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**Milestone 2: Salable Products and Store Front Application**

**Class: CST-239**

**Gitgub Link:** [**https://github.com/maiza02/Milestone-2.git**](https://github.com/maiza02/Milestone-2.git)

**Loom Link:** [**https://www.loom.com/share/1f64aa9b0e004c7189435395e8309684?sid=27fcf563-6bf5-4169-85c4-36a0f5ceb116**](https://www.loom.com/share/1f64aa9b0e004c7189435395e8309684?sid=27fcf563-6bf5-4169-85c4-36a0f5ceb116)

**Figure 1: UML Diagram**

A screenshot of a computer

Description automatically generated

**Figure 2: Flowchart for Milestone 2**

A diagram of a product

Description automatically generated

**Follow Up Questions:**

**What was challenging?**

Defining and modeling the class relationships and properties in UML diagrams. Making UML diagrams is something that I struggle with and with bigger projects like this one was definitely challenging.

**What did you learn?**

Designing a console-based application and managing inventory operations. I have made programs before with inventory but just with a description and price. However, I have not made a program where the user was able to see how much inventory there is and cancel an item, and the inventory be adjusted.

**How would you improve on the project?**

Enhance user input validation for a more robust application. I would consider expanding the product types or introducing more features for a richer simulation.

**How can you use what you learned on the job?**

I can implement console-based applications with user interaction logic. Developing inventory management systems and handling transactions.