

Documentação em português

Projeto BusinessSysMan
Gerenciador de Empresas Livre

Organizadores
Patrocinadores

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Recondicionadora Nacional; Retífica Dobber

Brasil, MG - Belo Horizonte, 2017

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Resumo

Este projeto tem o intuito de facilitar a administração financeira e de funcionários de pequenas, médias e grande Empresas sem nenhum custo e com total liberdade de alteração e distribuição. Inicialmente baseada na framework multiplataformas e multiarquiteturas Qt, buscamos o máximo de acessibilidade e compatibilidade com a menor curva de aprendizado e adaptação para que a consulta aos dados seja um possibilidade a todos. Todos arquivos estão disponibilizados em um [repositório do GitHub](#) com cada etapa do processo de criação.

1 Metodologia

1.1 Organização e Planejamento do Projeto

O trabalho foi dividido em 3 fases:

1. a fase de planejamento;
2. a fase de produção e elaboração dos casos de teste;
3. a fase de conclusão.

1.1.1 Fase de Planejamento

Na fase de planejamento elaboramos diagramas que representariam a estrutura do programa, a lógica a ser implementada e ”rascunhos” de como seria a aparência das ”telas” do programa, além de estudarmos as ferramentas que melhor auxiliariam na solução do problema proposto.

1.1.2 Fase de produção e elaboração dos casos de teste

Esta fase é composta por 3 etapas:

1. Criação de testes unitários para garantir estabilidade e correspondência ao planejamento feito na fase anterior;
2. desenvolvimento do código garantindo o sucesso dos testes criados;
3. aperfeiçoamento do código buscando maior legibilidade e menor complexidade de processamento.

1.1.3 Fase de conclusão e distribuição

Nesta fase iremos rodar o programa em várias arquiteturas estudando seu comportamento e reparando onde forem encontrados problemas, logo em seguida iremos empacotar para as maiores distribuições linux.

1.2 Ferramentas utilizadas

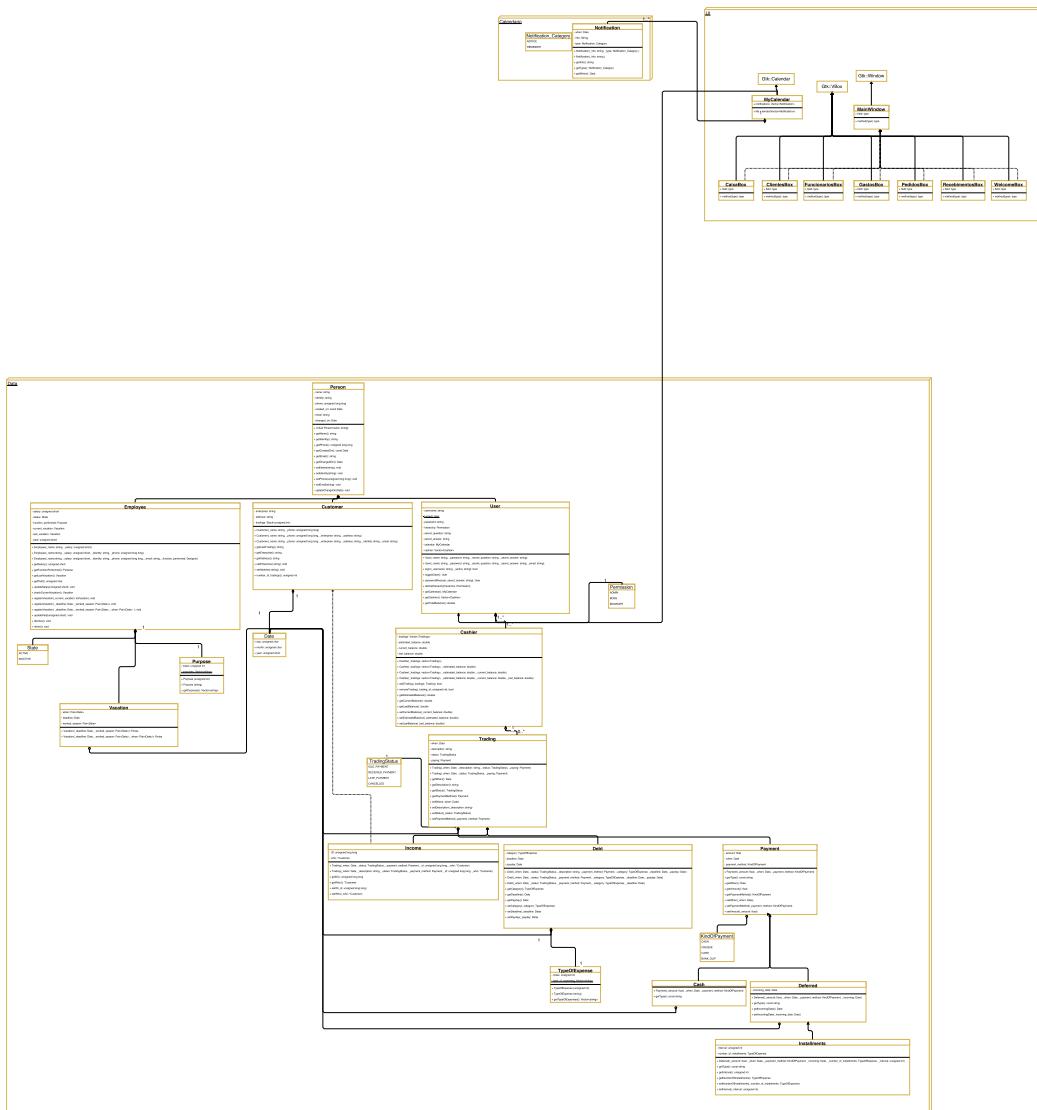
Durante a execução do projeto foi necessária a utilização de diversas ferramentas (listadas na tabela 1).

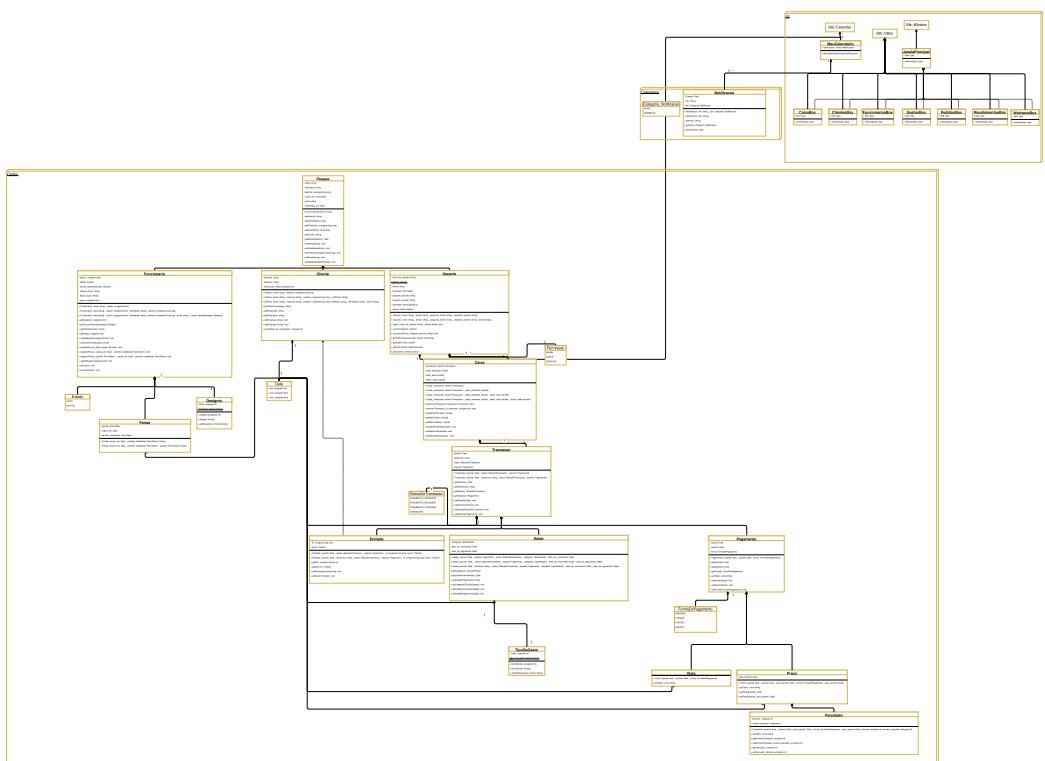
Nome	Function	Função
Tex-Studio	Writing Documentation	Escrever Documentação
GoogleTest	Unit-testing	Teste unitário
cmake	Cross-platform compiling	Compilação multiplataforma
draw.io	UML Designer	Desenhar UML
tablesgenerator.com	Generate LaTeX tables	Gerador de tabelas LaTeX
Github	Version-control	Controle de Versão
IRC	Chatting and code sharing	Contato e compartilhamento de código

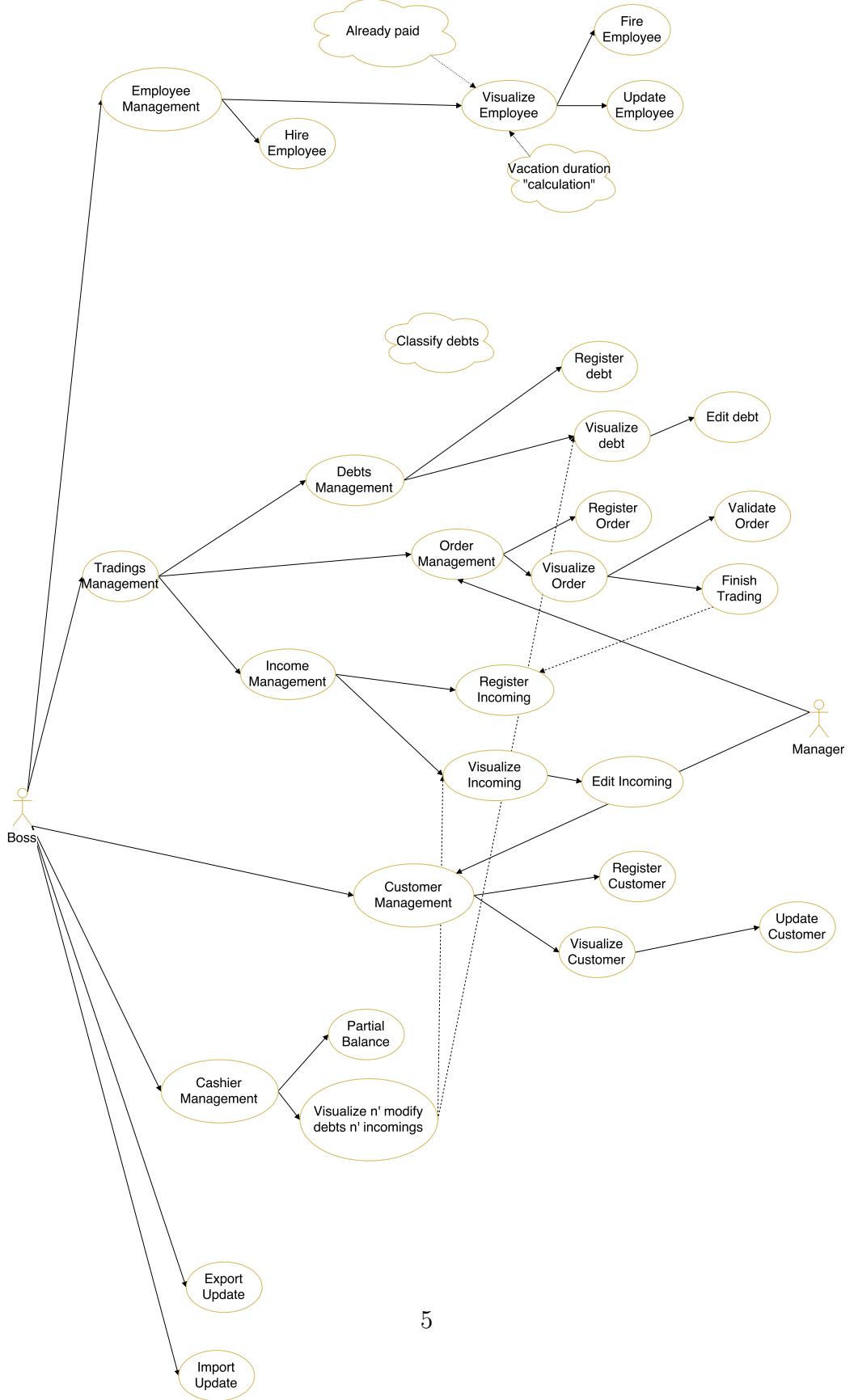
Tabela 1: Lista de Software e Ferramentas

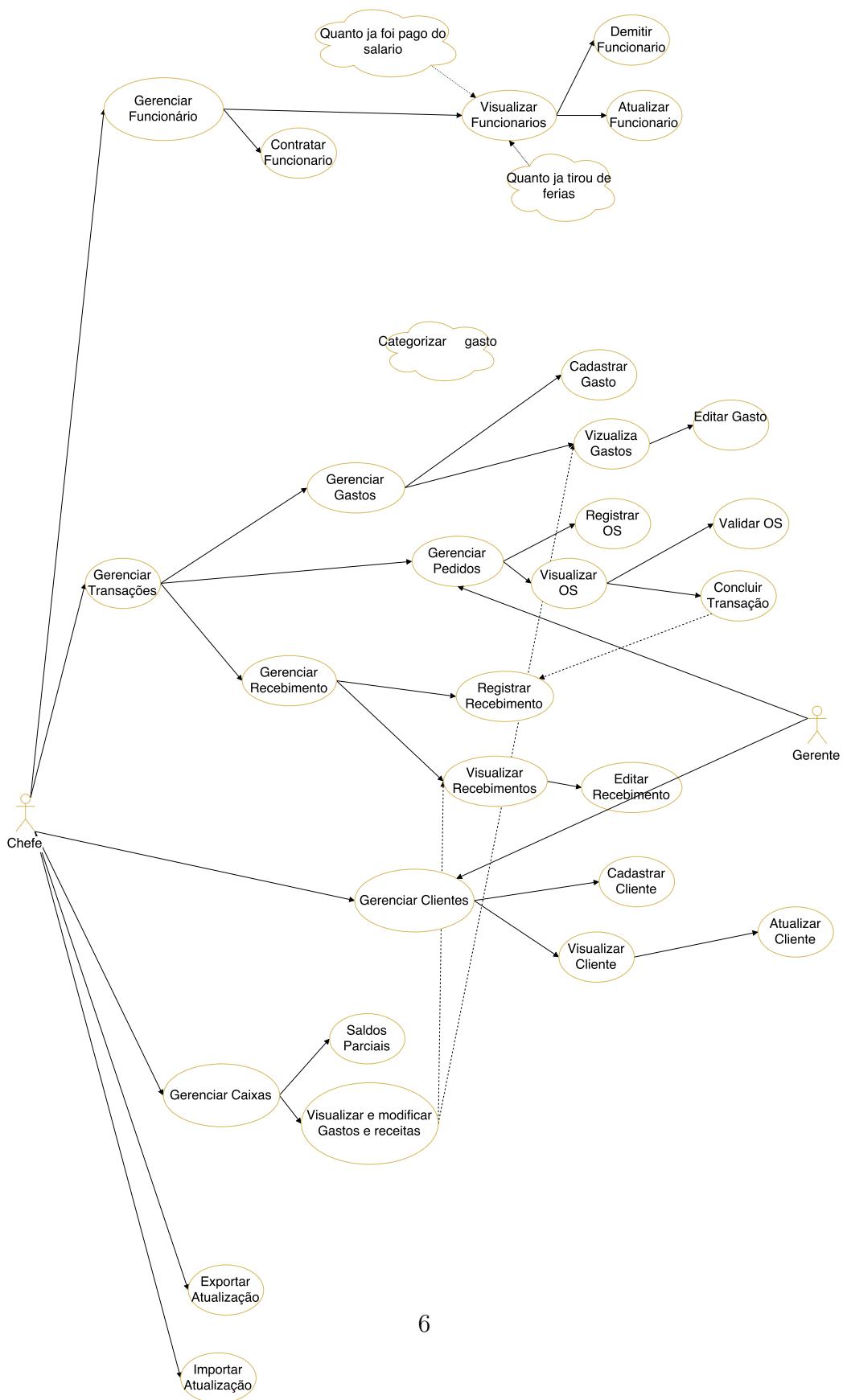
2 Diagramas, Licença e Códigos fontes utilizados

2.1 Diagramas









Cliente.png

quando for selecionado uma pesquisa sera utilizado
algoritmo de busca que possibilita a procura por
artigos parecidos

Visualizar Clientes																																															
Pesquisar Clientes																																															
<input type="text" value="caixa de pesquisa - nome, telefone, endereço, email, serviços"/>					<input type="button" value="Confirmar"/>																																										
<p>Visualizar Clientes</p> <table border="1"> <thead> <tr> <th>Nome</th> <th>Empresa</th> <th>Telefone</th> <th>Identidade</th> <th>Endereço</th> <th>Email</th> <th>Serviços Prestados</th> </tr> </thead> <tbody> <tr> <td>Víctor</td> <td>Prazer</td> <td>(31) 99950-0232</td> <td>123.123.123-00</td> <td>Rua Belaria, 23 - Oeste Prest., Belo Horizonte</td> <td>victorvh@gmail.com</td> <td>02, 03, 04</td> </tr> <tr> <td>Víctor</td> <td>Prazer</td> <td>(31) 99950-0232</td> <td>123.123.123-00</td> <td>Rua Belaria, 23 - Oeste Prest., Belo Horizonte</td> <td>victorvh@gmail.com</td> <td>02, 03, 04</td> </tr> <tr> <td>Víctor</td> <td>Prazer</td> <td>(31) 99950-0232</td> <td>123.123.123-00</td> <td>Rua Belaria, 23 - Oeste Prest., Belo Horizonte</td> <td>victorvh@gmail.com</td> <td>02, 03, 04</td> </tr> <tr> <td>Víctor</td> <td>Prazer</td> <td>(31) 99950-0232</td> <td>123.123.123-00</td> <td>Rua Belaria, 23 - Oeste Prest., Belo Horizonte</td> <td>victorvh@gmail.com</td> <td>02, 03, 04</td> </tr> <tr> <td>Víctor</td> <td>Prazer</td> <td>(31) 99950-0232</td> <td>123.123.123-00</td> <td>Rua Belaria, 23 - Oeste Prest., Belo Horizonte</td> <td>victorvh@gmail.com</td> <td>02, 03, 04</td> </tr> </tbody> </table> <p><input type="button" value="Cadastrar Cliente"/></p>						Nome	Empresa	Telefone	Identidade	Endereço	Email	Serviços Prestados	Víctor	Prazer	(31) 99950-0232	123.123.123-00	Rua Belaria, 23 - Oeste Prest., Belo Horizonte	victorvh@gmail.com	02, 03, 04	Víctor	Prazer	(31) 99950-0232	123.123.123-00	Rua Belaria, 23 - Oeste Prest., Belo Horizonte	victorvh@gmail.com	02, 03, 04	Víctor	Prazer	(31) 99950-0232	123.123.123-00	Rua Belaria, 23 - Oeste Prest., Belo Horizonte	victorvh@gmail.com	02, 03, 04	Víctor	Prazer	(31) 99950-0232	123.123.123-00	Rua Belaria, 23 - Oeste Prest., Belo Horizonte	victorvh@gmail.com	02, 03, 04	Víctor	Prazer	(31) 99950-0232	123.123.123-00	Rua Belaria, 23 - Oeste Prest., Belo Horizonte	victorvh@gmail.com	02, 03, 04
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Obs: Sera possível ordenar os clientes por cada item da lista

Obs: Todas as datas serão inseridas através de um calendário

Exibirá o cliente anônimo

Observações:

1. Só sera possível deletar cliente clicando no campo do cliente e editando suas informações;
2. Será necessário sempre que um cliente existente;
3. Será necessário sempre que um cliente existente;
4. Só sera possível deletar cliente para cadastrar cliente o nome, telefone e endereço;

Cadastrar Cliente					
Cadastrar Cliente					
Nome:	<input type="text"/>	Empres:	<input type="text"/>	Telefone:	<input type="text"/>
Identidade:	<input type="text"/>	Endereço:	<input type="text"/>	Cidade:	<input type="text"/>
Email:	<input type="text"/>	<input type="button" value="Cancelar"/> <input type="button" value="Confirmar"/>			

Funcionario.png

Clicando sera possivel editar informações do funcionário
- obs: será redirecionado para a mesma tela de contratar funcionários,
informando já essa com os dados amigos ja preenchidos

Visualizar Funcionários																																																																				
Pesquisar Funcionários																																																																				
<input type="text" value="caixa de pesquisa - nome, telefone, endereço, email, serviços"/>					<input type="button" value="Pesquisar"/>																																																															
<p>Lista de Funcionários</p> <table border="1"> <thead> <tr> <th>Pagamento</th> <th>Funcionário</th> <th>Identidade</th> <th>Telefone</th> <th>Email</th> <th>Função</th> <th>Salário</th> <th>Data de Contratação</th> <th>Data das Últimas Férias</th> </tr> </thead> <tbody> <tr> <td>■■■■■</td> <td>Víctor</td> <td>123.123.123-12</td> <td>(31) 93245-4321</td> <td>victorvh@gmail.com</td> <td>Técnico</td> <td>R\$=0.000,00</td> <td>16/04/1997</td> <td>16/04/1997</td> </tr> <tr> <td>■■■■■</td> <td>Víctor</td> <td>123.123.123-12</td> <td>(31) 93245-4321</td> <td>victorvh@gmail.com</td> <td>Técnico</td> <td>R\$=0.000,00</td> <td>16/04/1997</td> <td>16/04/1997</td> </tr> <tr> <td>■■■■■</td> <td>Víctor</td> <td>123.123.123-12</td> <td>(31) 93245-4321</td> <td>victorvh@gmail.com</td> <td>Técnico</td> <td>R\$=0.000,00</td> <td>16/04/1997</td> <td>16/04/1997</td> </tr> <tr> <td>■■■■■</td> <td>Víctor</td> <td>123.123.123-12</td> <td>(31) 93245-4321</td> <td>victorvh@gmail.com</td> <td>Técnico</td> <td>R\$=0.000,00</td> <td>16/04/1997</td> <td>16/04/1997</td> </tr> <tr> <td>■■■■■</td> <td>Víctor</td> <td>123.123.123-12</td> <td>(31) 93245-4321</td> <td>victorvh@gmail.com</td> <td>Técnico</td> <td>R\$=0.000,00</td> <td>16/04/1997</td> <td>16/04/1997</td> </tr> <tr> <td>■■■■■</td> <td>Víctor</td> <td>123.123.123-12</td> <td>(31) 93245-4321</td> <td>victorvh@gmail.com</td> <td>Técnico</td> <td>R\$=0.000,00</td> <td>16/04/1997</td> <td>16/04/1997</td> </tr> </tbody> </table> <p><input type="button" value="Adicionar Férias"/> <input type="button" value="Deletar Funcionário"/> <input type="button" value="Cadastrar Funcionário"/></p>						Pagamento	Funcionário	Identidade	Telefone	Email	Função	Salário	Data de Contratação	Data das Últimas Férias	■■■■■	Víctor	123.123.123-12	(31) 93245-4321	victorvh@gmail.com	Técnico	R\$=0.000,00	16/04/1997	16/04/1997	■■■■■	Víctor	123.123.123-12	(31) 93245-4321	victorvh@gmail.com	Técnico	R\$=0.000,00	16/04/1997	16/04/1997	■■■■■	Víctor	123.123.123-12	(31) 93245-4321	victorvh@gmail.com	Técnico	R\$=0.000,00	16/04/1997	16/04/1997	■■■■■	Víctor	123.123.123-12	(31) 93245-4321	victorvh@gmail.com	Técnico	R\$=0.000,00	16/04/1997	16/04/1997	■■■■■	Víctor	123.123.123-12	(31) 93245-4321	victorvh@gmail.com	Técnico	R\$=0.000,00	16/04/1997	16/04/1997	■■■■■	Víctor	123.123.123-12	(31) 93245-4321	victorvh@gmail.com	Técnico	R\$=0.000,00	16/04/1997	16/04/1997
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Os botões irão aparecer apenas quando um funcionário for selecionado

Obs: Sera possível apontar para este
aparecerá uma informaçao de percentagem

Obs: Sera possível ordenar os funcionários por cada item da lista

Obs: Todas as datas serão inseridas através de um calendário

Contratar Funcionário					
Contratar Funcionário					
Nome:	<input type="text"/>	Identidade:	<input type="text"/>	Telefone:	<input type="text"/>
Email:	<input type="text"/>	Função:	<input type="text"/>	Salário:	<input type="text"/>
Data de Contratação:	<input type="text"/>	<input type="button" value="Cancelar"/> <input type="button" value="Confirmar"/>			

Tela disponivel apenas para editar funcionários

Adicionar Férias					
Adicionar Férias					
Data de Início:	<input type="text"/>	Data de Fim:	<input type="text"/>	<input type="button" value="Cancelar"/> <input type="button" value="Confirmar"/>	

Tela disponivel apenas para editar funcionários

Gastos.png

Obs: Para confirmar o pagamento sera necessário inserir data de pagamento

Obrigado sera possível cadastrar informações de gastos.

Obs: Sera redirecionado para a mesma tela de Cadastrar gastos, entretanto já esta com os dados antigos já preenchidos.

Pedidos.png

Terá uma "botão" que permitirá cadastrar novos pedidos

Filtros de Pedidos

Pedidos pendentes Pedidos recebidos Pedidos atendidos Pedidos cancelados Todos os pedidos

Status do Pedido	Cliente	Data de Entrada	Nº OS	Preço	Descrição do Serviço
Pendente	Victor	27/09/2017	09	R\$230,00	Refinhar cabeçote da modelo ADGE-234
Pendente	Victor	27/09/2017	09	R\$230,00	Refinhar cabeçote da modelo ADGE-234
Pendente	Victor	27/09/2017	09	R\$230,00	Refinhar cabeçote da modelo ADGE-234
Pendente	Victor	27/09/2017	09	R\$230,00	Refinhar cabeçote da modelo ADGE-234
Pendente	Victor	27/09/2017	09	R\$230,00	Refinhar cabeçote da modelo ADGE-234
Pendente	Victor	27/09/2017	09	R\$230,00	Refinhar cabeçote da modelo ADGE-234

Modificar Status do Pedido | Cadastrar Pedido

Adicionar Pedido

Cliente: Victor | Confirmar Contato

Nº da OS: | Confirmar Cadastro

Preço Estipulado: | Confirmar cadastro do pedido

Descrição: | Confirmar | Cancelar

Modificar Status de Pedido

Descrição do Pedido: Cliente: Victor | Data de Entrada: 27/09/2017 | Nº da OS: 09 | Preço Estipulado: R\$230,00 | Descrição do Serviço: Refinhar cabeçote da modelo ADGE-234

Status:

- Pendente
- Recebido
- Atendido
- Cancelado

Confirmar Status | Confirmar novo status | Confirmar recebimento do pedido

Confirmar | Cancelar

2.2 Licença

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Version 3, 29 June 2007

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<one line to give the program's name and a brief idea of what it does.>

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<program> Copyright (C) <year> <name of author>

```
This program comes with ABSOLUTELY NO WARRANTY; for details type 'show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type 'show c' for details.
```

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2.3 Códigos Fontes incorporados ao programa

Por Enquanto Nenhum...

3 Tutoriais e FAQ

3.1 Como contribuir para o projeto?

A contribuição pode ser feita de diferentes formas:

1. Utilizando e reportando bugs ou dando ótimas idéias de *features* que podem ser incorporadas ao projeto;
2. Contribuindo informalmente: caso você já possui algum código a ser incorporado ao projeto não perca seu tempo com formalidades, envie um pull request e um de nossos contribuidores irá estudá-lo e aceitá-lo caso realmente nos atenda;
3. Contribuindo formalmente: você também pode se tornar um de nossos contribuidores formais! Basta entrar em contato com um dos organizadores (Primary157, MessiahG), para mais informações de como contactar-nos vá até a seção "Como contactar os organizadores?"

3.2 Como contactar os organizadores?

A seguir uma lista de contatos que criamos exclusivamente para o público deste projeto:

1. Facebook:
2. Email:
3. IRC:
4. Twitter:

Se não foi atendido como esperava ou não recebeu atendimento algum, também disponibilizamos aqui uma lista de meios para entrar em contato com cada um de nós individualmente:

3.2.1 MessiahG

1. Email: fadoa.glauss@gmail.com
2. IRC:
3. Whatsapp:
4. Github:

3.2.2 Primary157

1. Email: victorgvbh@gmail.com
2. IRC:
3. Whatsapp:
4. Github:
5. Twitter:

3.3 Qual expectativa da data de conclusão?

Está cedo demais para pensarmos numa conclusão, além do mais que mesmo quando atingirmos as metas elaboradas no início do projeto ainda estaremos ativos elaborando cada vez mais metas para atendermos cada vez mais ao público empresarial.

3.4 Como instalar esse software?

Infelizmente não possuímos uma versão utilizável do programa. Mas não desanime! Manteremos você atualizado com o que acontece no projeto por meio das redes sociais Twitter e Facebook!

3.5 Como utilizar esse software?

Assim que ele obter uma versão utilizável é aqui que se encontrará o manual para o usuário final!

3.6 Como adotar esse software em minha empresa? Existe algum tipo de suporte?

Infelizmente não podemos te dizer se chegaremos a oferecer suporte algum dia. Mas se esse dia chegar lhe informaremos por meio das redes sociais!

3.7 Já baixei e utilizei, mas encontrei problemas ou coisas que poderiam ser adicionadas. Como entro em contato?

Vide subseção Como contribuir para o projeto? a algumas linhas acima!

3.8 Qual a vantagem de utilizar esse software?

Você estará contribuindo para uma comunidade de desenvolvedores que buscam tornar mais acessível a implementação de tecnologia na gestão de empresas. Além de estar economizando, por esse ser um software completamente gratuito.

3.9 Por que C++, Qt e SQLite?

Nossa equipe busca os melhores resultados possíveis, mesmo que o custo em tempo e desenvolvimento sejam maiores. Por esse motivo escolhemos a linguagem C++ que é uma linguagem de alto nível compilável que da muito poder ao desenvolvedor.

Como buscamos a acessibilidade não há nada mais interessante do que ser capaz de rodar o programa em qualquer arquitetura ou sistema operacional. Para isso optamos pela framework Qt que oferece as características citadas com a garantia de ter a mesma aparência e funcionalidades em todos os sistemas, essa framework possui sua versão com licença completamente livre e promete entregar uma interface responsiva e muito agradável aos olhos.

4 Referência

5 Agradecimentos

Obrigado a todos, que nos apoiaram no momento de criação e elaboração deste projeto, sem o apoio de vocês provavelmente esse projeto estaria agora se preparando para um descanso eterno em uma de nossas gavetas.

Ah e para aqueles que entrarem depois no projeto não pense que esquecemos de vocês, então se seu nome não se encontra na lista abaixo a culpa é exclusivamente sua, então trate logo de fazer um pull request adicionando-o.

Desenvolvido por: Amaury, ZecaTapado, FadoaGlauss, Primary157, Astopho, Ramon, Daniel, Gabriel, Indiano, Lucas, Pedro, Zenon...