

Inventory Management System - Instructions

Overview

This system allows you to manage items, categories, reports, discounts, alerts, suppliers, and manufacturers through a simple command-line interface. The main interface is through the ManagerUI class, and the system starts from the Main class.

Project Structure

Inventory/

| - BusinessLayer/

| | - InventoryManager.java

| - PresentationLayer/

| | - ManagerUI.java

| | - ItemUI.java

| | - CategoryUI.java

| | - ReportUI.java

| | - DiscountUI.java

| | - AlertUI.java

| | - SupplierUI.java

| | - ManufacturerUI.java

| - Main.java

How to Run

1. Open the project in an IDE like IntelliJ or Eclipse.
2. Ensure all classes are correctly located.
3. Build the project to verify no errors.
4. Run the Main.java file. It will launch the main menu.

How to Use

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- A menu will appear with options (Manage Items, Manage Categories, etc.).
- Enter the number corresponding to the action you want.
- Follow the sub-menus for each section.
- Choose option 8 to exit the system.

Example Menu

===== Super Lee Inventory =====

Welcome to the Inventory Management System!

- 1) Manage Items
- 2) Manage Categories
- 3) Generate Reports
- 4) Manage Discounts
- 5) Manage Alerts
- 6) Manage Suppliers
- 7) Manage Manufacturers
- 8) Exit

Select an option:

Notes

- Ensure valid numeric inputs to avoid errors.
- InventoryManager connects and manages all data structures.
- The scanner is used statically and remains open throughout runtime.

Future Improvements

- Improve input validation.
- Add file saving/loading.

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- Add a login system.
- Better formatting for user experience.