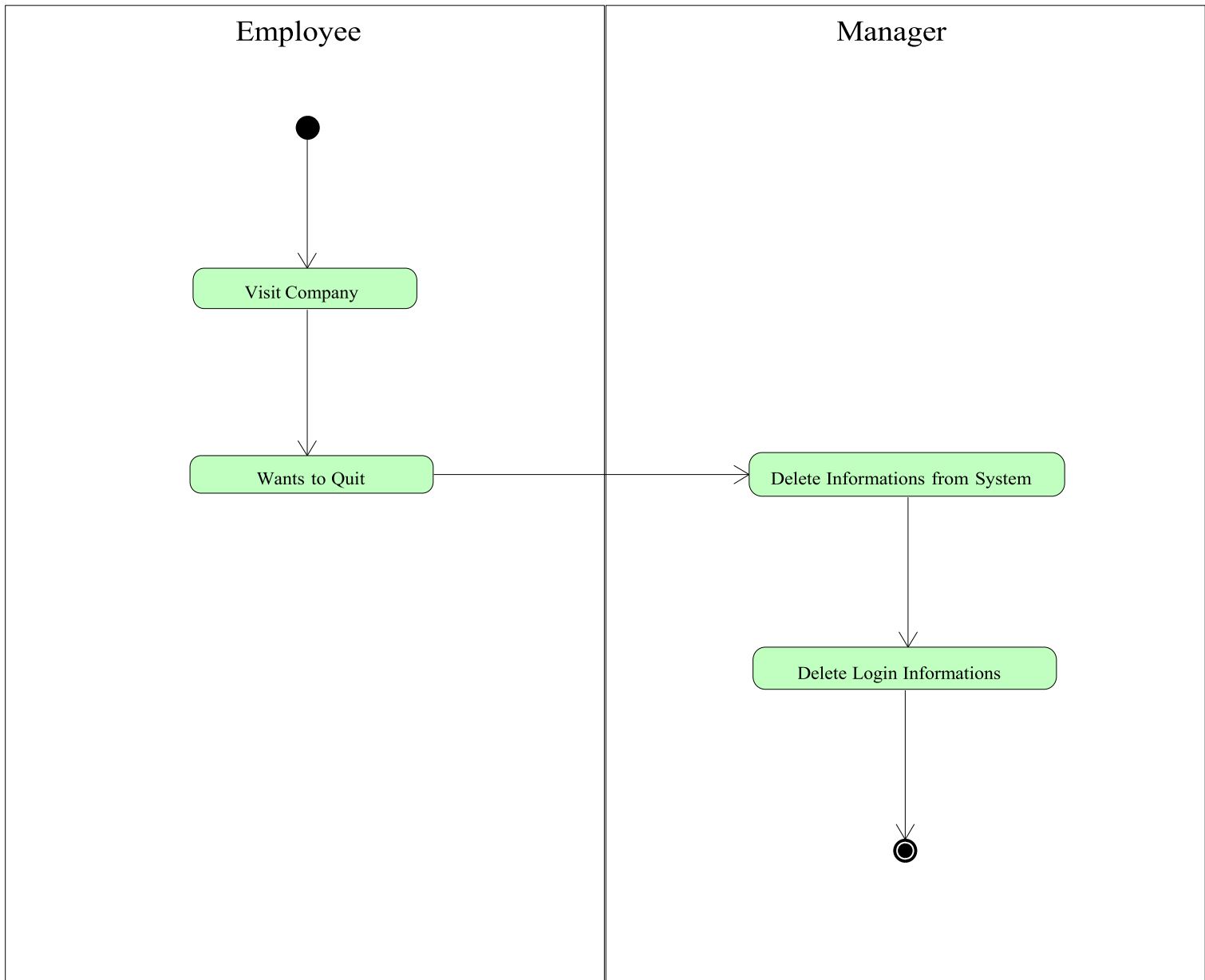
SALE SCREEN

User logs in, enters the home screen. Starts saleScreen function and connects to SaleScreenController class. Adds items to sale screen with searchItem function, after all items are added generates receipt with generateReceipt function

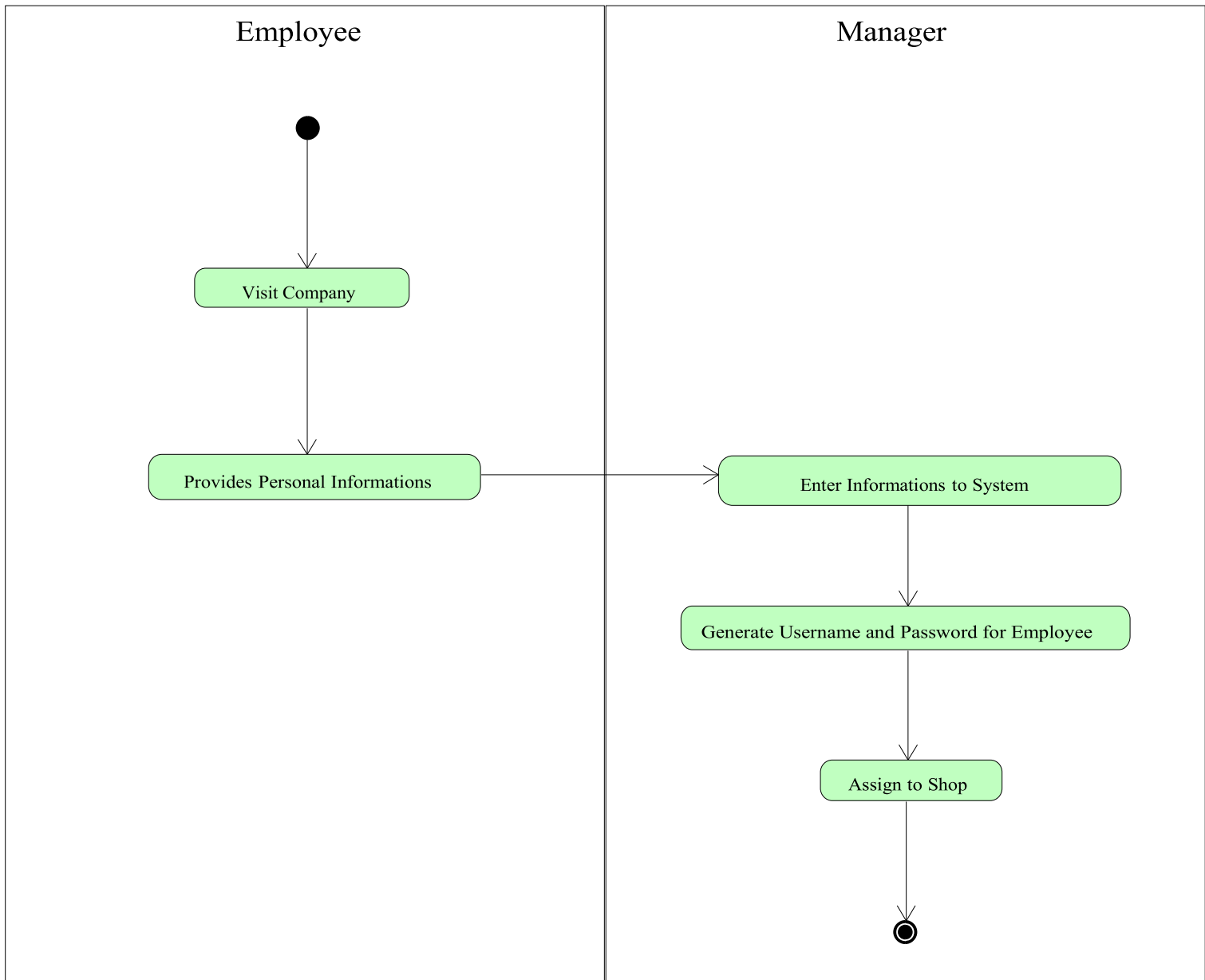
TRANSFER SCREEN

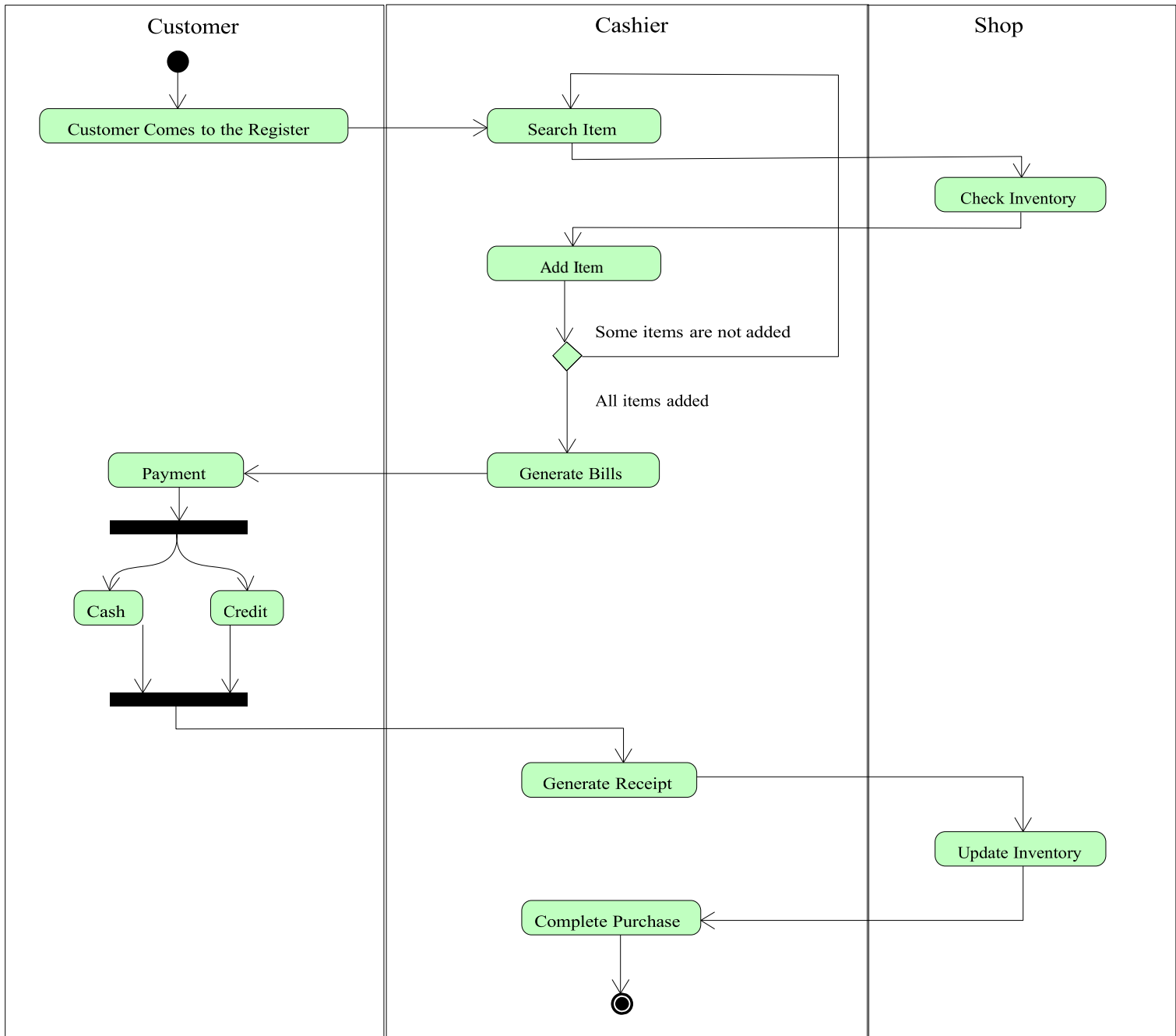
User logs in, enters the home screen. Starts productScreen function and connects to product class. Adds a new transfer with transferBetweenBranches function, before this function ends connects to Item class with searchItem function and adds necessary items.

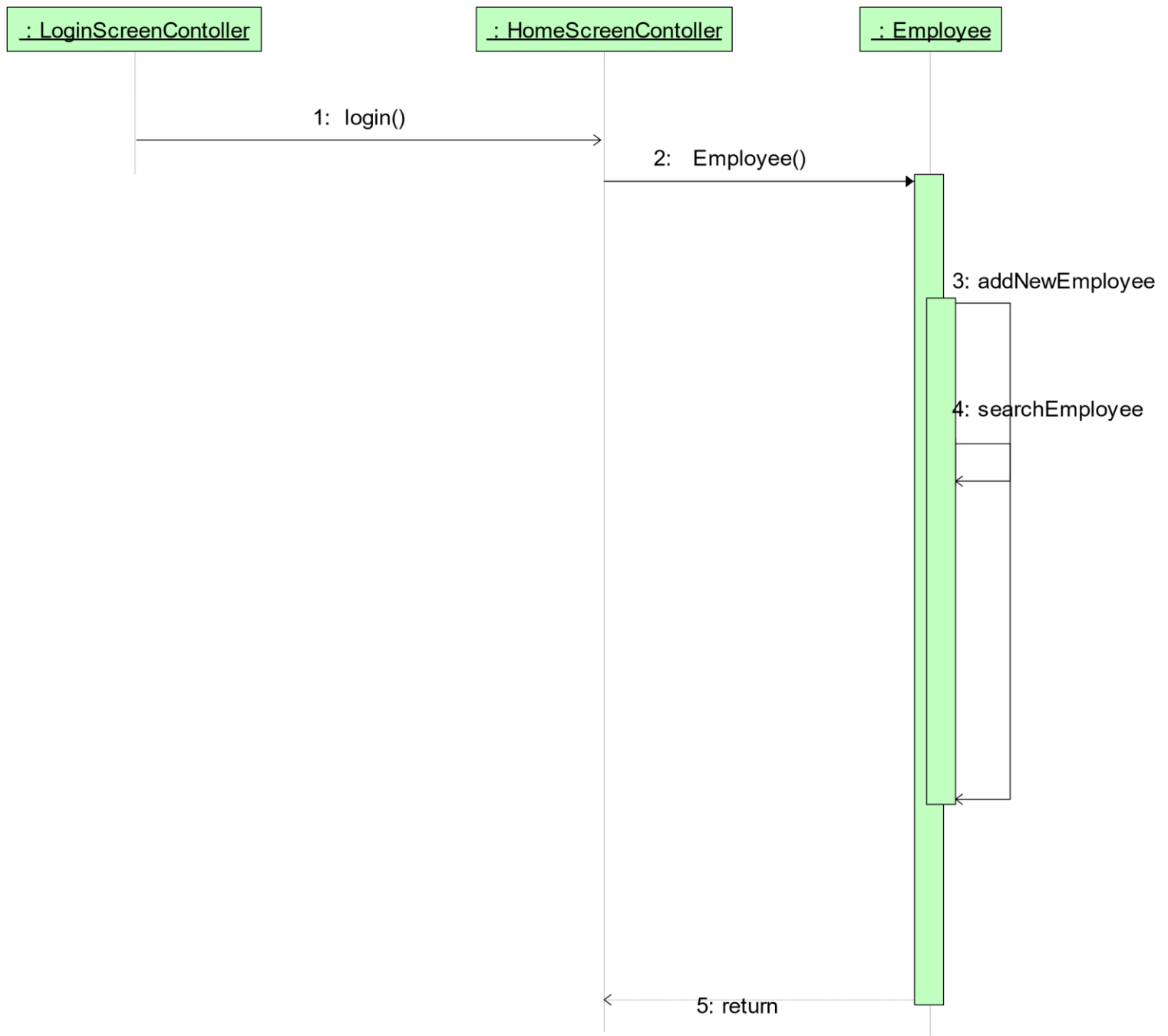
ACTIVITY:
Employee Fire Activity

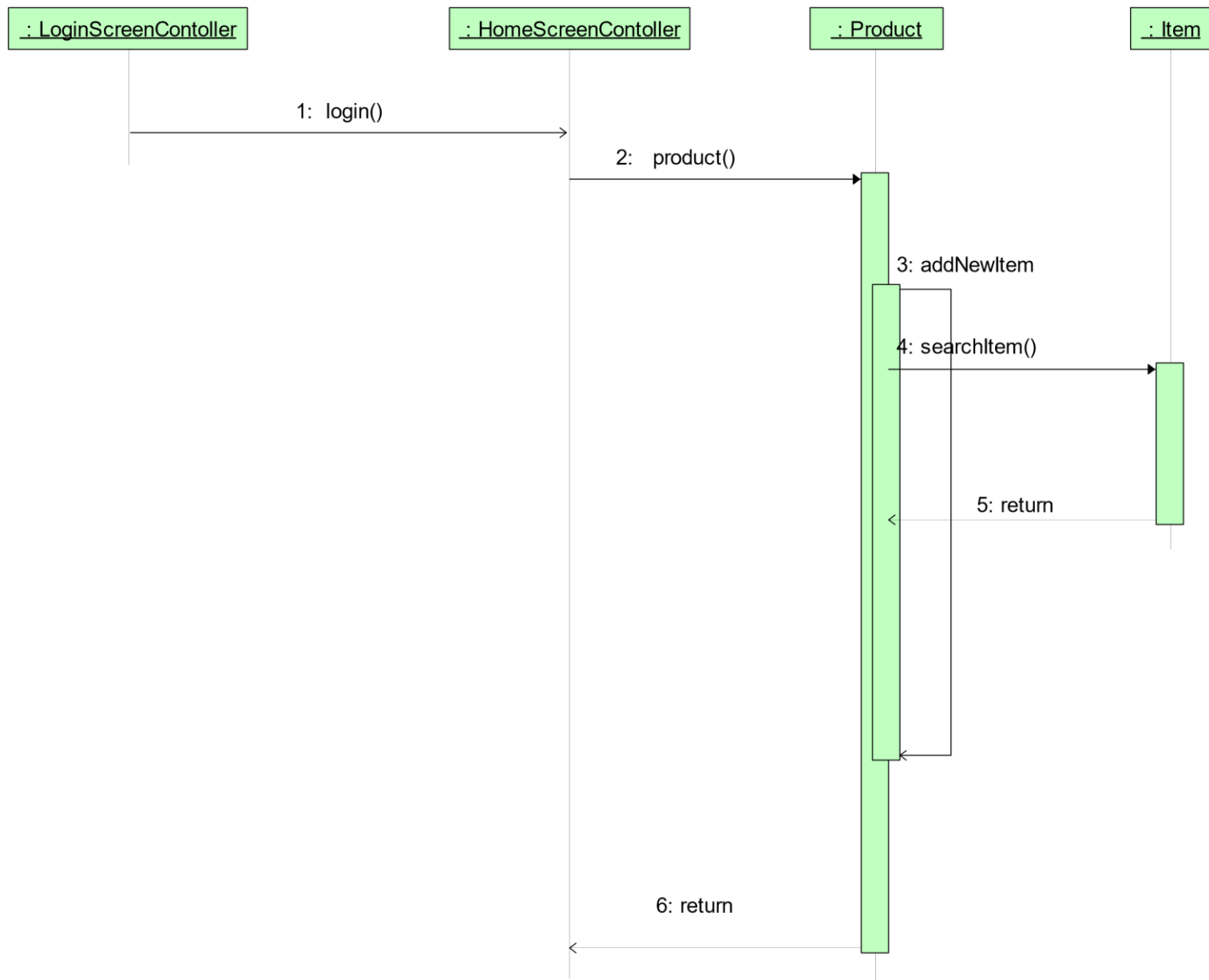


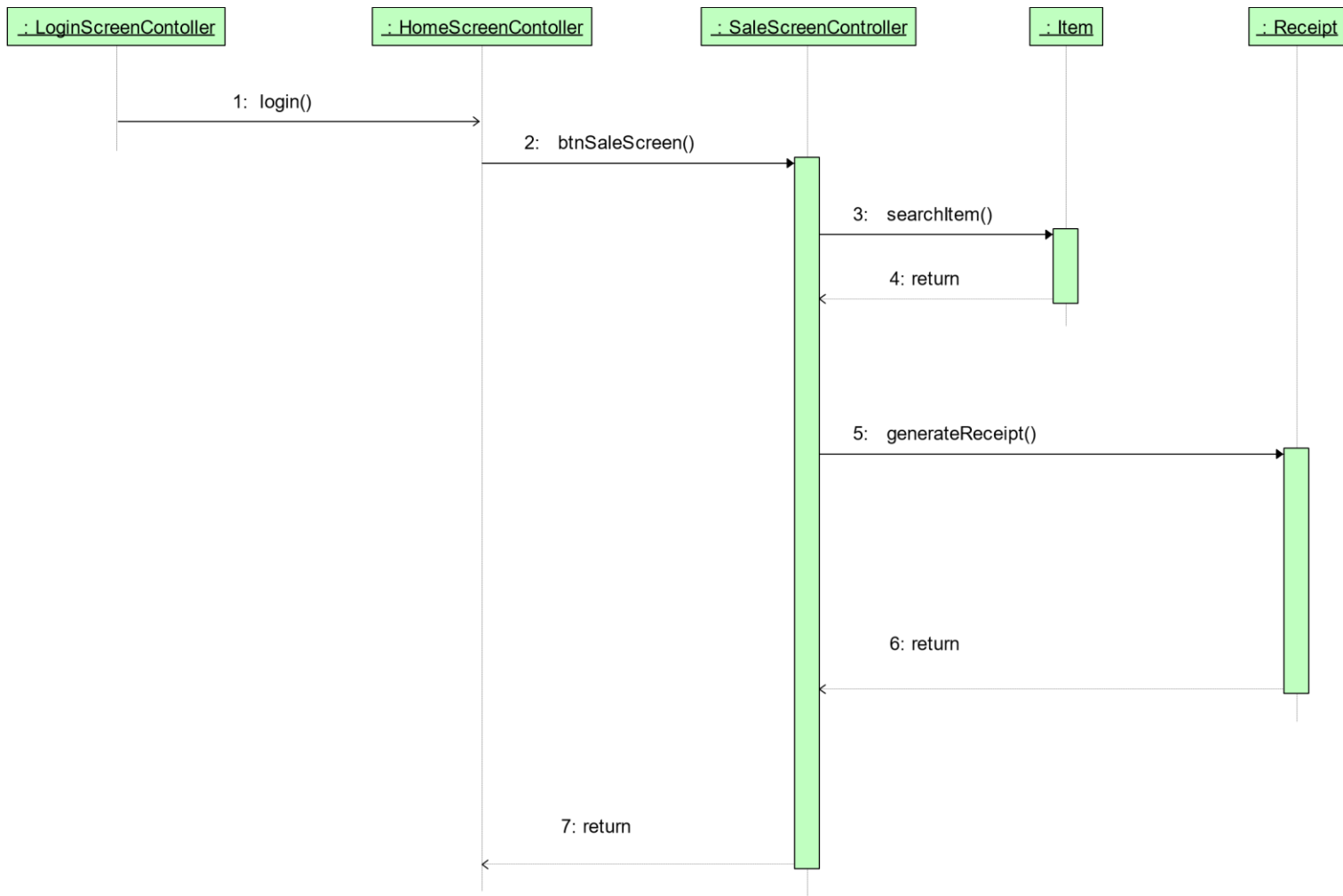
ACTIVITY:
Employee Hire Activity

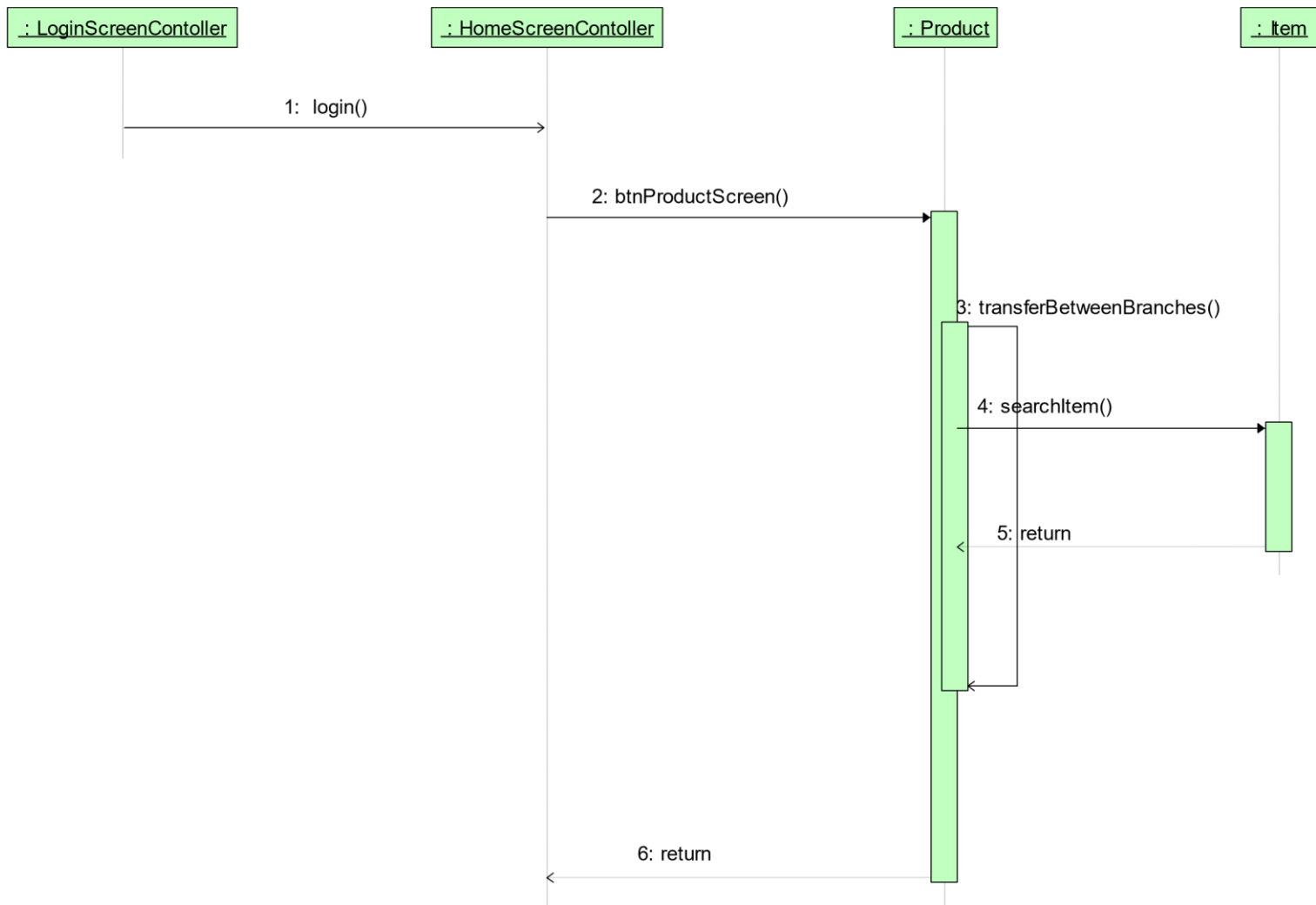


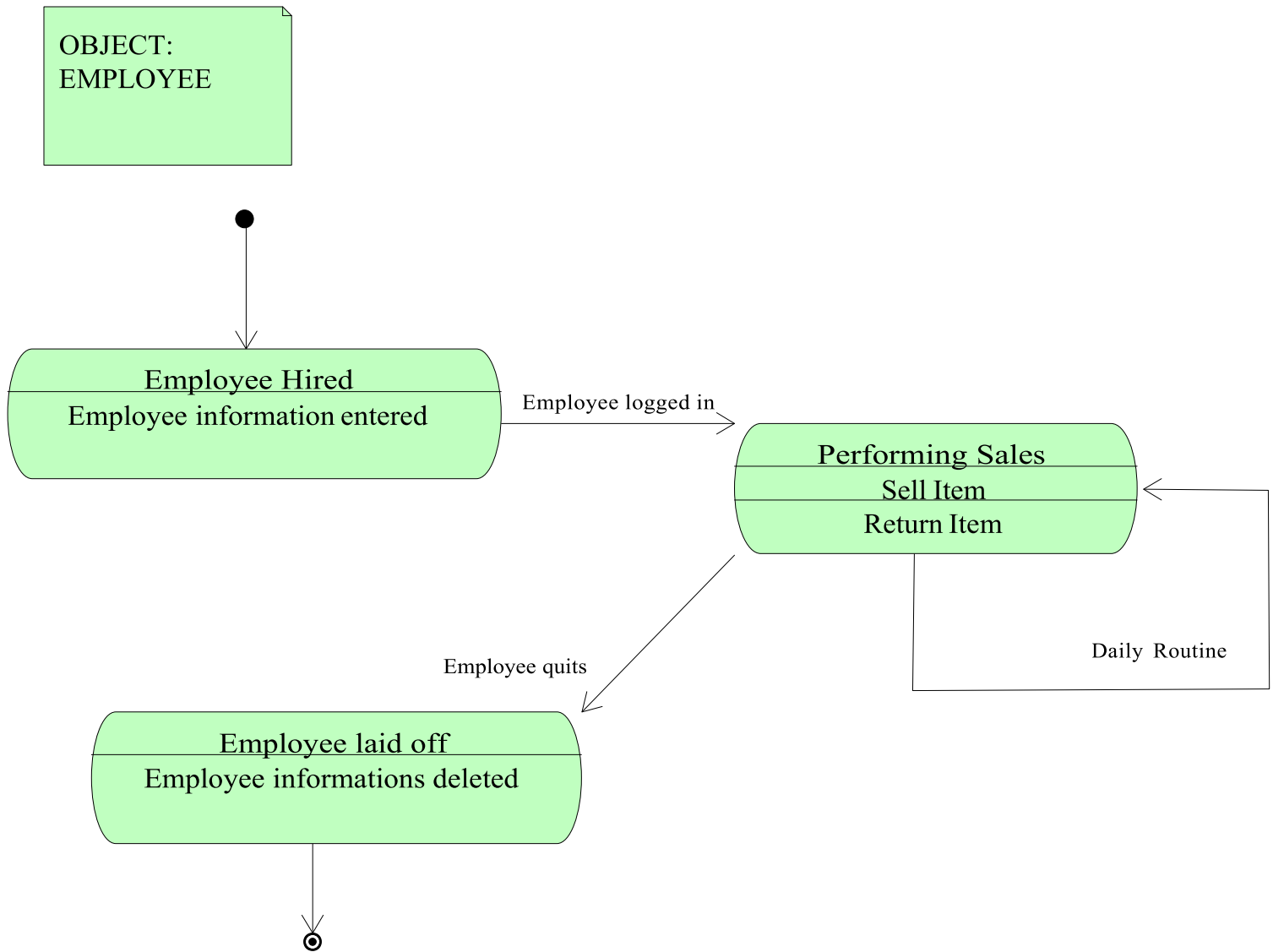


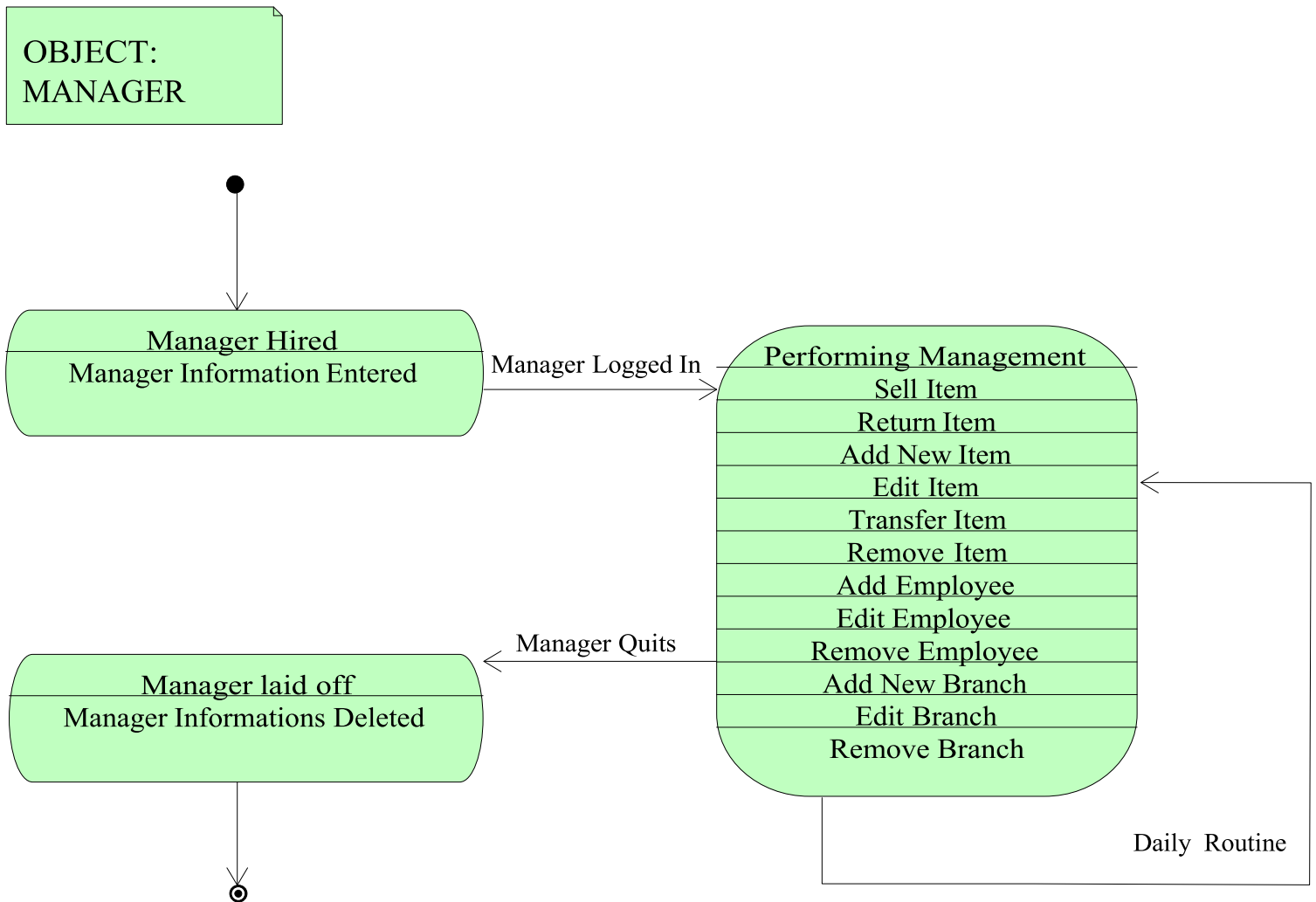


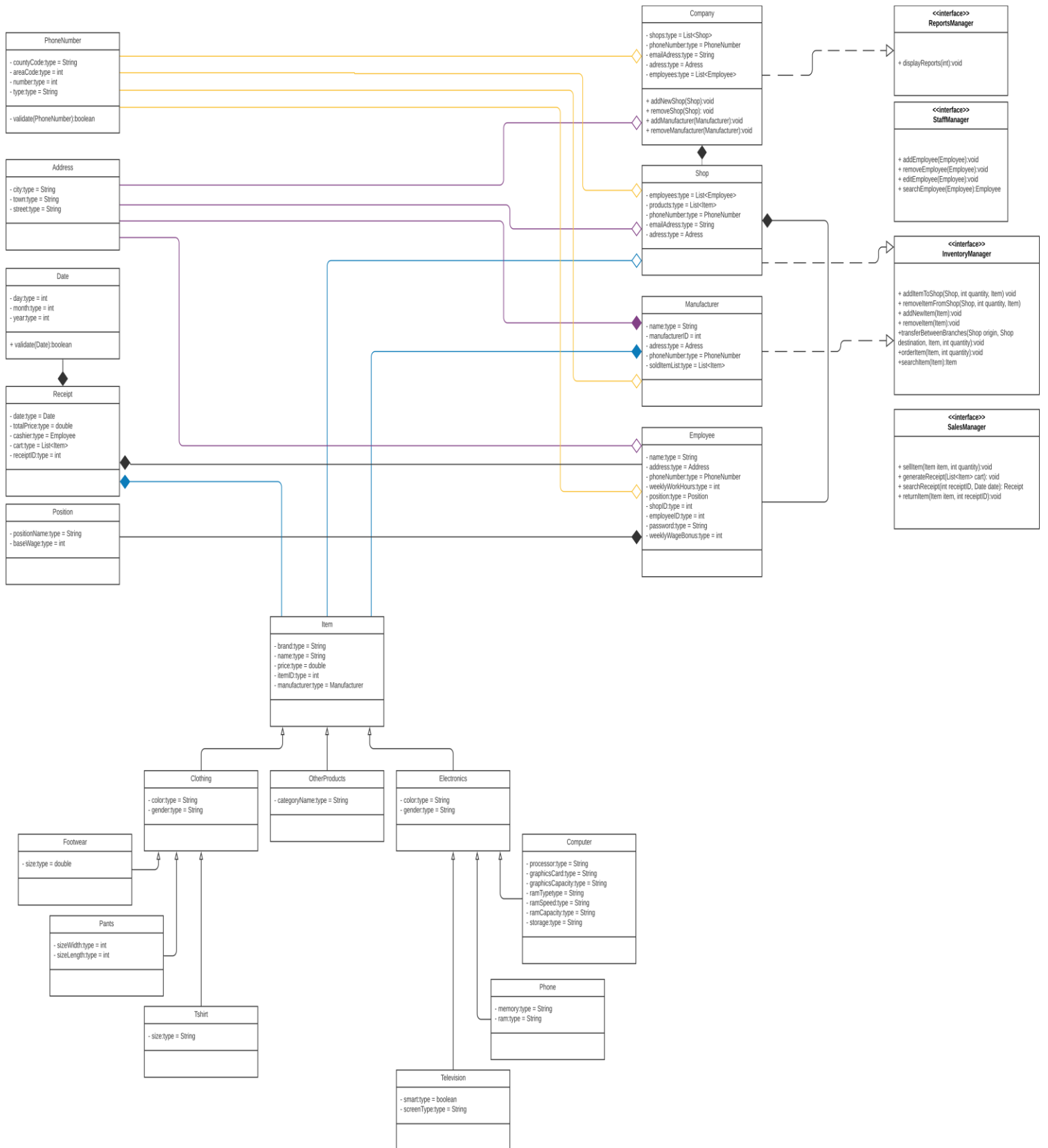


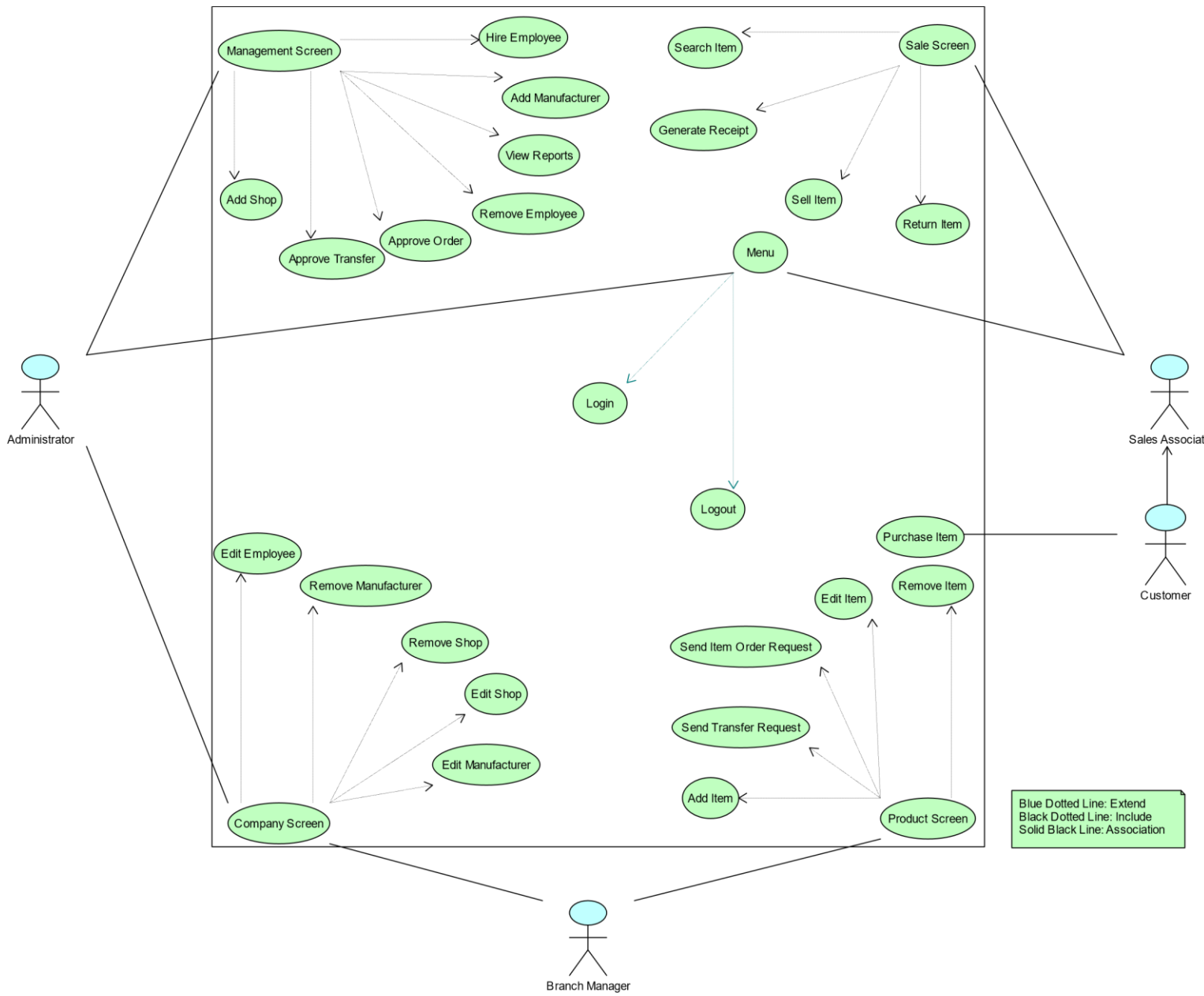












CHAPTER FOUR

IMPLEMENTATION

There are 5 main types of classes in our program. They are Utility classes, Management classes, Company classes, Product classes and GUI classes.

Product classes are used for storing the information of various types of items sold in retail stores. Shared variables for all products are written in a root 'Item' class and all other product classes are its children. Under product classes are 3 categories, namely Electronics, Clothing and Other Products. These categories also include some specific products as their children.

Utility classes are used to store some specific data forms such as Address, Date, and Position etc.

Company classes include Shops, Manufacturers, Company, and Employee. These classes are used to model their real life counterparts. Manufacturer, Company and Shop all have an Inventory, therefore they inherit from Inventory Manager interface. This interface is required for all objects with an inventory.

Shop and Company classes implement Staff Manager interface. This interface has some methods to control employees such as giving them bonuses, hiring new employees or firing existing employees. All objects that include employees must implement this interface.

Company class inherits from Reports Manager interface. This interface has some functions to view various reports regarding a number of topics including but not limited to best-selling branches, top employees and most-least profitable products for each branch.

Shop implements Sales Manager which has some functions to deal with sales, returns and receipts.

INTERFACES:

Inventory Manager:

Inventory Manager class can do 6 operations

- 1- Adds an already existing item to mentioned branch with addItemToShop.
- 2- Removes an already existing item from a branch in specified quantity
removeItemFromShop.
- 3- Creates a new Item with addNewItem.
- 4- Removes an existing item from all branches and marks it as removed with
removeItem.
- 5- Transfers specified product from origin Shop to destination with
transferBetweenBranches.
- 6- Orders items in specified quantity from the item's manufacturer with orderItem.
- 7- Searches and returns an item from Inventor with searchItem.

Sales Manager:

Sale Manager class can do 4 operations

- 1- Sells specified item in given quantity with sellItem.
- 2- Generates final receipt of customer and saves it with generateReceipt
- 3- Finds and returns specified receipt with searchReceipt
- 4- Returns an item and saves a return receipt with returnItem.

Staff Manager:

Staff Manager class can do 4 operations

- 1- Adds a new employee with addEmployee.
- 2- Removes an employee with removeEmployee.
- 3- Edits an employee with editEmployee.
- 4- Finds and returns employee with specified ID with searchEmployee.

Reports Manager:

Reports Manager class can do 1 operation

- 1- Fetches specified report with displayReports.

CHAPTER FIVE

CONCLUSION AND FUTURE WORKS

In this chapter, a summary and future works must be written.