Store Management System

Presentation Layer	Product Information Screen Main Screen Checkout Screen
Business Layer	Product Controller UI Screen Controller Orders Controller
Database Layer	Data Adapter Data Models

Model

ProductModel

Updates

Manipulates

View

ProductView

Controller

ProductController

Sees

Uses

ProductModel

f	productID	int
f	name	String
f	price	double
f	quantity	double

CheckoutView

f	txtProductID	JTextField
f	txtProductName	JTextField
f	txtProductPrice	JTextField
f	txtProductQuantity	JTextField
f	btnLoad	JButton
f	btnPay	JButton
m	CheckoutView()	

SQLiteDataAccess

f	conn	Connection
m	connect()	void
m	saveProduct(ProductModel)	void
m	loadProduct(int)	ProductModel

ProductView

f	txtProductID	JTextField
f	txtProductName	JTextField
f	txtProductPrice	JTextField
f	txtProductQuantity	JTextField
f	btnLoad	JButton
f	btnSave	JButton
f	btnCheckout	JButton
m	ProductView()	

ProductController

f	myView	ProductView
f	myView1	CheckoutView
f	myDB	SQLiteDataAccess
m	ProductController(ProductView, CheckoutView, SQLiteDataAccess)	
m	actionPerformed(ActionEvent)	void
m	saveProduct()	void
m	loadProductAndDisplay()	void
m	loadProductAndDisplayCheckout()	void
m	payProduct()	void

StoreManager

f	dao	SQLiteDataAccess
f	productView	ProductView
f	checkoutView	CheckoutView
f	productController	ProductController
m	main(String[])	void

«create»

Specifications: The zipped file that has been submitted contains this document, and a folder called StoreManager. Please import this folder into an IDE, as there have been issues connecting to the database when using bash or a text editor. This folder contains the StoreManager database, a .jar file, and another folder containing the .java files called src. This Project has only been tested and implemented using IntelliJ IDEA IDE and has run successfully using this IDE as verified through a screenshot below containing the program sucessfully running on my computer, with a terminal window containing my username verifying my computer. Please ensure that the .db and .jar file are included within the StoreManager folder but NOT within the src or the database will not connect properly.
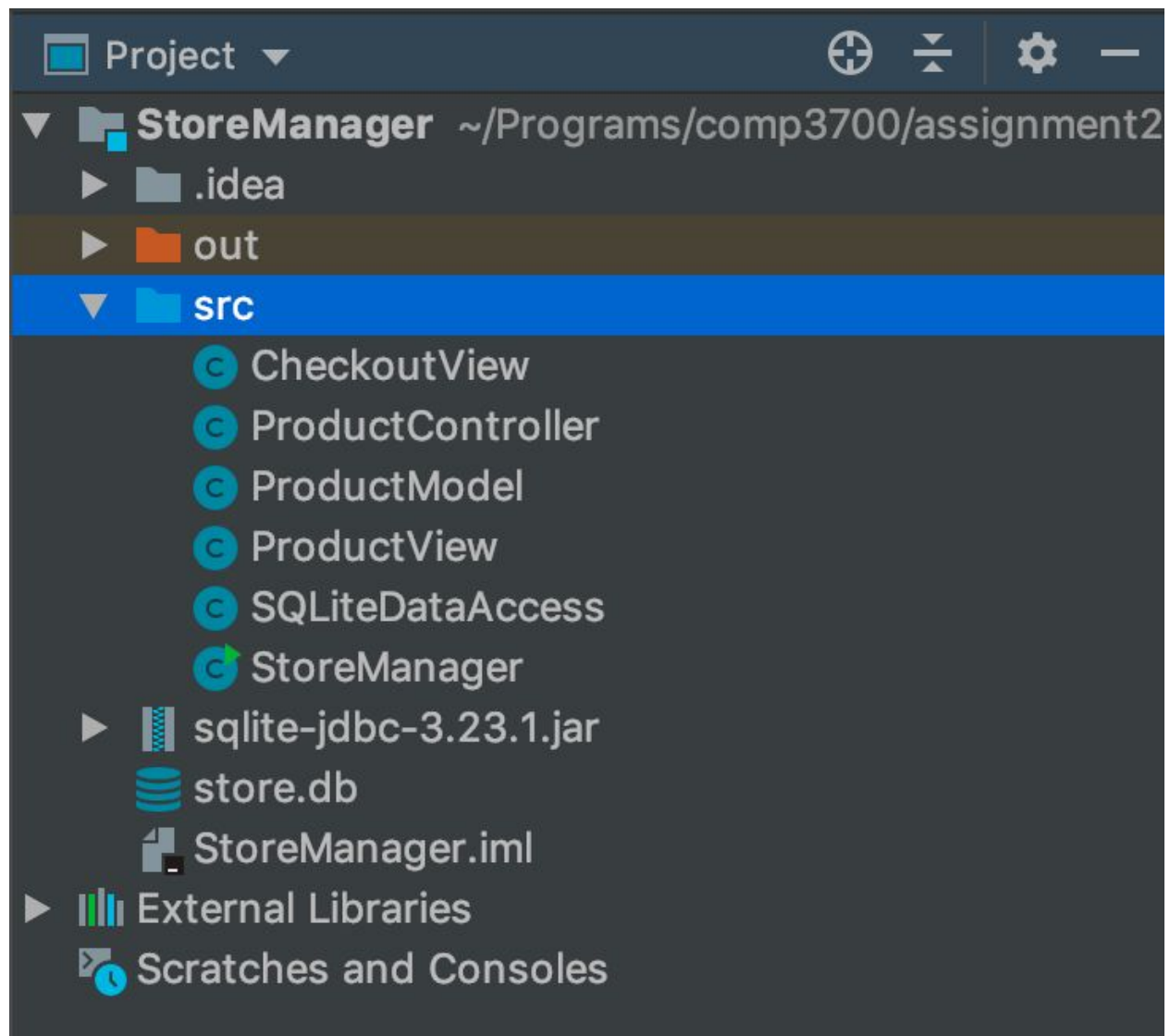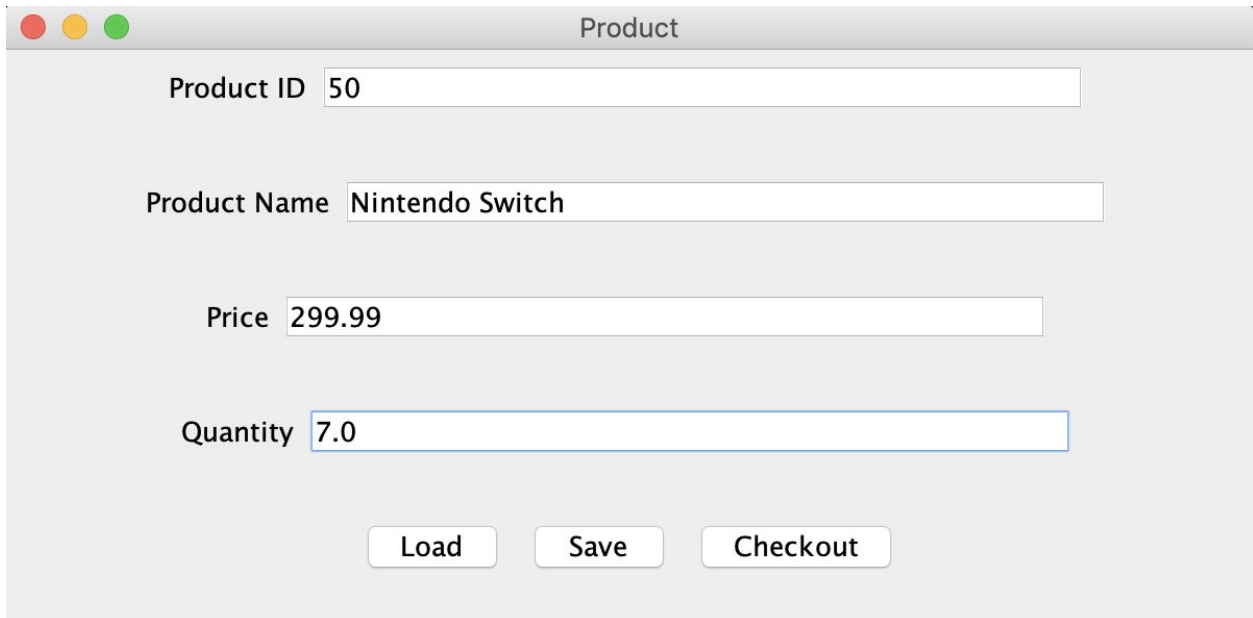
Use Case 1:
Save Product

Step 1: Open Program
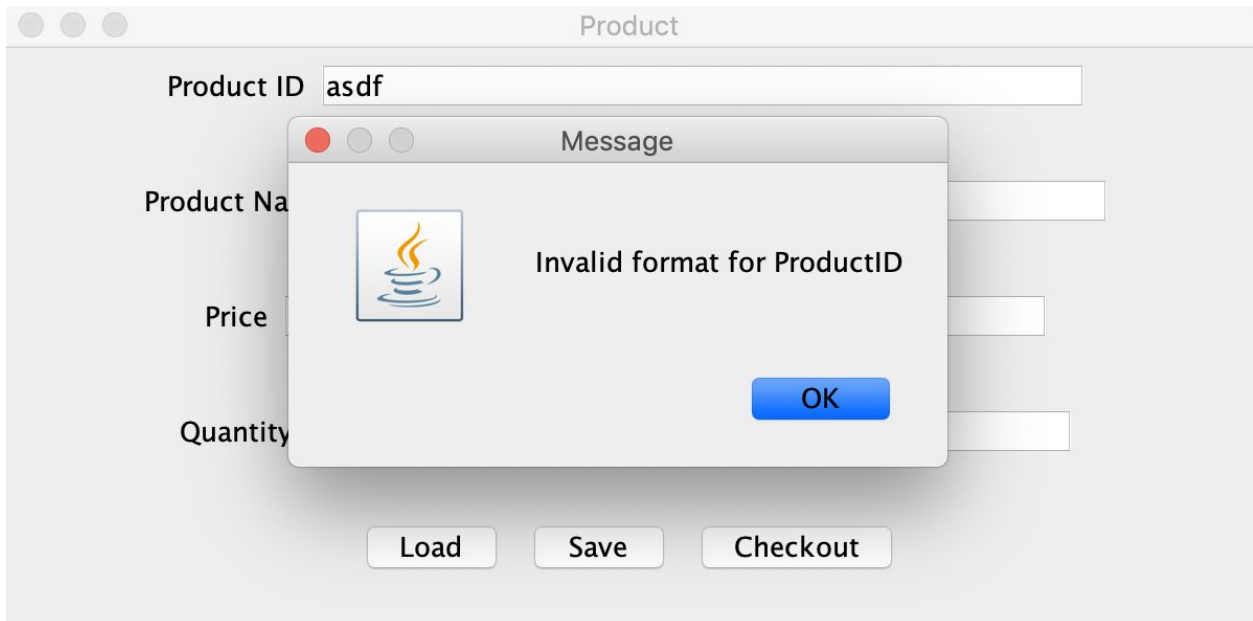
Step 2: Enter values of Product ID, Name, Price, and Quantity.

If Product ID is invalid, an error message will appear.

Step 3: Select Save. A verification message will appear.
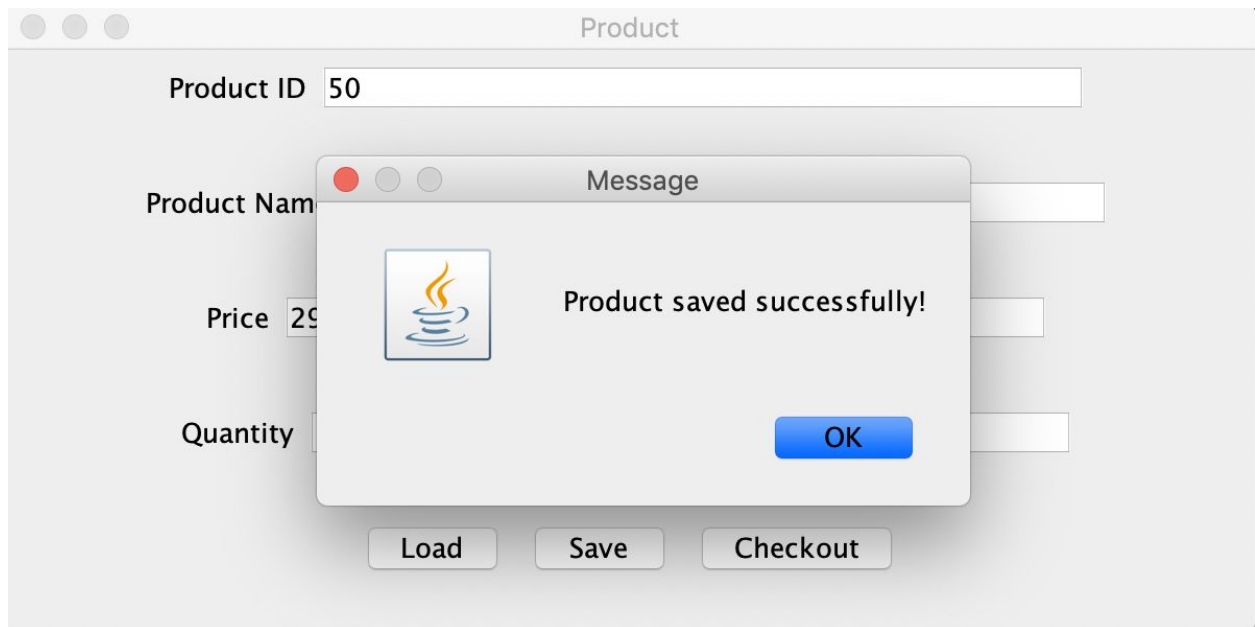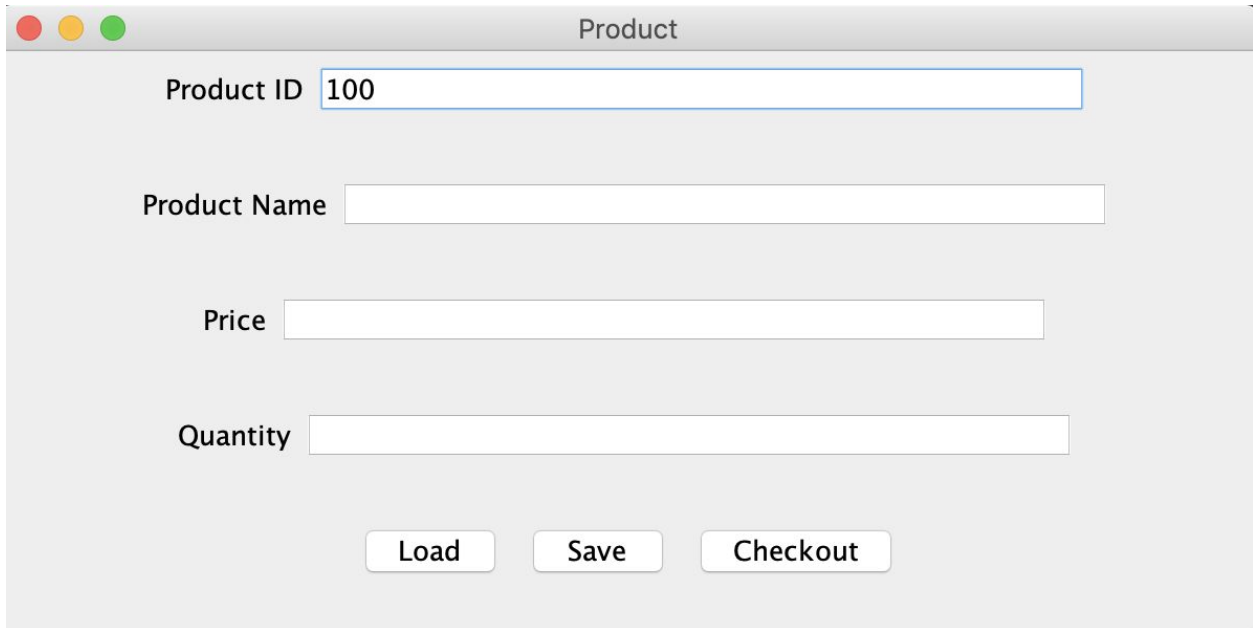

Use Case 2
Load Product

Step 1: Open Program
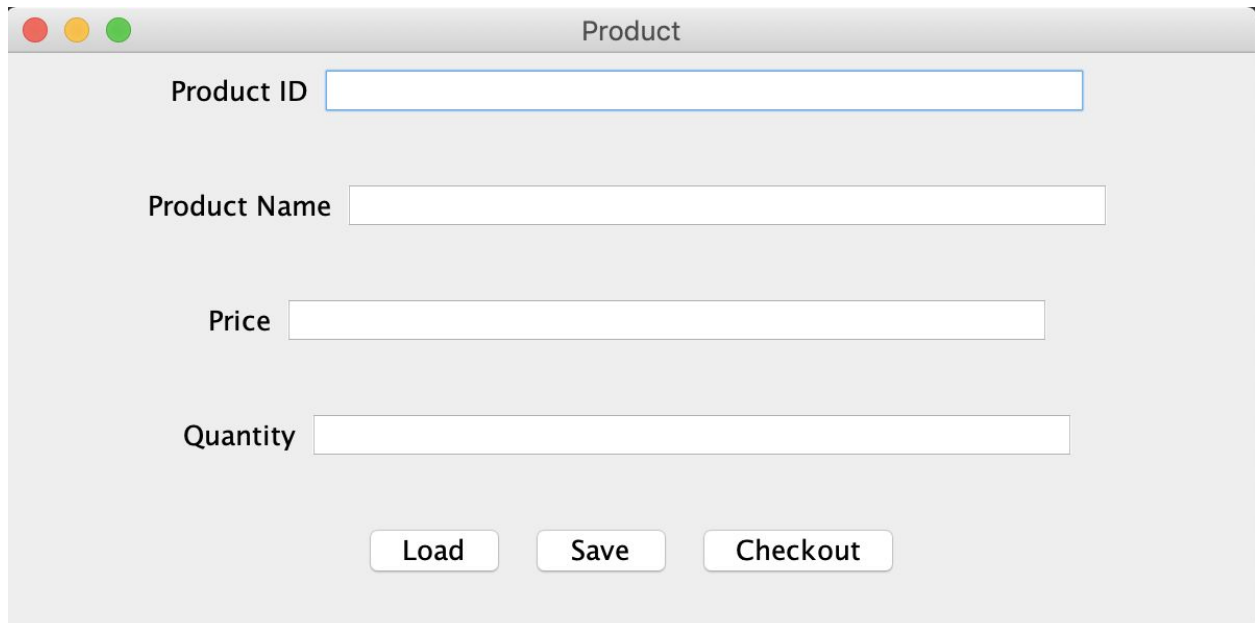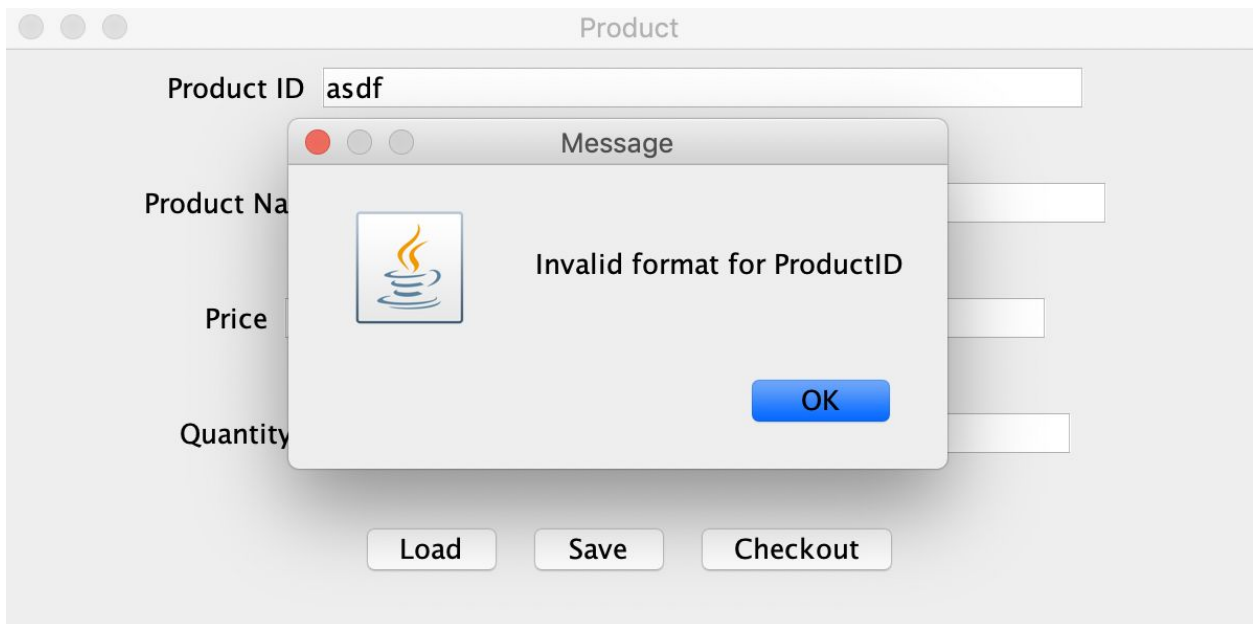
Step 2: Enter a Valid Product ID

If Product ID is invalid, an error message will appear.

Step 3: Select Load. The program will pull existing values from the database.
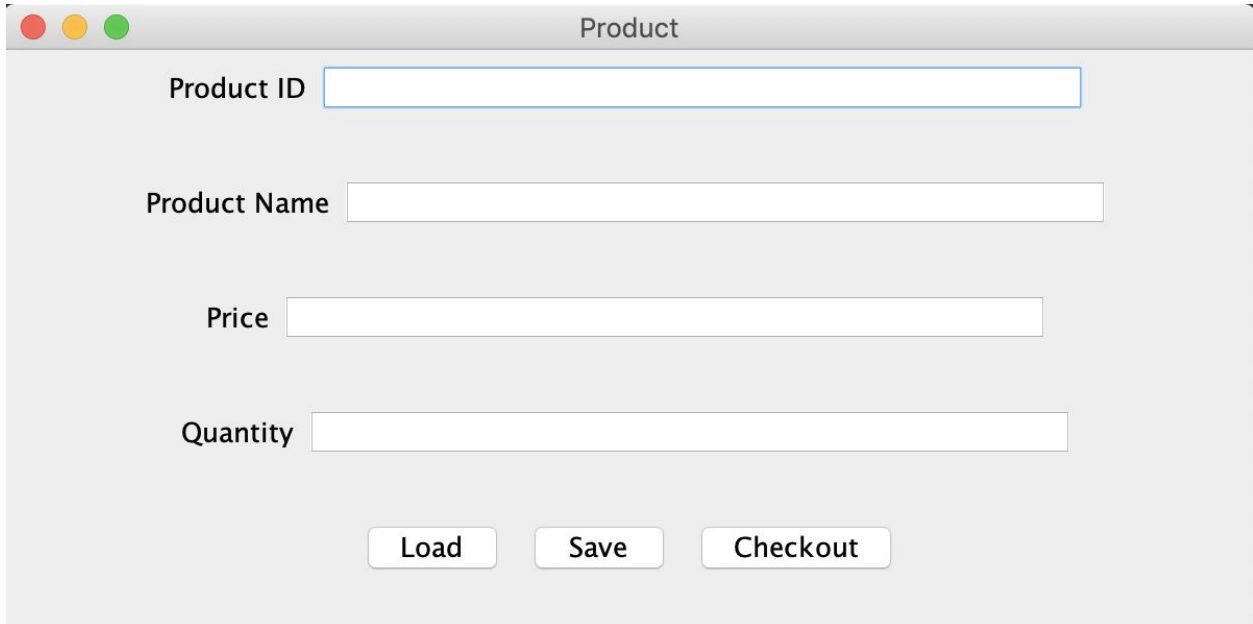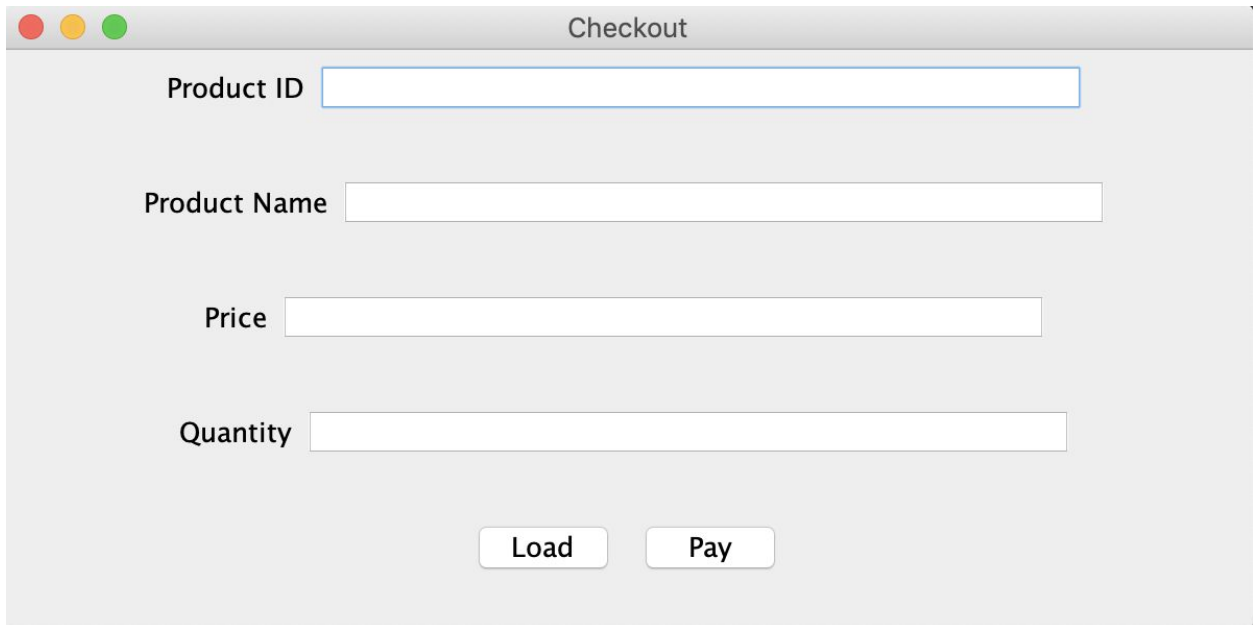
Use Case 3
Checkout Product

Step 1: Open Program

Step 2: Select Checkout, a new window will appear.

Step 3: Enter and Load Product Values (Equivalent to Use Case 2).

Checkout

Product ID   50

Product Name   [   ]

Price   [   ]

Quantity   [   ]

Load   Pay

Checkout

Product ID   50

Product Name   Nintendo Switch

Price   299.99

Quantity   7.0

Load   Pay

Step 4: Select Pay, a window displaying your total will appear.