Telecom Store Inventory

Software Systems Design and Implementation
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Project Overview

Telecom is short for telecommunications. The term refers to all of the devices that contribute to the transferring of data.

Activities employed in maintaining the optimum number or amount of each inventory item.

The objective of inventory management is to provide uninterrupted production, sales, and/or customer-service levels at the minimum cost.

Three distinct roles are defined for store inventory operations namely retailer, admin and inventory manager. Customers approach retailers to buy products. The retailer in turn places an order for the customer in the portal of the store inventory. Admin and inventory manager have responsibilities to manage inventory. The objective of inventory management* is to provide uninterrupted production, sales, and/or customer service levels at the minimum cost.

For promotion of products, inventory manager has come up with complementary packages. The manager issues complements* for retailer who places maximum order.

Project Process

1. Requirement gathering : We have analyzed the project and gathered enough requirements to build upon the project work .We have discussed this as a team and then came upon a decision

2. Design and Analysis : We have finalized on the design phase and finalized with MVC architecture as our project architecture

3. We have designed the database design and divided the tables in third normal form and have used MS ACCESS database

4. We have considered java as our language and designed the various packages which are needed for the system

5. After finalizing the design and analysis we worked on the implementation part .We have established the base UI design

6. We have used JSliders and rich UI features using JQuery .We have used Ajax calls for the flow.

7. The base architecture had been laid out we have used the jsps for the views and wrote servlets for the controller and we used bean for sending large data across the data objects, the controller and the view

8. We then worked on completing the flow of the entire process which completed our basic functionality as promised in the SPRINT 1

9. We then worked on the major functional aspects the threshold view which is present in the inventory module was worked upon in which we used JCharts to show the charts and devised an algorithm to display various products threshold level

10. We worked on the various validations in the project .Form validations have been implemented using jquery and javascript validations have been implemented.

Roles Played by Team Member:

In the process of telecom inventory management development there are various tasks that group performed. Whole group worked as a team and achieve the target.

1. Kanaparthi Tarun Santosh

   Worked on the development phase of the project as well as developed efficient look and feel using JsCharts

2. Vineeth Aravelli

   Worked on the Testing phase and helped in providing the various design decisions needed for the project implementations .Worked majorly on the reviews part

3. Dhilip Ramesh

   Worked in designing the database and helped in the connectivity with database aspects

4. Sunil Kumar More

   Worked on the user interface part and effectively contributed in the flow completion of each module

Challenges faced:

For the development of the Telecom store inventory we had the following challenges

1. We had to finalize on the UI part as it is one of the important aspects in the web development in the current scenario .So we had to enhance our knowledge with Jquery and work on these features

2. We had a problem finalizing the database to be considered initially we thought of using the oracle server and the MS SQL server however we had some issues and finally used MS access which had rather easy connectivity

3. We had to do a bit of research on the threshold view where we used Jscharts and had to display the various inventory under the threshold and over it

4. One of the major challenge that we faced was third party integration with respect to the cnet reviews we had thought of various ways in which we can implement this and finalized on the Jason RPC.