**PAWNSHOP INFORMATION MANAGEMENT SYSTEM**

**Pawnshop Information System – Features & Logic**

**1. User Authentication**

* **Login system** with default user:
  + username: admin
  + password: admin123
  + Role-based access:
    - **Admin** – Full access including Delete functions.
    - **Cashier/User** – No Delete access..

**2. Dashboard**

* Summary cards:
  + **Total Units** – Count of all pawned items in system.
  + **Total Cash on Hand** – Total liquid cash available (editable via Settings). Cash on Hand + Total Interest.
  + **Total Interest** – Sum of interest collected from all claimed items.
* **Recent Transactions Table** – Shows latest 20 transactions with:
  + Date pawned
  + Owner
  + Unit
  + Category
  + Amount
  + Status

**3. Pawning Section**

* **Pawning List Table** – All pawned items with:
  + Auto-numbered ID
  + Owner info
  + Unit & category
  + Amount pawned
  + Status (Pawned, Claimed, Forfeited)
  + Actions:
    - **Edit** – Only if item is still Pawned.
    - **Claim** – Only if Pawned.
    - **Forfeit** – Manual action by cashier (no auto-forfeit).
    - **Delete** – Only visible to Super Admin.
* **Pawn Form** – Add/Edit pawn transactions:
  + Deducts **Cash on Hand** when a new pawn is added.
  + If Cash on Hand is insufficient, prompts warning to allow negative balance.
  + Editing a pawn does not affect cash on hand.
  + Data saved to database

**4. Claiming Items**

* **Manual claim process**:
  + Opens a confirmation modal showing:
    - Months since pawned
    - Interest amount
    - Total payment required (principal + interest)
  + **Interest rules**:
    - **Minimum** 1 month interest (even same-day claim).
    - Default rate: 6% per month (editable in Settings).
  + On confirm:
    - Status changes to **Claimed**.
    - Claim date is recorded.
    - Interest is added to **Total Interest Accumulated**.
    - Total payment amount (principal + interest) is **added to Cash on Hand**.
    - Claim button is disabled to prevent double transactions.

**5. Forfeiture (Manual)**

* Only items in **Pawned** status can be forfeited.
* Manual forfeit sets:
  + Status: **Forfeited**
  + Remata Date: Current date
* Item then appears in the **Remata** section.
* This process **does not** auto-sell or change cash on hand yet.

**6. Remata (Forfeited Items)**

* **Remata Table** – Displays all forfeited items with:
  + Remata date
  + Unit & category
  + Original pawn amount
  + Estimated price
  + Sold price
  + Profit (Sold Price – Pawn Amount)
  + Actions:
    - **Edit** – Change any details.
    - **Mark Sold** – Record the sold price and:
      * Status changes to **Sold**
      * Sold price added to **Cash on Hand**
    - **Delete** – Only visible to Super Admin.

**7. Settings Page**

* Editable fields:
  + **Interest Rate (%)** – Affects all future claim calculations.
  + **Cash on Hand (₱)** – Can be manually updated to reflect actual cash in register.
* Saving settings updates localStorage and refreshes the dashboard.

**8. Data Storage**

* Uses localStorage for:
  + **Pawn transactions**
  + **User accounts**
  + **Settings**
* Uses sessionStorage for:
  + Current logged-in user session

**9. DataTables Integration**

* **Pawning list**, **Remata list**, and **Recent transactions** use DataTables:
  + Sorting
  + Pagination
  + Search
* Tables are fully interactive for large datasets.

**10. Additional Logic Rules**

* **Interest calculation formula**:

js

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months = max(1, ceil(diffDays / 30))

interest = amount \* (rate / 100) \* months

* **Cash Flow**:
  + Pawn → cash on hand decreases by pawn amount.
  + Claim → cash on hand increases by (amount + interest).
  + Sold item → cash on hand increases by sold price.
* **Role restrictions**:
  + Only admin can delete.
  + Cashier can claim and forfeit but not delete.
* **Preventing duplicate claims**:
  + Once claimed/sold/forfeited, claim button is disabled.

**11. Branch Management**

* **CRUD for Branch Management**
* **User must be link to the branch and pawn items**

**12. Additional Feature (a pawner have the option to pay only the interest)**

**- it would only add to the total accumulated but it won’t deduct from total amount pawned**

**13. Add CRUD for Category**

**14. Cash On Hand Balance Management**