System Requirements Specification for Inventory System Development

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Purpose

The purpose of this project is to create an everyday inventory system that helps user manage his/her books, CDs, and DVD inventories. The four basic features of the system include adding new items into the system, searching for and editing existing items, as well as deleting existing items (CRUD Design).

Intended Audience

Such system is intended to be used by small multimedia stores.

General System Requirement

This system will be developed using the Java language, and will make use of the MVC pattern (Model, View, Controller) Design.   The logics and rules of the inventory system will be managed by the Model component, and user interface code will be modularized as a View component, whereas The user input and the output of such inventory system will be communicated via the Controller component.

Users will be able to run this inventory system as a Java application via command line.

Other Detailed System Requirement

- The input and output of the system will be accomplished by using the System.in and System.out object.
- The user input/keyboard input will be managed by the Scanner class.
- The inventory shall be persistent, and will be maintained with the Properties Class.
- The development of the system will make use of development concepts such as inheritance, polymorphism, interface, as well as enumeration type.