Flowchart for Clerk Screen

Clerk Screen

Banner for Clerk Screen

Menu of Clerk Executables

Edit Store Inventory Command

View Store Inventory Command

Add/Remove Inventory

Generate List of Low Stock Command

Prompt Manager to order more Command

Populate List of Store Stock

Display Game Titles, Price, Details

Check stock against Min Stock

Populate List of Store Stock

Pseudocode for Team Two Games Clerk Screen

**Clerk Screen**

Using System;

Using System Data;

Using System Drawing;

Using System Windows Forms;

Form;

Form Controls;

Form Name;

**Banner for Clerk Screen**

Label Name;

Label Location;

Label Size;

Label Text;

**Menu of Clerk Executables**

Banner Name;

Banner Size;

Banner Location;

Banner Text;

Banner Choice 1 View Inventory;

Banner Choice 2 Edit Inventory;

**View Store Inventory Command**

Banner Dropdown Selection;

Click Executable;

Run Populate List of Store Stock;

**Populate List of Store Stock**

Reference List of Store Stock;

List < T > ( ) containing store inventory;

Set list capacity;

Add all the elements of the list;

Display List of Store Stock;

**Display Details**

Display Game Title List;

Display Price List;

Display ESRB List;

Display Stock Amount List;

Display Average Time on Shelf List;

**Generate List of Low Stock**

Check Inventory against Min Stock;

Display Results;

**Inventory Against Min Stock**

Search Entire List Loop;

While Loop Compare Inventory against Min;

Add item to new list;

Exit Loop;

Display new List;

**Prompt Manager Command**

Clickable Button;

Displays “Manager has been notified”;

**Edit Store Inventory Command**

Generate List of Inventory;

Loop the following;

Select Location to change;

Remove At, list command, to remove the old value;

Insert, list command, to place the new value in;

Exit loop when finished;