

## Software requirements for Raw Material-Inventory Module:

### Constant:

- From our side
  - Material name should be BOM-wise. (Materials name in BOM must be unique).
  - BOM/Requisition Material name and Requisition Number followed by the supplier for his challan.
    1. If the nominated supplier should not, we need to talk with the buyer.
    2. If the non-nominated supplier should not, we need to talk with the supplier.
- From System side
  - Requisition Number should be automatically generated. Also using a specific pattern. Which is considered by the department code /cost center (cutting/sewing/lasting/printing/stock-fitting/lamination).
  - Physically inventory should be adjusted if needed.
  - Sometimes floor return material needs to replacement from another lot/supplier material which is not defined/matched in the requisition.
- Stock IN/OUT:
  - ✓ Out-Bound:
    - Material-Stock-IN
      - Full received from the supplier
      - Partially received from the supplier
      - Compensation received from the supplier
      - Lend material receive from other company
      - Free-of-charge material received (this is not regular requisition-wise material)
    - Material-Stock-OUT
      - Damage material
      - Expire material
      - Loan material return for another company
      - Loan giving to other company
  - ✓ In-Bound

## Software requirements for Raw Material-Inventory Module:

- Material-Stock-IN
  - Material-Return-Received
    - Excess Material returns from the floor (Floor-requisition/Oder-wise).
- Material-Stock-OUT
  - Material-Requisition (From Floor):
    - Order-wise and department-wise material requisition creation.
    - Order-wise and department-wise partial material requisition creation.
    - Order-wise and department-wise Extra material requisition creation.
    - Materials damping/destroying excess
  - Material-Issue (From Warehouse)
    - Floor-requisition-wise material issue.
    - Floor-requisition-wise partial material issue.
    - Floor-requisition-wise extra material issue.