Abstract:

This is a program that allows an user to create an inventory of clothing items with the intention of selling them. The programs takes input in the form of item information and calculate the resell prices to facilitate the relisting process. It also allows the user to keep, as the name implies, a structured inventory for better management.

Introduction:

Vintage clothing resell has become a popular trend in recent years. This program was created to facilitate the clothing resell process which is a personal hobby of many. It helps in automating the calculations involved the reselling process as well as provides for better inventory management.

Detailed System Description:

The user interacts with the system through the main method of the Inventory class. The user invoke the methods of the inventory class for different functions of the program. First the user can add an item to the inventory using the addItem method. When invoked, the method will display a series of prompts through which the user can input the information (item type, brand, name, size, buy price,...) of the item being added to the inventory. When an item is added there will be an unique id number assigned to it. From the buy price and shipping fee the program will automatically calculate the suggested resell price of the item as well as profit margin. Once added, an item can also be deleted through the deleteItem method. The viewInventory method, list out all the items in the inventory and the basic information regarding each item (name, resell price, profit). Fr more detailed infomation on a single item the user can use the viewItemInfo method.

User manual:

Interacting witht he system is much like calling your cellphone service provider for help. The user selects the numbers corresponding to the action that they want to execute which invokes the corresponding method. The user then follows the prompts to comeplete the action.

Inventory Class
- inventory: Integer[] - numberOfItems: int - totalProfit: double
+ viewInventory(): void + addItem(String itemName): void + deleteItem(String itemName): void + modifyItem(String itemName: void + viewItemInfo(String itemName): void + exitProgram(): void + main(): void

Item Class
- brand: String - itemName: String - buyPrice: double - shipIn: double - shipOut: double - sellPrice: double - profit: double
+ getBrand(): string + setBrand(String brand): void + setItemtype(String): + getItemName(): string + setItemName(String itemName): void + getBuyPrice(): double + setBuyPrice(double buyPrice): void + getShipIn(): double + setShipIn(double shipIn): void + getShipOut():double + setShipOut(doubel shipOut): void + getSellPrice():double + getProfit(): double

Top Class extends Item Class
- size: String
+ getSize(): String + setSize(String size): void

Bottom Class extends Item Class
- waist: int - inseam: int - size: String
+ getWaist(): int + setWaist(double waist): void + getInseam(): int + setInseam(double inseam): void + getSize(): String

Shoes Class extends Item Class
- size: double
+ getSize(): double + setSize(double size): void