

An Inventory Management System

Brief

Similar to the system used by department stores to track inventory descriptions, stock, locations, value, and orders for a store.

Group Info

The primary website has yet to be determined where it will be hosted from.

We will be using a github to manage our version control and the source code will be located at:
<https://www.github.com/lerner/IMS3660>

Sample data description

So we will be managing items sold in stores, for example in Canadian they have lots of different types of tires at their stores in the tire departments and different kitchen appliances in the kitchen department in the different stores across Canada. They also store items in warehouses across the country. Then this information can be accessed by different people, and different information about it is distributed. For example the Managers can see the net worth of items in a Store or Warehouse, but Employees and Customers can't. They also may not be able to see Warehouse locations, but they can see if they have an item in stock and order it.

Data the application will be managing

Items – ID, barcode, name, description, salesPrice, purchaseValue, ...

Departments – name

Store – storeLocation, name, hours

Warehouse – warehouseLocation, name, hours

User – name, dob, address, email, phone
default – basic user entry to gain access?

Customer – userName

Employee – employeeID,

Managers – employeeID,

Operations and Functions

default users will be able to lookUpItem, login, create customer

Customers user has default functions, and can orderItems

Employee user has customer functions, and can change salesPrice and description, and see warehouse locations

Manager user has employee functions, and can change all attribute about an item, add items, remove items, change quantities

Example function Definitions

lookupItem – find an item in the database

orderItem – order an item to be purchased for cash

requestItem – request an item from a warehouse or store location to be brought to your store

currentLocation – return where the item is currently located

login – sign a user in