# IMS Presentation

By Liam Costello

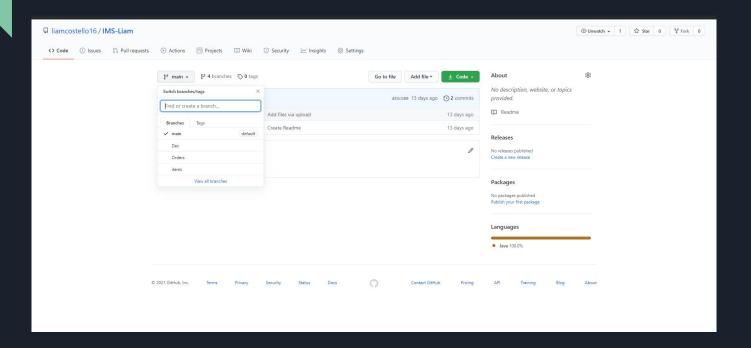
## Introduction

- Computer Games programming
- New to java
- Junit testing and coverage
- Agile
- Planning
- Trial and error

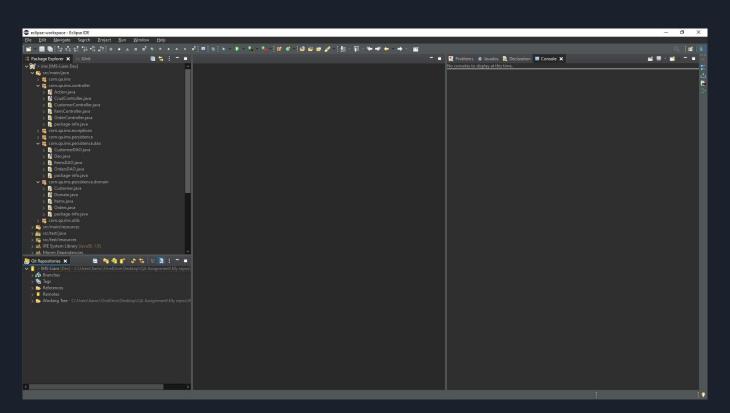
## What I learnt?

- Git BASH
- Git Hub
- Java
- Maven
- Sonar
- Junit
- UML
- ERD
- SQL

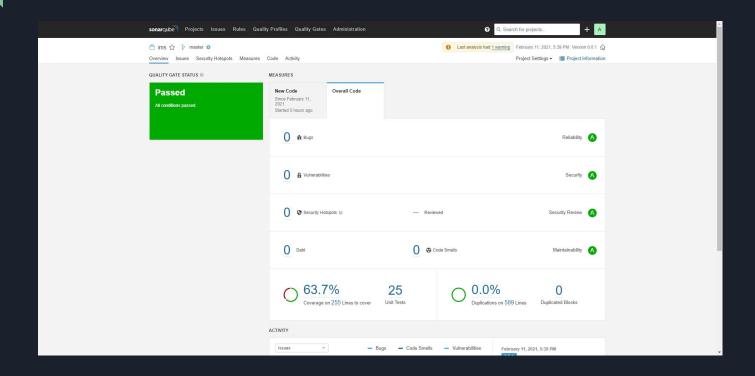
### **Version Control**



#### Version Controlled Continued

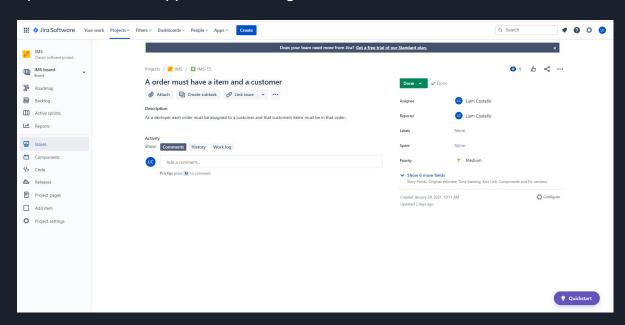


# Testing



#### **User Stories**

A quick show of the application through what the user can do.



#### **User Stories Continued**

```
Command Prompt - java -jar ims-0.0.1-jar-with-dependencies.jar
                                                                                                                                                                                                                                                                                      - 0 X
Welcome to the Inventory Management System!
Which entity would you like to use?
CUSTOMER: Information about customers
ITEM: Individual Items
ORDER: Purchases of items
STOP: To close the application
customer
What would you like to do with customer:
READ: To read an entity from the database
UPDATE: To change an entity already in the database
DELETE: To remove an entity from the database
RETURN: To return to domain selection
id:1 first name:jordan surname:harrison
What would you like to do with customer:
CREATE: To save a new entity into the database
READ: To read an entity from the database
UPDATE: To change an entity already in the database
DELETE: To remove an entity from the database
RETURN: To return to domain selection
Which entity would you like to use?
CUSTOMER: Information about customers
ITEM: Individual Items
ORDER: Purchases of items
STOP: To close the application
What would you like to do with item:
CREATE: To save a new entity into the database READ: To read an entity from the database
UPDATE: To change an entity already in the database
DELETE: To remove an entity from the database
RETURN: To return to domain selection
id:1 first name:baseball Value:20
What would you like to do with item:
READ: To read an entity from the database
UPDATE: To change an entity already in the database
DELETE: To remove an entity from the database
RETURN: To return to domain selection
Which entity would you like to use?
CUSTOMER: Information about customers
ITEM: Individual Items
ORDER: Purchases of items
STOP: To close the application
What would you like to do with order:
CREATE: To save a new entity into the database
READ: To read an entity from the database
UPDATE: To change an entity already in the database
DELETE: To remove an entity from the database
RETURN: To return to domain selection
Please enter a ID
Order created
What would you like to do with order:
READ: To read an entity from the database
UPDATE: To change an entity already in the database
```

## Sprint Review

What did I complete?

The user can do most of the specification that was asked for plus some extra features like how it is shown on screen to make it easier for the user.

What got left behind?

The adding of multiple of items and there cost to a order. This was mainly due to time and i wanted to make sure the other features were done and tested before i added this.

## Sprint Retrospective

What Went well?

The adding of items, customers and orders and storing them into a database that can be used by the client.

What could be improved?

The testing a bit more coverage on what's missing as well as fixing up some of the classes to make them more user friendly.

#### Conclusion

Overall considering the new technologies i never used before im very happy how the project came out almost had everything i wanted.

For the future if i had more time i really would like to put in multiple items to one order would really make the project as it should be.

Also to get test coverage to 80% industry standard.

Questions?