Task 0 : Explain what you are doing/ going to accomplish

In this version I will be able to increase the amount of stock of a specified item by a given amount.

Task 1: Sketch interface design

*Draft a rough design for the interface that allows the user to trigger functionality in task 1, while also annotating where the information in task 2 will be displayed. Create another sketch listing the interface widgets used to create the interface.*

Task 2: Identify any classes required

*Explain what the class will represent, plus listing what information will be stored in the class*

*and any functions the class will have.*

Task 3: Identify information to be displayed

*What information will the interface need to display to the user?*

I will need a button to click if you want to input stock and a form to ask how much stock you want to add.

Task 4: Identify user inputs

*What program functions can the user trigger through the interface?*

Task 5: Identify any constants or existing data if required

Task 6: Identify indexed data structures

Task 7: Determine what calculations are necessary

*Write out the calculations the program will have to compute.*

Task 8: Develop a modular structure for your program

*Describe any functions that the computer program will have, identifying any sub-functions where required.*

Restock, it will be my function for my restock page.

Restock Success, it will be my restock success page

Task 9: Define the functions identified

*Describe the functions for both the main program and any classes in terms of input and/or output where required. You may choose to do this with flow charts or pseudo-code (not Python code!). Add in additional steps or explanations using sequential, conditional, iterative statements where required. Identify global and/or local variables.*

ROUTE restock METHOD post

VIEW restock

PROGRAM restock

Make data a dictionary of my items

RETURN data

ROUTE restock\_success PASS item id

View restock\_success

PROGRAM restock\_success

item\_id = int(item\_id)

found\_item = None

FOR item IN items

IF item.id IS item\_id

SET item TO found\_item

SET data TO Dictionary (SET item TO found\_item)

Not sure what to do for rest of code. Maybe make stock, stock + stock\_add

Task 10: Address any relevant implications such as usability, functionality, legal/ethical requirements.

I made my page the school colours to match the theme of other school websites. I made my buttons stand out so it is easier to see where they are.

Task 11: Document test cases for testing the program

*Document any testing that can be used to test your program. If any input is inputted using the keyboard, describe the expected input, plus any exceptional, boundary or invalid cases.*

|  |  |  |  |
| --- | --- | --- | --- |
| Input | Expected Result | Actual Result | Fix |
| 10 | +10 to stock | +10 to stock | N/A |
| -10 | Unable | -10 to stock | Set min to 0 |
| 1000000 | Adds 1000000 | Adds 1000000 to stock | I am setting a max of 10000 |
| Boy | Doesn’t input anything | Doesn’t input anything | No fix needed. |

Task 12: Refine the plan

*Note any modifications here when iterating through the development cycles.*

Added:

restock\_add = request.forms.get('restock\_add')

restock\_add =int(restock\_add)

found\_item.stock = found\_item.stock + restock\_add

Task 13: Document testing

*Show screenshots of your program working with descriptions of each image. These images should test the tests cases listed above.*

Could not add int and NoneType.

<input id="restock\_add" type="number" class="validate">

As you can see I have type specified as number. However I do not have a name for this input so when attempting to pass to my python page it cannot attach the decorators to a variable name.

Fix: <input id="restock\_add" type="number" name="restock\_add" class="validate">

Added a min of 0 to restock. This prevents people from adding a negative number of stock. Added a max of 10000 to prevent crazy extremities.

Task 14 : Evaluation

*How did your version turn out*

This iteration of my code worked out as intended. I created a new page called restock which contains information relating to stock amounts of each of my food items. You can increase the stock of each item by a specified amount. I found this iteration of my code to be the hardest as I used techniques I had never used before. In testing my code I made some changes to my program to fix the issues.