Unicom Management System

1. Introduction

The Unicom Management System (UMS) is a desktop-based software application built using C# and the .NET Framework. Its primary objective is to manage user-related information effectively through a graphical user interface. This system enables operations like creating, editing, deleting, and viewing users with ease.

2. Project Structure

The project folder contains several important source code files, including:

- Form1.cs: Implements the application's logic.

- Form1.Designer.cs: Manages UI design elements.

- Program.cs: Starts the application.

- App.config and packages.config: Configuration and package details.

- UMS.sln and UMS.csproj: Project solution and build configurations.

3. Technologies Used

- C# with .NET Framework

- Windows Forms

- Visual Studio IDE

4. Features

- Add new user records

- Edit and update user information

- Delete user entries

- Search and view user details

5. Sample Code Screenshot

```
 using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace UMS
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();
        }
    }
}
```

6. How to Run the Project

1. Open the solution file `UMS.sln` using Visual Studio.
2. Build the project to resolve dependencies.
3. Run the application to launch the Unicom Management System.

7. Conclusion

The Unicom Management System demonstrates the basic principles of building a user management system with C#. Future improvements can include database connectivity, user authentication, and role-based access controls.

Credentials

User name : admin

Password : admin123