# **Project: Warehouse Inventory Optimization System**

#### 1. Introduction

This document outlines the Low-Level Design (LLD) for a **Warehouse Inventory Optimization System**, which streamlines the management of stock levels, categorization, supplier coordination, and real-time tracking for warehouse operations.

This design supports both Java (Spring Boot) and .NET (ASP.NET Core) frameworks for backend development.

#### 2. Module Overview

### 2.1 Stock Management Module

- Enables tracking and updating of current stock levels.
- Includes functionality for restocking and removal of items.

### 2.2 Warehouse Zones Management Module

• Organizes inventory into logical storage zones for efficient access.

#### 2.3 Vendor Collaboration Module

Facilitates the management of vendors supplying goods to the warehouse.

#### 2.4 Performance Metrics Module

• Tracks warehouse KPIs, such as inventory turnover and space utilization.

#### 2.5 Transaction Logging Module

• Records all stock movements, including arrivals and dispatches.

#### 3. Architecture Overview

# 3.1 Architectural Style

- **Frontend**: Angular or React.
- Backend: REST API-based architecture.
- Database: Relational Database (MySQL/PostgreSQL/SQL Server).

### 3.2 Component Interaction

- Frontend interacts with the backend through REST APIs for all operations.
- Backend connects to the relational database to handle data storage and retrieval.

# 4. Module-Wise Design

### **4.1 Stock Management Module**

#### 4.1.1 Features

- Track current stock levels for individual items.
- Enable automated notifications for low-stock alerts.

#### 4.1.2 Data Flow

- User updates or queries stock levels via the frontend.
- Backend updates the database and sends feedback to the user interface.

#### 4.1.3 Entities

- StockItem
  - o ItemID
  - o Name
  - o CategoryID
  - Quantity
  - LocationZone

# 4.2 Warehouse Zones Management Module

#### 4.2.1 Features

- Divide inventory storage into physical or logical zones.
- Allow visualization of available space per zone.

#### 4.2.2 Entities

- Zone
  - o ZoneID
  - o Name
  - Capacity

#### 4.3 Vendor Collaboration Module

#### 4.3.1 Features

- Manage vendor details, contracts, and contact information.
- Track delivery schedules.

#### 4.3.2 Entities

- Vendor
  - VendorID
  - o Name
  - ContactDetails
  - o GoodsSupplied

#### **4.4 Performance Metrics Module**

#### 4.4.1 Features

- Generate reports on stock movement efficiency.
- Provide insights into inventory turnover rates.

#### 4.4.2 Entities

- Metrics
  - o MetricID
  - Type (e.g., Turnover, Space Utilization)
  - Value

# 4.5 Transaction Logging Module

#### 4.5.1 Features

- Record incoming and outgoing stock transactions.
- Allow querying of historical transaction logs.

#### 4.5.2 Entities

- TransactionLog
  - o TransactionID
  - o ItemID
  - Quantity
  - Type (Inbound/Outbound)
  - o Timestamp

# 5. Deployment Strategy

#### **5.1 Local Deployment**

• Frontend and backend deployed on developer machines for initial testing.

### **5.2 Testing Environments**

• Use containerized setups for staging environments, ensuring consistency with deployment.

# 6. Database Design

#### 6.1 Tables and Relationships

- StockItem: Primary Key: ItemID, foreign key: ZoneID.
- **Zone**: Primary Key: ZoneID.
- Vendor: Primary Key: VendorID.
- TransactionLog: Primary Key: TransactionID, foreign keys: ItemID.

# 7. User Interface Design

#### 7.1 Wireframes

- Dashboard: Displays stock levels and alerts.
- Zone Overview: Maps zones and current usage.
- Vendor Management: Lists active vendors and their profiles.

# 8. Non-Functional Requirements

#### 8.1 Performance

• Capable of handling updates to 1,000 stock items within a minute.

# 8.2 Usability

• Interface designed for non-technical warehouse staff.

### 8.3 Security

• Implement access controls to restrict unauthorized users.

# 8.4 Scalability

• Ability to accommodate additional zones, vendors, and stock items without major redesigns.

# 9. Assumptions and Constraints

### 9.1 Assumptions

• The warehouse is digitally accessible with basic internet connectivity.

#### 9.2 Constraints

• Limited to a single warehouse in the initial phase.