

Purpose of the document

The purpose of this document is to describe the application supplied to the user.
In this user manual we will show and explain all the features that are implemented in this software for warehouse management.

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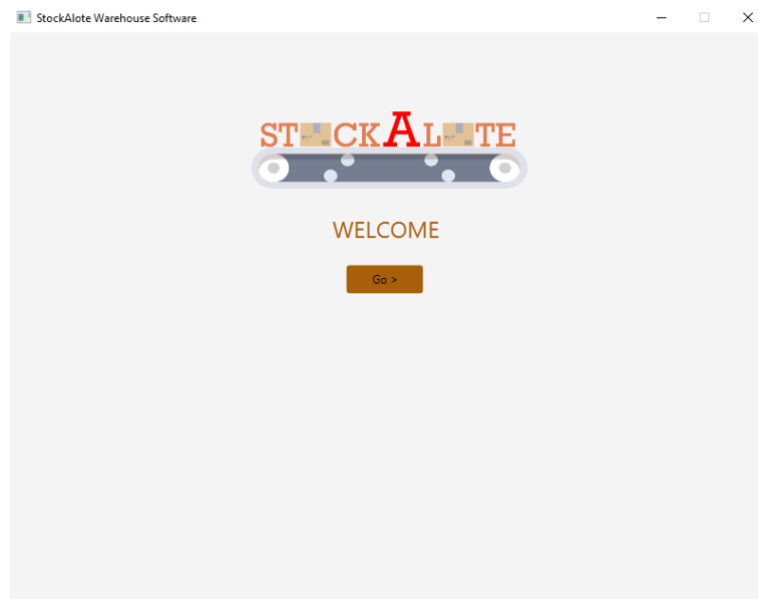
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1. CONNECTING TO THE APPLICATION

1.1 RUNNING THE PROGRAM

Before running the program, we recommend you check out our installation guide to make sure everything is correctly set. Furthermore, **you need to be connected to the FEUP network**, either by VPN or locally. This is required for the database functionality to work.

To run our program, just double click the stockAlote.bat file located in the installation folder. You will be greeted with a welcoming page, containing our program's logo and a "Go" button that you need to press to continue.



1.2 FIRST TIME LOGIN

If this is the first time the software is being executed, then you must create a boss user. To do this, simply insert the credentials in the correct places as indicated with prompt text (name, contact, username, and password) except for birthdate, which must be defined with a built-in interface accessed with the calendar icon.

The screenshot shows the 'StockAlote Warehouse Software' window. At the top is the 'STOCKALOTE' logo. Below it is a 'Back' button. The main area contains two sections: 'Boss Credentials' and 'New Warehouse'. The 'Boss Credentials' section has input fields for 'name', 'contact', 'birthdate', 'username', and 'password'. The 'New Warehouse' section has input fields for 'name', 'address', and 'capacity (m3)', followed by a 'CREATE' button.

Next. You must create your warehouse! Insert its name, address, and capacity. Click "Create" to create both. You will be redirected to the welcome screen.

Note: The Boss is the top tier user in the program, and only one can be created. In the same way, only one warehouse can be created and managed by this program.

1.3 NORMAL LOGIN

Every time you start the program, you need to log in as a user to access the software. If you are the owner, then simply insert your credentials and enter. Else, if you are another type of user and still don't have login credentials, you must ask your boss to create a profile for you.

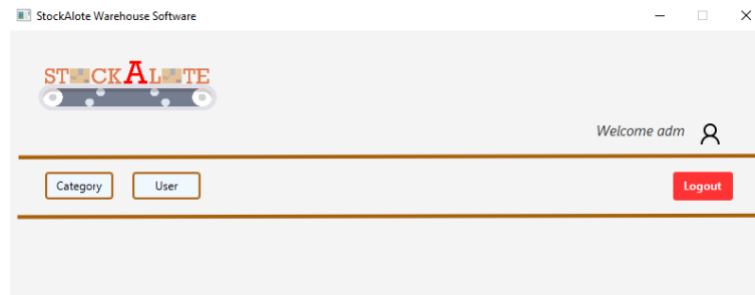
Just insert your username, password, and press "Log In".

Note: for faster user, you may use Tab and Enter.

The screenshot shows the 'StockAlote Warehouse Software' window with the normal login form. It features the 'STOCKALOTE' logo at the top. Below the logo are two input fields labeled 'username' and 'password'. At the bottom of the form is a 'Log In' button.

2. LAYOUT

After logging to the system, you reach the main screen. In this chapter, we will talk about the design that you are seeing, since it pretty much repeats itself for every page, be it for a boss or an employee.



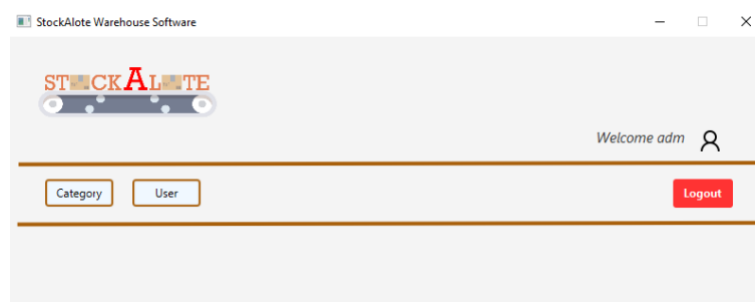
Apart from the *stockAlote* logo, the page includes:

- A welcome message on the right, with the current user's username.
- Next to it is a profile icon that once pressed will let the user redefine his username and password.
- Below these are two orange bars containing buttons in between and on the left side. This represents the top menu of our program, and each button will lead to a new screen with different functionalities.
- More on the right, a refresh button is represented with two arrows forming a circle. Clicking this button will refresh the data shown in the tables. This feature is essential for multiple-user interactions.
- Also on this menu is the Logout button, in red, used to log out of the system.

All of these represent the main design of every page of the program and occupy the top part of the screen. The rest of the features will depend on which type of user is currently using the software. The following topics cover the user-dependent features.

3. WAREHOUSE OWNER PAGE

After logging in as the boss, two buttons will appear on the left side of the top menu: Category and User. Clicking the first one opens a menu for managing all the categories of the warehouse, whereas the second one will open a menu for managing users.



3.1 CATEGORY PAGE

Upon clicking the Category button, a couple of new options will appear:

- Category Table – a big table showing all the sections that the warehouse currently has. The table list both their name and their total capacity.

- Note: The table can be sorted clicking the column titles.

3.2 USER PAGE

- User Table – a big table showing all the users registered in the system. For each user it lists their role, name, username, contact and birthdate.
- New User – Here is where the boss should create new users by defining their credentials and registering them on the system by clicking the ADD button.
- Remove User – Here the boss may delete a user from the system.

StockAlote Warehouse Software

Welcome adm

Category User

role	name	username	contact	birthdate
boss	adm	adm	adm	2022-01-09
manager	m1	m1	m1	2022-01-02
employee	e1	e1	e1	2022-01-02

New User

Name Contact

birthdate manager

username password

ADD

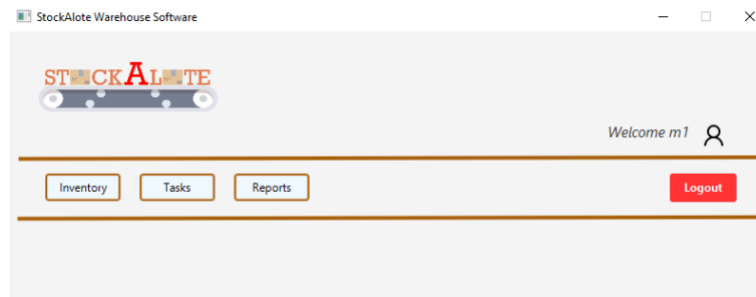
Remove User

username REMOVE

Logout

4. WAREHOUSE MANAGER PAGE

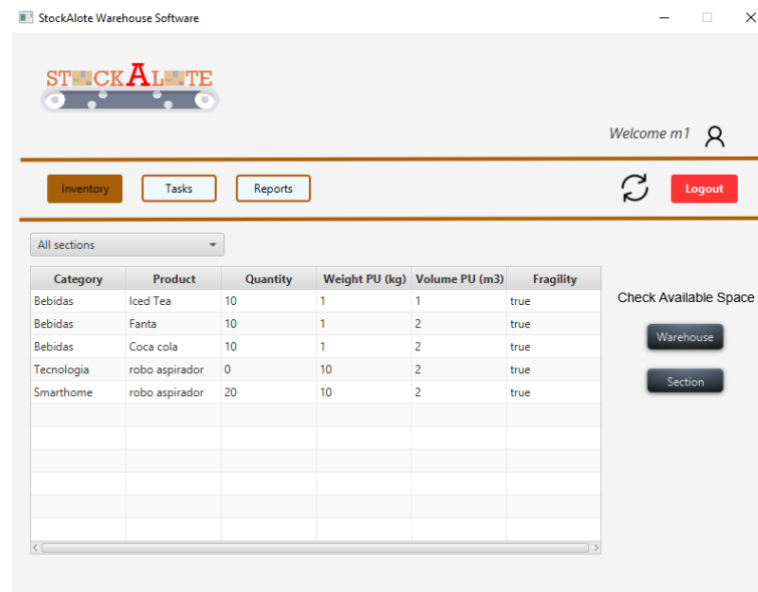
Logging in as a manager will result in three menu buttons: Inventory, Tasks and Reports. On one hand, clicking the Inventory button will show data relative to the current warehouse inventory. On the other hand, clicking Tasks will lead the user to the tasks management area. Finally, the button reports will show functionalities associated with the reports of the managers.



4.1 INVENTORY PAGE

After entering the inventory screen, the following element are displayed:

- Inventory table – table containing all the information regarding the products stored in the warehouse and the categories available for sorting. In fact, the table lists the product's category, name, quantity, weight per unit, volume per unit and even fragility.
- Check Available Space – an area where the manager may check the free space of either the entire warehouse, by clicking in the Warehouse button, or the free space of a particular section. This will require a section to be selected on the table.



The best part about this table is its organization capabilities. The user can sort all the products in the warehouse by any of the parameters listed above, which results in a very well-organized table for comparing sections and watching for mistakes in storage. Also available is a drop-down menu on top of the table, and this one allows for filtration of sections. This feature is very useful if a particular section is of interest.

4.2 TASKS PAGE

After clicking the Tasks button, the following elements are displayed:

- Tasks table – big table containing information about the tasks created in the system. For each task, the listings include the task id, type of task (store task, ship out task or move task), origin section, destination section (if applicable), quantity of goods, employee responsible for the task and completion status.
- Create button – Once clicked, this button will create a pop up that will allow the user to create a new task. To do so, simply define the task type, insert the correct parameters, and click the ADD button.

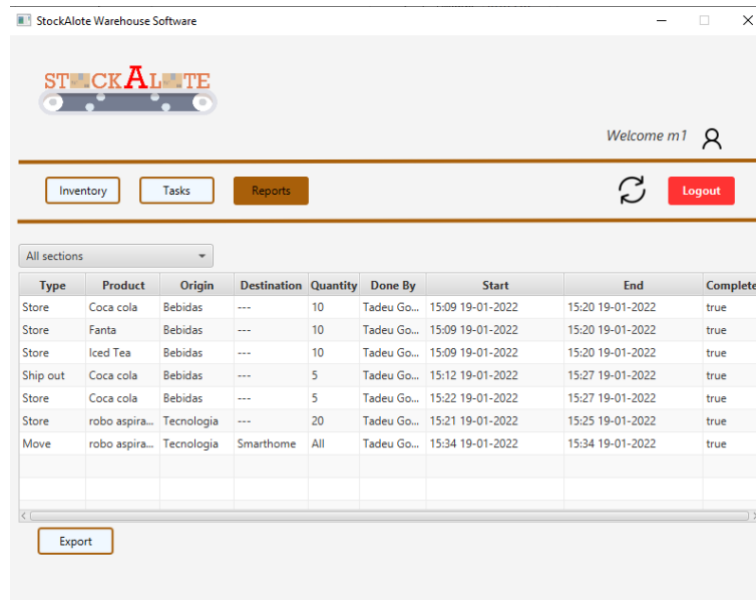
- Delete button – The user should click this button to delete a specific task. Note that a task must be chosen in the table to be deleted.

Just like before, this table follows the same rules and has the same features as the last ones, so organizing the task should be simple.

ID	Type	Product	Origin	Destination	Quantity	Done By	Complete
1	Store	Coca cola	Bebidas	---	10	Tadeu Gomes	true
2	Store	Fanta	Bebidas	---	10	Tadeu Gomes	true
0	Store	Iced Tea	Bebidas	---	10	Tadeu Gomes	true
3	Ship out	Coca cola	Bebidas	---	5	Tadeu Gomes	true
4	Store	Coca cola	Bebidas	---	5	Tadeu Gomes	true
0	Ship out	Arroz	Alimentação	---	10	---	false
1	Store	Massa	Alimentação	---	30	---	false
0	Store	robo aspirador	Tecnologia	---	20	Tadeu Gomes	true
1	Move	robo aspirador	Tecnologia	Smarthome	All	Tadeu Gomes	true

4.3 REPORT PAGE

A report is a history of the completed tasks. It lists all the tasks which have been completed and displays not only the regular task information, seen in the tasks page, but also the time and date of when they were started and finished. These tasks are the ones that are displayed in the table present on this page.

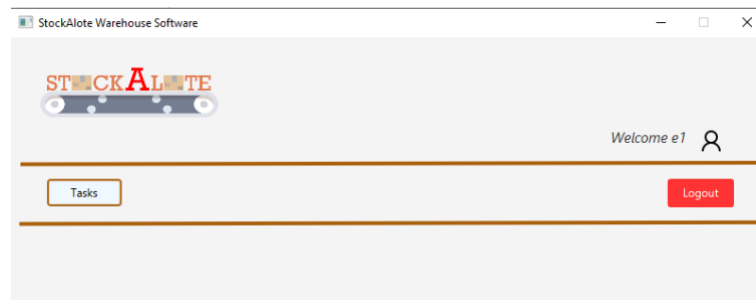


Upon clicking the Reports button, the following elements are displayed:

- Reports table – table containing information like that of the tasks table, but with two special columns: Start and End. These will show the date and time when a particular task was started and ended, respectively.
- Export button – a button that if clicked will generate a report file, that is, a text file with the completed tasks and the corresponding information. Note that the report will include all the tasks listed in the table above and will be created in the Desktop of the user's computer.

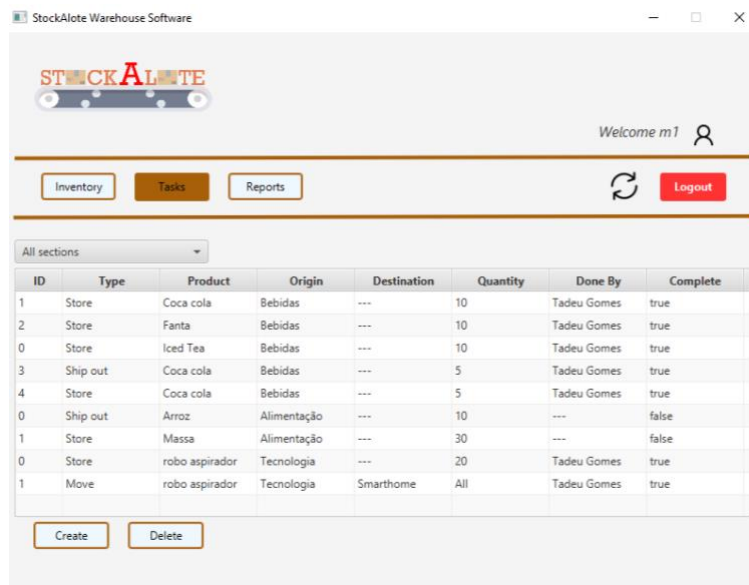
5. WAREHOUSE EMPLOYEE PAGE

As an employee user, only one button is displayed in the menu, the Tasks button.



5.1 TASKS PAGE

Clicking the Tasks button will lead the user to a page very similar to the managers' tasks page, but there are differences. The table remains the exact same, and that's important because it represents the relation between managers and employees.



5.1.1 START BUTTON

Clicking this button will make an employee start the selected task. This will set the starting time of that task as the current time and set the employee responsible for it as the employee who clicked it.

The following rules apply to this button:

- Clicking the button with no task selected will result in an error pop up.
- Clicking the button with an already started task selected will result in an error pop up saying that it was already started.
- Clicking the button with an already ended task selected will result in an error pop up saying that it was already finished.
- If none of these apply, then a pop up will ask for confirmation from the user. Press Yes to start the task.

5.1.2 FINISH BUTTON

Clicking this button will define the selected task as finished. This will set the end time of that task as the current time and define the Completed parameter as true.

Similar rules apply here:

- Clicking the button with no task selected will result in an error pop up.
- Clicking the button with a not-yet started task selected will show a pop up telling the user that the task wasn't started.
- Clicking the button with an already finished task selected will result in a pop up telling the user that the task is already done.

Else, a pop up will tell the user that the task was finished successfully.

5.1.3 DISCARD BUTTON

Clicking this button will result in a pop up, asking for product information. Using this information, the program will discard the specified amount of that product, which means delete it without any shipping. This is useful for damaged or out of date products.

Discard Product

DISCARD DAMAGE PRODUCTS

product name

category name

quantity

DISCARD