# Project Presentation INVENTORY MANAGEMENT SYSTEM (IMS) Simon White

# Introducing myself:

- Simon White Belfast, 22 years old
- Background in coding through Business IT degree
- Year of professional experience as Software Engineer

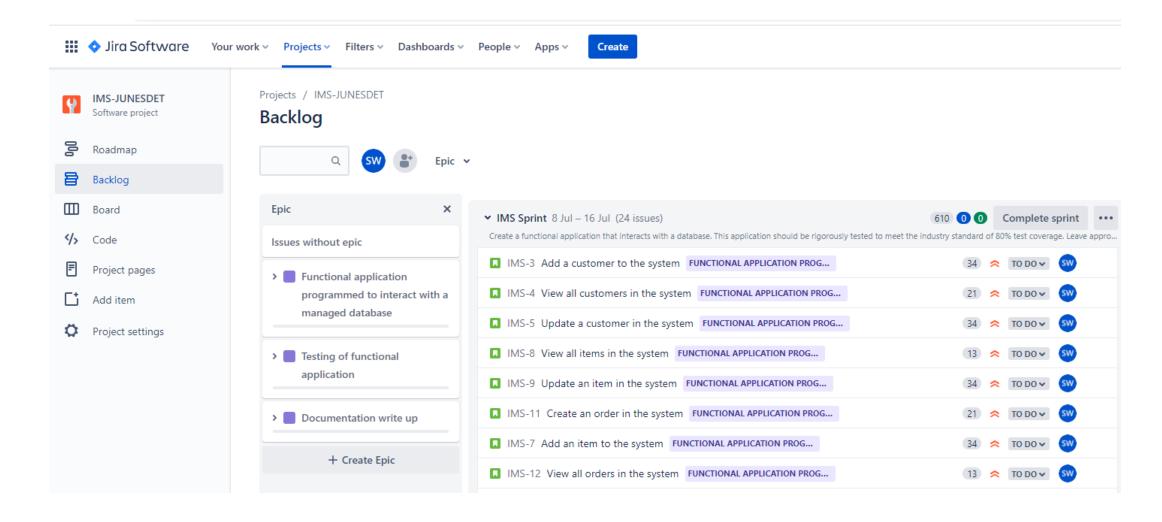
# Inventory Management System (IMS)

- Developed an IMS for American Golf
- The purpose of the IMS is to identify every inventory entity and be able to interact with their information - CRUD

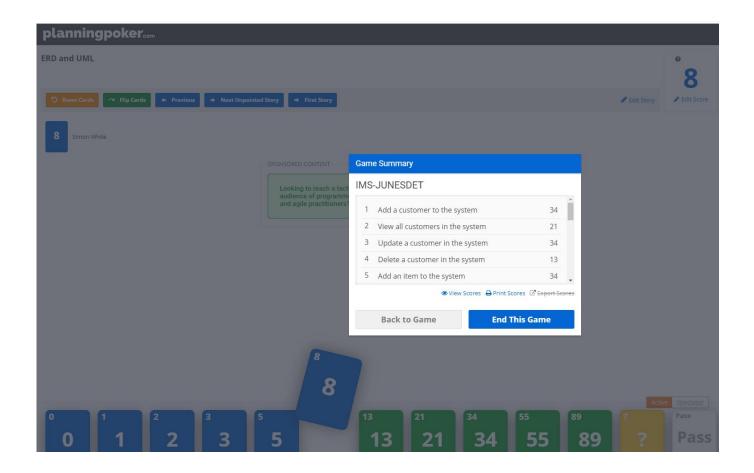
# Approach: AGILE

- Requirements: Project specification
- Analysis: JIRA
- Design: ERD, UML
- Coding: Java
- Testing: Maven
- Operations: Provide jar file to run the finalised application

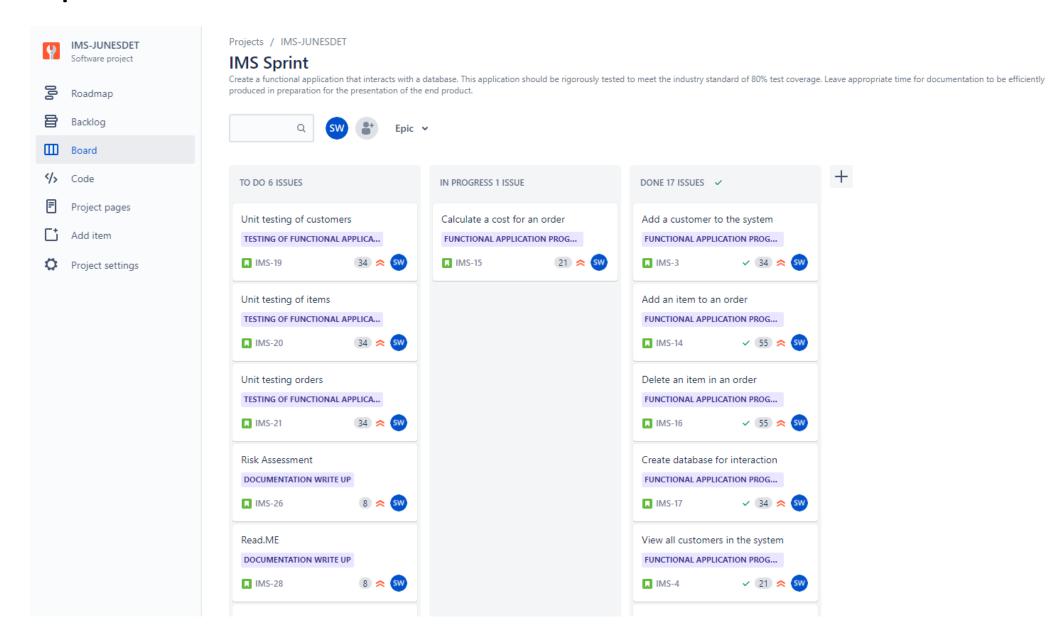
# Analysis: Jira



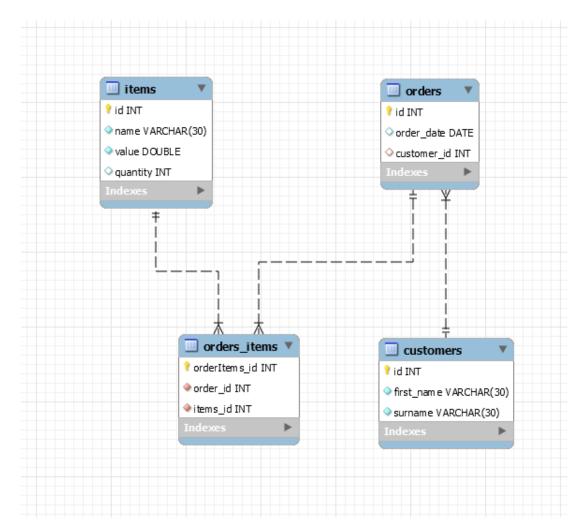
- Planning Poker used to get story points (estimations)
- Priority was given to all issues that are part of MVP (Minimal viable product).
   These were set at highest priority in order to achieve MVP.
- 3 epics for functionality, testing and documentation



# IMS Sprint: Kanban board



# Design: ERD and Database Implementation



Entities: items, orders, order items, customers

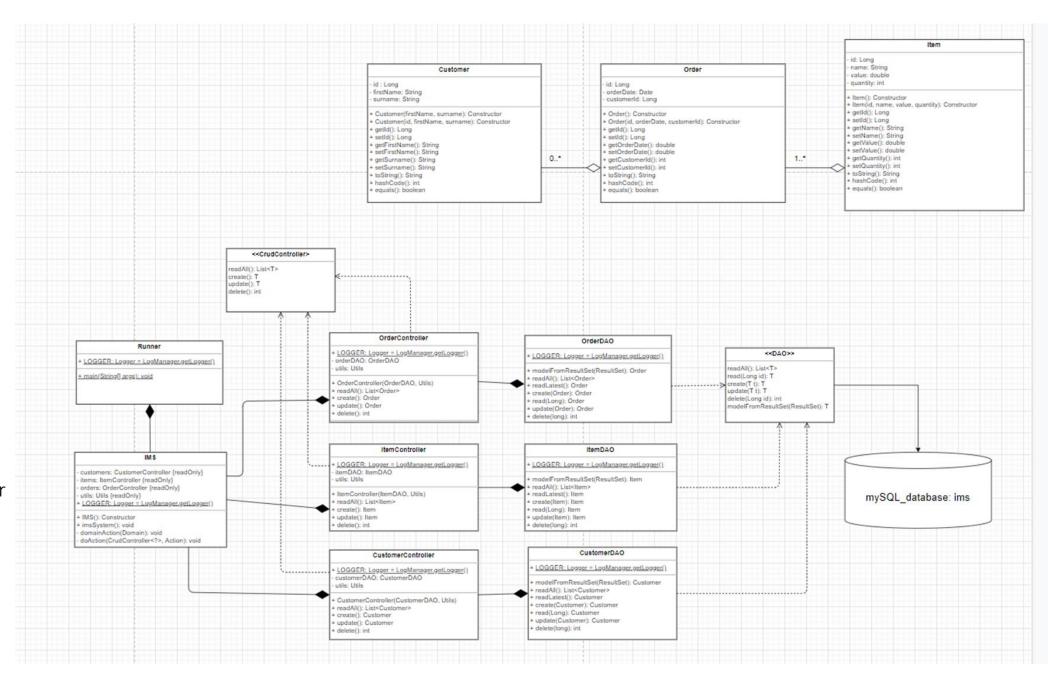
Foreign Keys: customer, order, item

# Database Implementation

```
Challenge World
                                                                       SQL File 7*
SCHEMAS
                                                         Limit to 1000 rows ▼ | 🌟 | 🥩 🔍 👖 🗊
Q Filter objects
                                USE ims;
▼ 🗐 ims
  ▼ 📅 Tables
    ▶ ■ customers
                                CREATE TABLE customers (id int AUTO INCREMENT, first name varchar(30) NOT NULL, surname varchar(30) NOT NULL, PRIMARY KEY (id));
    ▶ ■ orders items
                               CREATE TABLE items(id int AUTO INCREMENT, name varchar(30) NOT NULL, value double NOT NULL, PRIMARY KEY (id), quantity int);
   Views
   Stored Procedures
   Functions
                               CREATE TABLE orders items(orderItems id int NOT NULL AUTO_INCREMENT, order id int NOT NULL, items id int NOT NULL,
                                PRIMARY KEY (orderItems id),
                               FOREIGN KEY (order id) REFERENCES orders(id),
   sakila
  Sys
                                FOREIGN KEY (items id) REFERENCES items(id));
                         10
▶ ■ world
                         11
                               CREATE TABLE orders(id int AUTO_INCREMENT, order date date, customer id int, PRIMARY KEY (id),
                                FOREIGN KEY (customer_id) REFERENCES customers(id));
                         13
                         14
```

# Design: UML

- Aggregation Classes that can live without each other but still have a relationship
- Composition Two classes highly dependent on each other



# Consultant Journey: Technologies

- Version Control System: Git
- Source Code Management: GitHub
- Kanban Board: Jira
- Database Management System: MySQL Server 5.7+
- Back-End Programming Language: Java
- **Build Tool:** Maven
- Unit Testing: JUnit

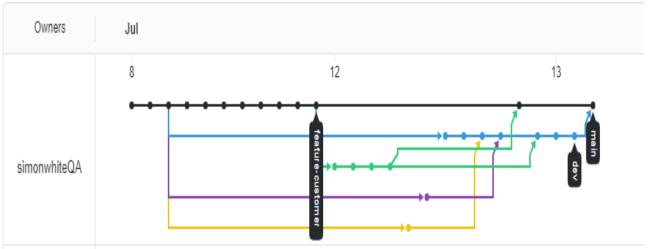
#### Continuous Integration

• Feature branch model (GIT)

#### **BEFORE**

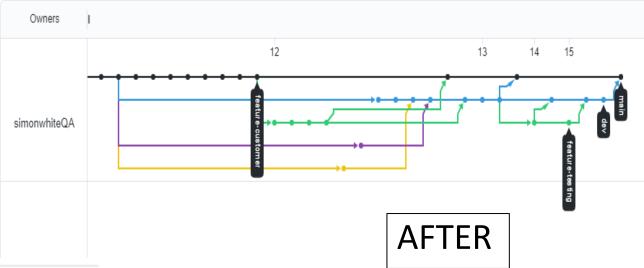
#### Network graph

Timeline of the most recent commits to this repository and its network ordered by most recently pushed to.



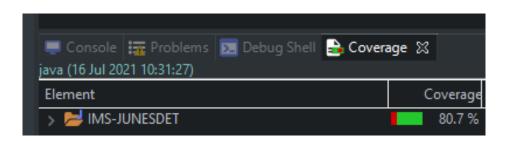
#### Network graph

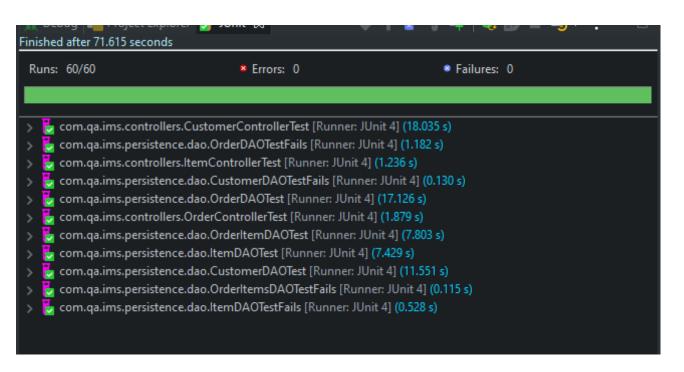
Timeline of the most recent commits to this repository and its network ordered by most recently pushed to.



# Testing

- Unit testing: Unit testing is a testing approach that targets the very fundamental building blocks of an application, the idea is to prove that each 'unit' of the application is functioning as expected.
- Industry standard of 80% for testing coverage.
- JUnit: The unit testing dependency for maven to test java application
- Using Maven: Maven is a build automation tool





### Demonstration

#### Build jar file

#### IMS system live for use on command line

#### Calculate cost/Add items to order

#### Order Controller

```
/**
  * Calculate the cost of an order
  *
  */
public void cost(Order order_id) {
  List<Double> itemsValues = orderDAO.orderCost(order_id);
  for(int i = 0; i < (itemsValues.size() - 1); i++) {
            double sum = itemsValues.get(i) + itemsValues.get(i + 1);
            itemsValues.remove(i + 1);
        }
        System.out.println("The cost of this order is: f" + itemsValues.get(0));
}</pre>
```

#### Order DAO

#### Method run on jar

```
What would you like to do with order:
CREATE: To save a new entity into the database
READ: To read an entity from the database
UPDATE: To change an entity already in the database
DELETE: To remove an entity from the database
RETURN: To return to domain selection
create
       1) Please enter the ID of the customer making the order
id:1 first name:chris surname:perrins
id:2 first name:Megan surname:Crouch
id:3 first name:Niall surname:Duggan
id:4 first name:Adam surname:Boal
id:6 first name:jordan surname:harrison
id:7 first name:jordan surname:harrison
id:8 first name:jordan surname:harrison
id:9 first name:chris surname:perrins
id:10 first name:jordan surname:harrison
id:11 first name:jordan surname:harrison
id:13 first name:Liz surname:Guthrie
Enter the Item ID to add to order 58
Item [id=2, name=R9, value=250.0, quantity=6, type=Irons, brand=Taylormade, shaft=Stiff]
Item [id=3, name=Anser, value=60.0, quantity=1, type=Putter, brand=Ping, shaft=Regular]
Item [id=4, name=X-hot, value=149.99, quantity=2, type=Driver, brand=Callaway, shaft=Regular]
Item [id=5, name=i15, value=200.0, quantity=1, type=Irons, brand=Ping, shaft=Stiff]
       Would you like to add another item?
       YES = 0 , NO = 1
Enter the Item ID to add to order 58
Item [id=2, name=R9, value=250.0, quantity=6, type=Irons, brand=Taylormade, shaft=Stiff]
Item [id=3, name=Anser, value=60.0, quantity=1, type=Putter, brand=Ping, shaft=Regular]
Item [id=4, name=X-hot, value=149.99, quantity=2, type=Driver, brand=Callaway, shaft=Regular]
Item [id=5, name=i15, value=200.0, quantity=1, type=Irons, brand=Ping, shaft=Stiff]
       Would you like to add another item?
       YES = 0 , NO = 1
Order function complete.
Order created: Order [id=58, customer_id=2]
The cost of this order is: $310.0
```

#### Delete an item from an order

#### Order Controller

```
/**
 * Delete items of a specific order
 *
 */
public int deleteItems(Long order_id) {

    System.out.println("Enter the Item ID for the item to be deleted");
    itemCon.readAll();
    Long item_id = utils.getLong();
    orderItemsDAO.deleteItem(order_id, item_id);

    LOGGER.info("\nOrder: " + order_id + "\nItem deleted: " + item_id);
    return 0;
}
```

#### Order items DAO

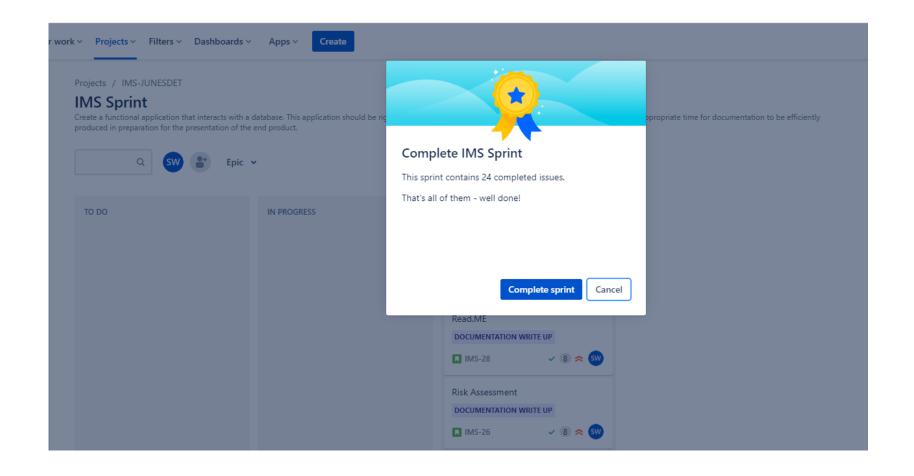
#### Method run on jar

```
update
       1) Please enter the id of the order you would like to update
Order [id=35, customer_id=1]
Order [id=42, customer_id=1]
Order [id=43, customer_id=1]
Order [id=45, customer_id=1]
Order [id=46, customer_id=2]
Order [id=54, customer_id=2]
Order [id=58, customer_id=2]
Order [id=39, customer_id=3]
Order [id=40, customer_id=3]
Order [id=41, customer_id=3]
Order [id=44, customer_id=3]
Order [id=47, customer_id=3]
Order [id=49, customer_id=3]
Order [id=36, customer_id=4]
Order [id=48, customer_id=4]
Order [id=50, customer_id=4]
Order [id=55, customer_id=4]
Order [id=56, customer_id=4]
Order [id=57, customer_id=4]
Order [id=51, customer_id=6]
Order [id=53, customer_id=6]
        Would you like to add an item to an order or delete an item from an order?
1) Add an item to order
Delete an item to order
Enter the Item ID for the item to be deleted
Item [id=2, name=R9, value=250.0, quantity=6, type=Irons, brand=Taylormade, shaft=Stiff]
Item [id=3, name=Anser, value=60.0, quantity=1, type=Putter, brand=Ping, shaft=Regular]
Item [id=4, name=X-hot, value=149.99, quantity=2, type=Driver, brand=Callaway, shaft=Regular]
Item [id=5, name=i15, value=200.0, quantity=1, type=Irons, brand=Ping, shaft=Stiff]
Order: 49
Item deleted: 3
```

# Sprint review

#### **Completed (MVP)**

- Add a customer to the system
- View all **customers** in the system
- Update a **customer** in the system
- Delete a **customer** in the system
- Add an item to the system
- View all **items** in the system
- Update an **item** in the system
- Delete an **item** in the system
- Create an **order** in the system
- View all **orders** in the system
- Delete an **order** in the system
- Add an **item** to an **order**
- Calculate a cost for an order
- Delete an **item** in an **order**



# Sprint retrospective

#### **Positives**

- Improved understanding of the fundamentals of competing an project using an agile approach
- Improved understanding of Java and its corresponding principles for good practise
- Interaction with a database ran smoothly and my understanding of the usage of an intermediary table for many to many relationships has improved.
- Testing training was utilised to ensure industry standard coverage was met.
- Use of Jira for planning and monitoring project progress was utilised effectively

#### **Positives**

- Carelessness with continuous integration meant that a push to main branch did not follow the feature branch model.
- Project timing was continuously a concern as story point estimations may not have been accurate into the complexity of some requirements such as add an item to a order.

## Conclusion

- All requirements were met
- Java application runs as expected
- Testing coverage meets industry standard and all tests pass
- Understanding of the project life cycle from requirements to implementation to finalising the product has vastly improved
- Mistakes that I have encountered during this project will be influential in how I approach projects in the future
- In particular, continuous integration has been identified as a weak topic and in the future I was follow the feature branch model more accurately