Stock Management System For a Bike Repair Shop (Using .NET)

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1. Introduction:

Product Overview:

A stock management system for a bike repair shop is provided by this C# desktop program. Only during the hours of 9 a.m. to 4 p.m., five days a week is the bike repair shop's personnel permitted to retrieve or remove products from inventory (from Monday to Friday). The system, however, allows for the addition of products to stocks at any time.

The application is used to keep track of each stock item's data, including the names of the staff members who requested and approved it. The only person with access to the stock or inventory is the admin, who is the only person with the power to authorize the products to be added, updated, or removed from stock.

Only after receiving admin approval are staff members permitted to take out items from the stock. This is a real-world problem-based application that can be a great assist for the bike service centres.

2. User manual (Instructions to run the program):

2.1. Start of the application itself:

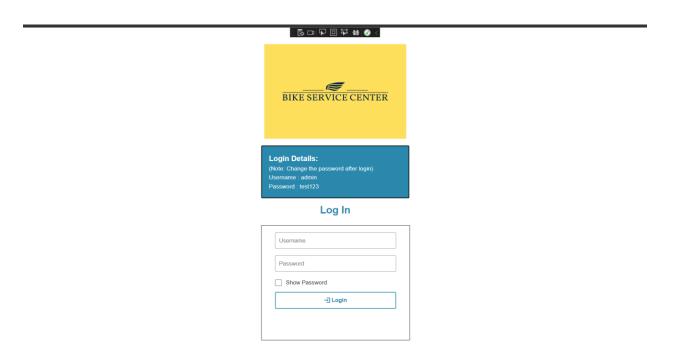


Figure 1 Login page (With login details until the password is not changed)

This is the very start of the application where the user is given the login details until the password is not changed. After the user changes the password, the login details are not displayed.

2.2. Log in as admin:

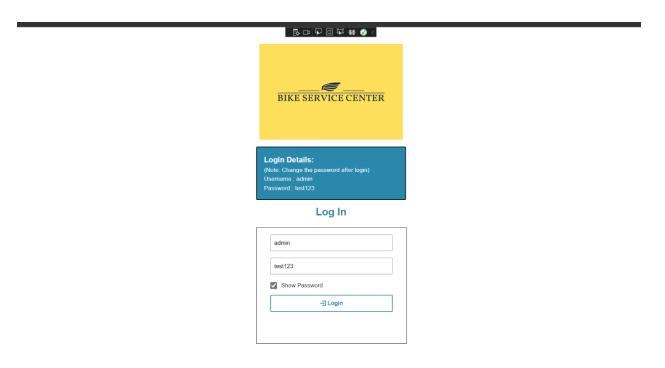


Figure 2 Login in as the main admin

Users can log in as admin through the provided login details at first.

2.3. Create new users:

2.3.1 Create another admin:

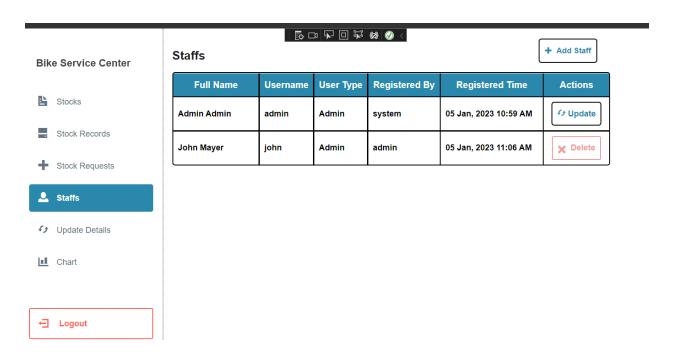


Figure 3 Create another admin

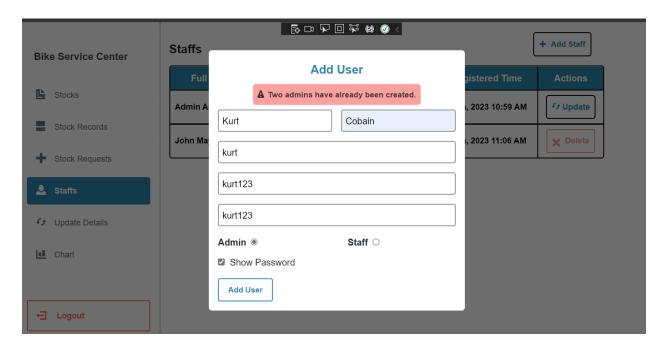


Figure 4 The system can only have two admins at the max

2.3.2. Create staff:

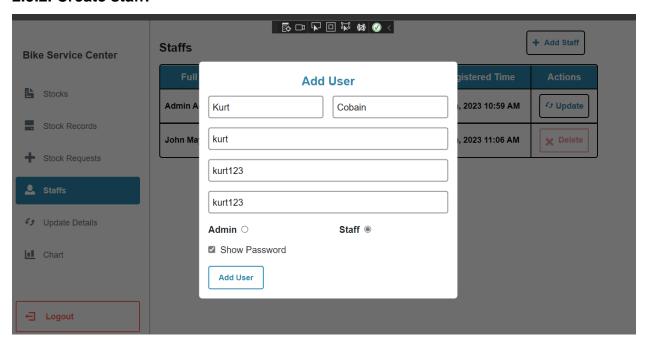


Figure 5 Creating staff

The first admin can create another admin as well as staff.

Note: There can only be 2 admins at max.

2.4. Changing password of first admin:

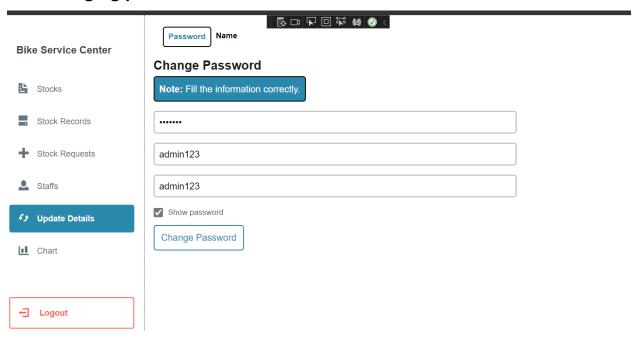


Figure 6 Changing the password of the first admin

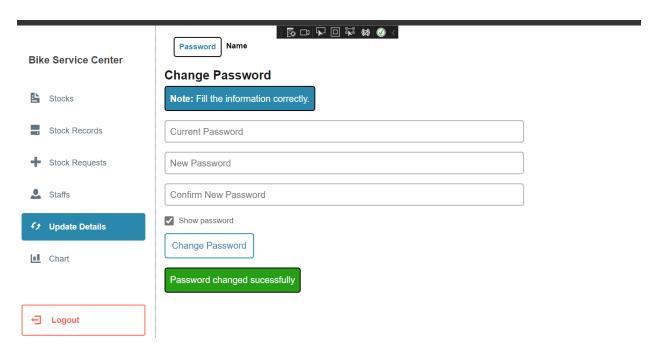


Figure 7 Password changed for first admin

The first admin is directed to this page after the first login if the password has not been changed after the login). The same goes for the other users as well.

2.5. Changing first admin name:

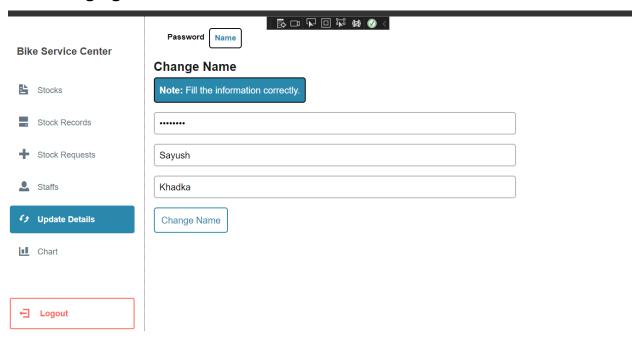


Figure 8 Changing name for first admin

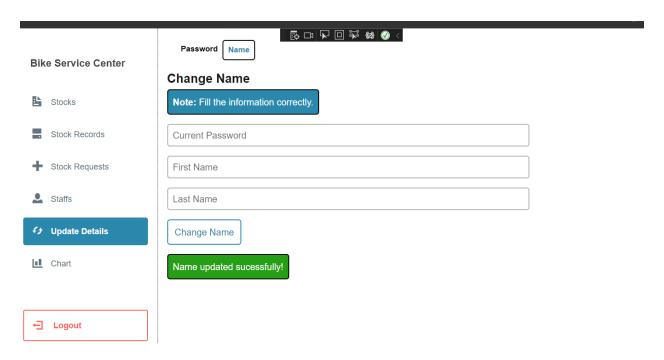


Figure 9 Name changed successfully

Other users can change their name similarly after successful login.

2.6. Stocks:

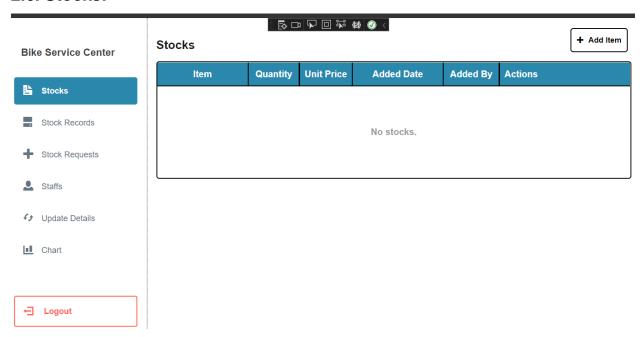


Figure 10 Empty stocks

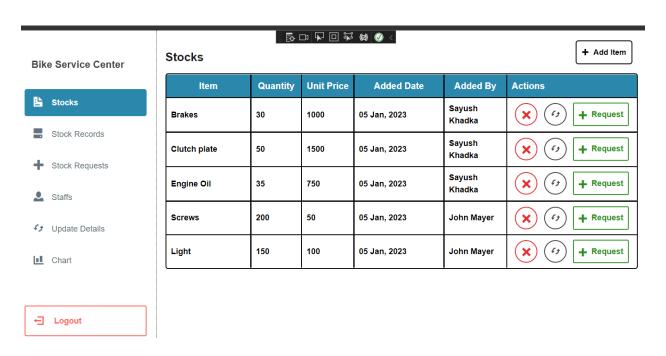


Figure 11 Items added to Stocks

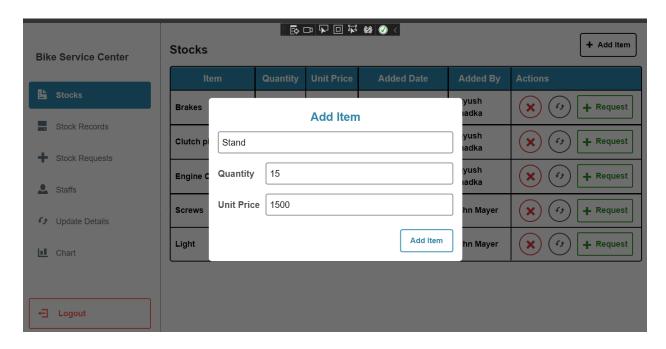


Figure 12 Add items to stocks

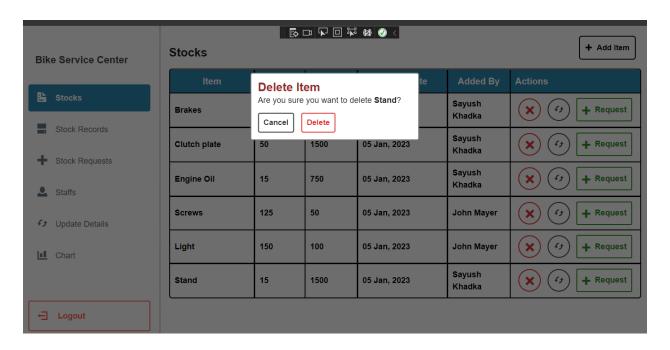


Figure 13 Delete items from stocks

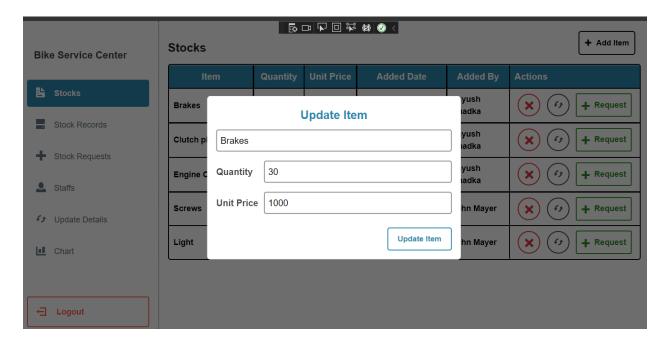


Figure 14 Update items from stocks

The items can only be added by the admin. Items can be deleted, updated, and requested by the admin.

Staffs can only use the stock request feature.

2.7. Stock Requests:

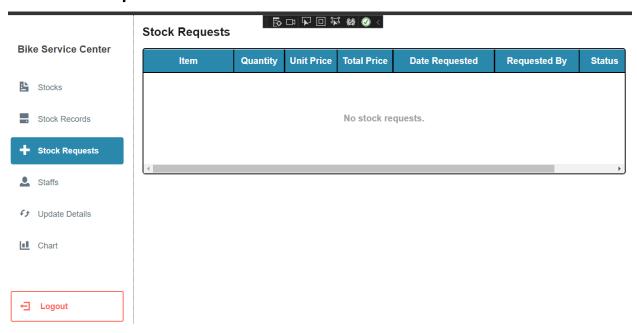


Figure 15 Empty stock request

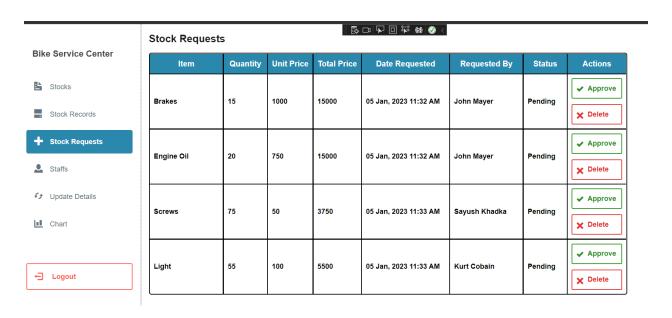


Figure 16 Stocks requested

Stock requests can only be approved or rejected by the admin.

2.8. Stock Records:

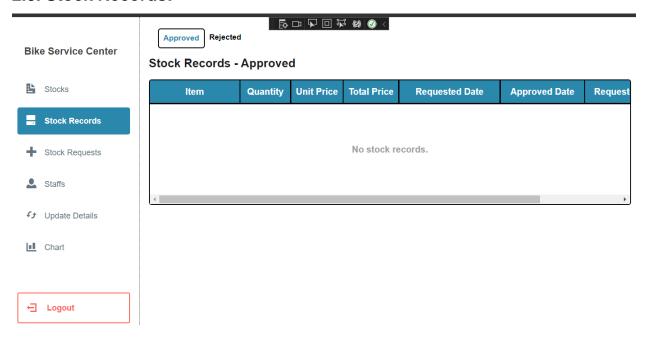


Figure 17 Empty stock records

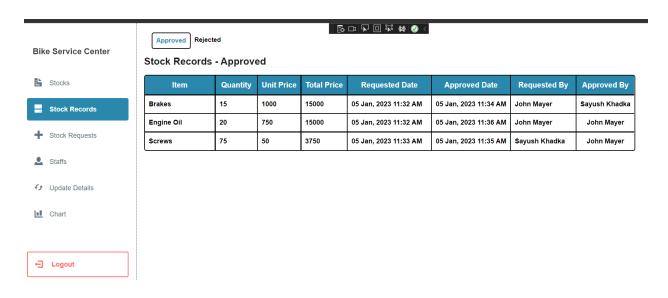


Figure 18 Accepted stock records

These are the items approved by the admin.

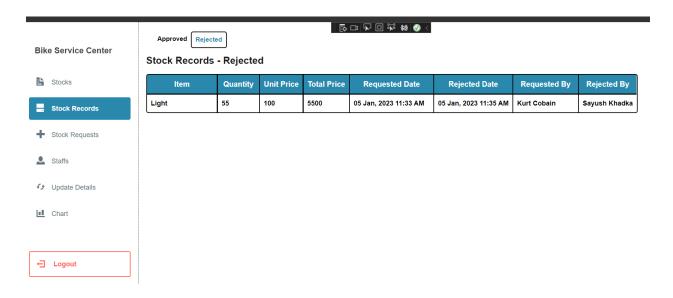


Figure 19 Rejected stock records

These are the items rejected by the admin.

2.9. Chart:

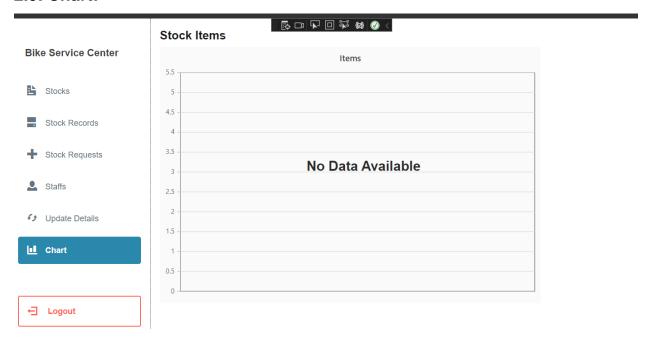


Figure 20 Empty chart

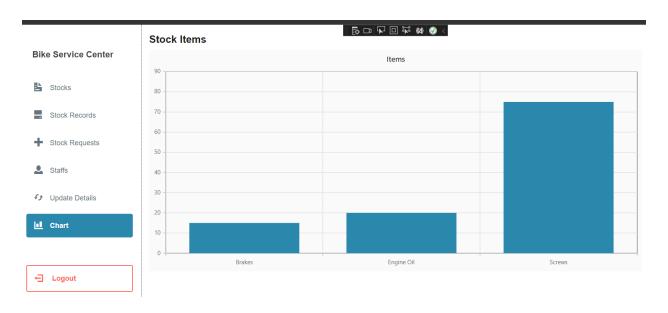


Figure 21 Items taken out from stock

The chart displays the items that have been taken out of the stock.

Chart details and structure remain the same for both the admin and the staff.

2.10. Portal:



Figure 22 Admin Portal

Overview of the admin portal.

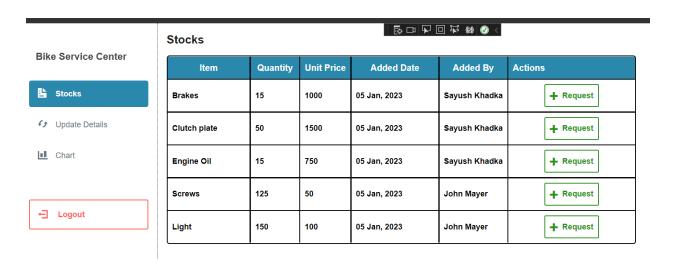


Figure 23 Staff Portal

Overview of staff portal.

3. Description of classes and data types:

3.1. Description of classes:

Class	Description
Data	
ModelStock	This class contains the data for the stocks in JSON file format.
	iomat.
ModelUser	This class contains the details of the user in JSON file
	format.
RecordStock	The structure for the various actions taken as a record of
	the stock is contained in this class.
Otatus	
Status	This class contains the details of the status of the requested items in the stock.
	•
StockDataGraph	The specifics of the graph's structure are included in this
	class.
TypeUser	This class stores the type of users. Here, admin or staff.
UserCurrent	This class contains the current user in action.
Service	
AllUtilities	This class contains all the important methods which are used often.
	useu Ulleli.

ServiceStock	This class stores all the important methods for handling stock data.
ServiceUser	This class stores all the important methods for handling user data.

Table 1 Description of classes

3.2. Description of data types used:

Data Types	Description
DateTime	Represents the current date and time.
Integer	Represents numeric value.
Float	Represents floating point value (decimal value).
String	Represents alphanumeric value.
Enum	Represents a group of constant(read-only).

Table 2 Description of data types used

4. Flowchart of the application:

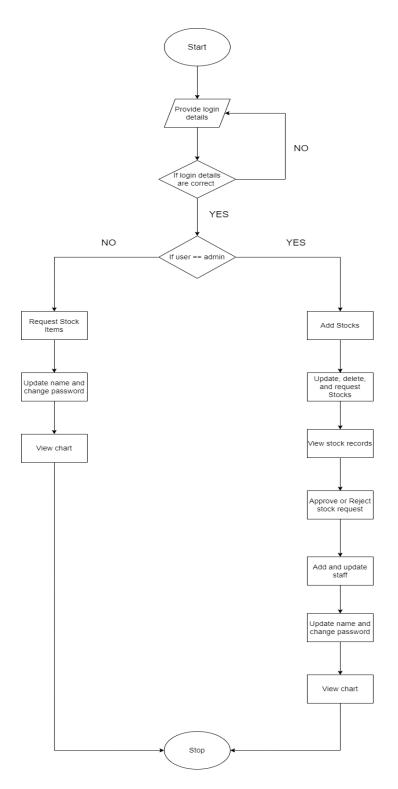


Figure 24 Flowchart of the application

5. Conclusion:

With the understanding of Object-Oriented Programming, C#, and dot net, the coursework was a fantastic success. The project was successful and educational, demonstrating how to implement the OOP principle using C# simply and successfully. It was a great experience working with Visual Studio, which will help me soon to develop even more projects for problem-solving. The project was created in response to a problem in the real world, and it may be used to design and create systems for various industries.

Complications constantly arise when developing a project. In a similar vein, there are some challenges with this endeavour as well. The idea and the thoughts were novel and, in some cases, extremely perplexing. Some of the problems were related to the IDE, while others were caused being a new experience. But thorough research and the application of that research enabled these challenges to be addressed. The instructors' support and instruction helped to overcome these challenges. The teachers were always available to assist us. Although the project took a lot of time and effort, it gave me a better knowledge of the OOP (Object-Oriented Programming) concept.