Mini Inventory System

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# Introduction

This programming manual provides information about the programming structure of Mini Inventory System for developers. The various programming languages used, and the hardware and software tools used for developing the application is also described in the manual.

# Technologies

This application is using latest .NET technology with C#, Microsoft Blazor and .NET CORE 3.1. The data is storing with InMemory of Entity Core Framework and it is storing in [GitHub repository](https://github.com/sochan/MiniInventorySystem/tree/master).

# Application Architecture

Below is the architecture of the application.

Diagram

Description automatically generated

Figure Application Structure

## Back-End

Diagram

Description automatically generated

## Front-End

Diagram

Description automatically generated

# Artifacts and ETA

Microsoft Blazor is having IoC and Dependency Injection. So, the CRUD is implementing with Service and its interface, for example working on CRUD of Computer entity, there will be IComputerService and ComputerService. Notably, Binary-Flags is being used to represent multiple types of a product, for example a Desktop computer can be a Server too.

Due to SOLID structure, this Application is estimated to finish the basic version by 2 days (8 hours).

# Run Application

This application is running with .net core 3.1 with Microsoft Blazor. Use *dotnet run* in terminal or Visual Studio Developer Command Prompt to run the application, please use Visual Studio 2019.

# User Interface

Graphical user interface, text, application

Description automatically generated

Figure List of computers

Graphical user interface, application

Description automatically generated

Figure Add a computer

Graphical user interface, application

Description automatically generated

Figure Update a computer

# Git Repository

The source code is storing publicly in the GitHub <https://github.com/sochan/MiniInventorySystem/tree/master>