Report for the final project

# Development Process

For our application, we decided to split up the work as followed, Nick did the programing part of the project, that includes the classes and linking the XMAL to the c#, Kevin did the Xmal and everything along the sides of making the UI. We set up a Git repo to be able to sync our progress smoothly and efficiently.

# Functionality of the application

This inventory tracking application was created to help store easily keep track of their inventory, this is done by creating a data base with each item having its own list of attributes such as the minimum quantity that the item should have, the current available quantity, the location of said item, information in the item such as supplier and category of product. The app also lets the user add items to the list, remove discontinued items, update existing items, create a general report that shows all item with the available quantities and minimum quantities. The app also can create a shopping list to the user letting them know what they need to by if the item is running low or below minimum stock.

# UML Diagrams For classes

