1st Increment.

-A basic GUI interface will be implemented to be able to use the application.

-For this increment the gui will have all the interactions needed for the user to use the application but it will be a very simple and dull interface.

-The 3 main tables that will be used in the database will be created and it will be checked that they are created with no problems

* The functionality of the first table, which is the inventory table will be implemented during this first increment.
* This table will consist of 4 options that the user will be able to choose from. (4 buttons)
  + 1st button (Adding a bike)
    - This will allow the user to add a bike to his inventory by pressing the add bike button
      * When the button is pressed a new screen will pop up on his device and it will have text boxes for him to insert information on the bike he wants to add. He will be asked for the following information
        + The make of the bike
        + The model of that make
        + The quantity
    - The table will then check to make sure that the bike does not already exist.
    - We will check this by matching up the make and model.
      * Any letters used will always be capitalized to avoid letter casing
    - If the bike isn’t in the table it will be deleted
  + 2nd Button (removing a bike)
    - This will be similar to the add a bike button.
      * When the user presses the button a new activity or new page will launch with text boxes, but the user will only be asked for the model and make of the bike
      * The bike will then be deleted
  + 3rd Button (Updating the quantity of a existing bike)
    - The user will be asked what bike and model he wants to update
      * He will then input a number and the quantity for that number will be updated (The input for reasonable numbers will be checked)
  + 4th Button (View all inventory)
    - This will allow the user to view all his inventory
      * All the table information will be selected and will be displayed in a nicely manner on a new page.

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