Project 1: Factory Inventory Application

Project Description:

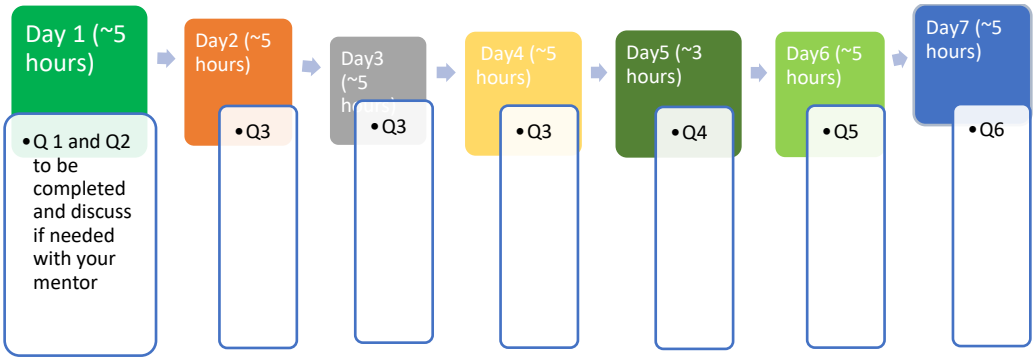
Note: Hand written documents not accepted. Should complete coding and the entire documentation in your laptops and showed when demanded. Hard copy to be submitted on 24th April 2017.

Caution:

Mark allocation will be based on your understanding and if found guilty of copying will have to pay a huge penalty in terms of marks or failure.

This Software is for a Company named XYZ. The aim of the software is to do inventory computations for the company. Find whether the company has got profit or loss. The profit or loss must be based on spending for the Employees salaries(N no of employees) with details taken from Employee Details (Employee ID, Employee salary) and of spending for products (product contains Product ID, product count, Product price)(M no: of products)purchased by the company for the period. It must also calculate the amount of the sales(sales count, salesproduct price).The inventory report must be generated regarding the total salary given to employees, total cost spend for purchasing products and also about the sales amount gained. Finally it must print whether the company has acquired profit or loss.

Your TimeLine



Part 1:

1. **Identify nouns and classes and make them BOLD. List the name of the classes, methods and variables**

S.No	Class Name	Method Name	Variable Name
1			
2			
……..			

2. **Draw the complete class Diagram with all the variables and methods including the constructors and Getters and Setters. Do indicate access specifiers, modifiers, static and constructions with accepted OOAD notations. Should explain in tabulation the justification for each of the OOAD concept used, the popular keywords (like has a, uses etc..) and the symbols. Note: Draw it manually using basic tools like paint etc..and verify it with UML tools as many UML tools miss detailing.**
3. **Write Java codes for the classes you identified with appropriate comments and coding standards and generate Javadoc of your project. Note: More the scores, more you utilize the concepts you studied from unit 1 to unit 5.**
4. **Develop a Database of your choice and link it to your application.**
5. **Repeat step 4 replacing database with Files.**
6. **Develop a GUI using swings for the application you developed.**

Part 2 (Optional):

Attempting this is Optional (Students who are explorative and good at time management, not recommended for moderate learner)

7. **Apply Unit Testing for your application**