

General Inventory System

1. Product System

- a. Product Group
 - i. Name, Description, Status (Active, Inactive)
- b. Unit of Measure CRUD
 - i. Name, code, description, Status (active, inactive)
- c. Product CRUD
 - i. Name, Description, Unit of Measure, Status (active, inactive)

2. Purchase System

- a. Vendor CRUD
 - i. Name, Description, Status
- b. Purchase of Product
 - i. User first selects the vendor and
 - ii. User should be able to purchase more than one item at once.
 - iii. While purchasing user can enter the purchase price and right then user should be able to put sales price of the product.
- c. Purchase entry of the product cannot be edited.

3. Sales

- a. Customer CRUD
 - i. Name, Description, Status
- b. Sales of Product
 - i. User can select Customer to sales
 - ii. User should be able to do sales without selecting customer too.
 - iii. User can change the price while selling.
- c. User should be able to sale one or more product at once.
- d. Sales of the product cannot be edited.

Pages

- 1. Product Group: List, Create, edit
- 2. Product: List, Create, Edit
- 3. Unit of Measure: List, create, edit
- 4. Purchase: New Purchase, List, show details
 - a. With new purchase, user should be able to add more than one item while doing purchase.
- 5. Sales: New Sales List, show details
 - a. With sales, user should be able to sale multiple items in one sales / invoice.
- 6. Current Stock Page
 - a. This page should show list of products with their rate and quantity. If rates are different then show the average rate and quantity but the total amount must be accurate. Since, there can be multiple purchases with different rates, we should do average rate, but the total amount must be accurate and matching.

Purchase of the product should increase the quantity of the product and Sales should reduce the quantity of the product.