HANOI UNIVERSITY OF SCIENCE AND TECHNOLOGY

School of Information and Communication Technology

Software Design Description

Version: final

eStoreManager

Course: ITSS Software Development

Group 1

Nguyễn Việt Anh

Nguyễn Sỹ An

Theo Mercurio

Hanoi, December 10th, 2018

Index

1 Introduction

1.1 Objective

This document presents the detailed description for eStoreManager – a store management system user group and their usable function at run time. This document also describes the objectives and features of the system, interfaces and constraints of the system in response to external action.

This document is for stakeholders and related software developers.

We are trying to implement a desktop application, which:

+ Have multiple language. Firstly we support English and French.

+ Have clean structure for ease in development and maintain.

+ *Have a good UI design using EJS Templating*.

1.2 Scope

In reality, any software needs to have the function of managing users or group of users, and dynamically granting permissions for usage of certain functions in the system.

This software will be built as a management tool for a small store, with only 1 branch.

The software's goal includes creating following components:

- Interface to make bills and sell products.
- Interface to manage suppliers, import products.
- Interface to manage employees.
- Interface to manage customer list.
- Interface to manage store finance.

Each function may be utilised by many roles of users in: Admin, cashier, warehouse manager.

1.3 Glossary

*- **Admin:** administrator in this software often is the store owner. This user can interact with the system in full permission.*

*- **Cashier:** This user is a role of shop keeper: make bills and sell products. Cashier also can have access to history of bills, remove a bill in the past (to modify some information in the bill).*

*- **Warehouse:** is a place where goods may be stored before their export or distribution for sale.*

***- Warehouse manager:** is a user who can manage suppliers, add import bills and be responsible to manage goods in warehouse.*

*- **Supplier:** a vendor who provide product for the store at whole sale price. The store imports goods there to sell to to their customers.*

1.4 References

An online store management system: Kiot Viet: https://kiotviet.vn

2 Architecture Design

2.1 Software Architecture

2.1.1 Main design

For this project, we use passive Model-View-Controller (MVC) as our architecture pattern for server-side and multi-tier architecture for desktop application(See detail in 2.1.2 and 2.1.3).

In passive MVC on the server, the model is inactive. It is not in action. It does not notify View when it is changes by Controller. The notification task is done by Controller. That's the major difference to the classic MVC.

* View: View represents the user interface. The data it shows, gets form Model Component. View gets updated notification from Controller when it updates the Model.

* Controller: Controller acts as intermediate between View and Model. When user fires an event, then View receives it and handover the control to Controller. Then Controller updates the Model and notifies View about update.

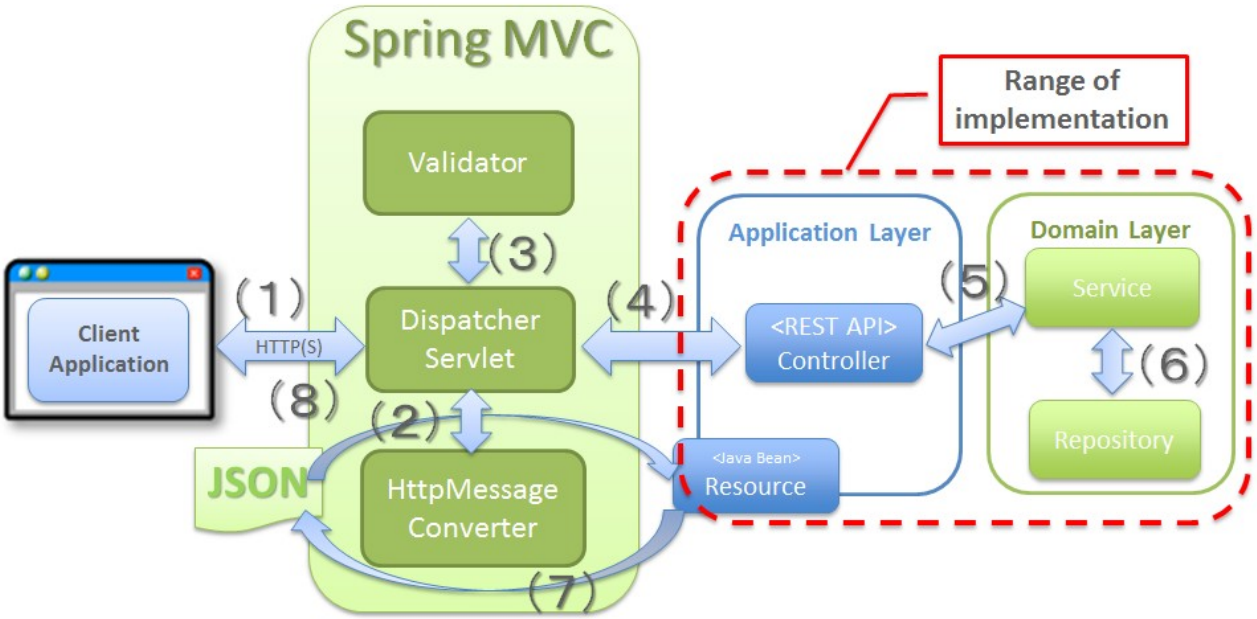
* Model: Model contains data for the Application.

In the multi-tier architecture used in desktop application we design the application with multiple layers with 3 main groups: Controllers, Views and Services.

For communicating between cliend-side and server-side, we build a RESTful Web Service.

2.1.2 Server side

When RESTful Web Service is developed using Spring MVC, the application is configured as given below. Among these, implementation is necessary for the portion marked with red frame



(1) : Spring MVC receives a request from client and determines the REST API (handler method of Controller) to be called.

(2): Spring MVC converts the JSON format message specified in request BODY to Resource object by using HttpMessageConverter.

(3): Spring MVC performs input validation for the value stored in Resource object using Validator.

(4): Spring MVC calls REST API.

Here, the Resource that has been converted from JSON and for which input validation is carried out, is delivered to REST API.

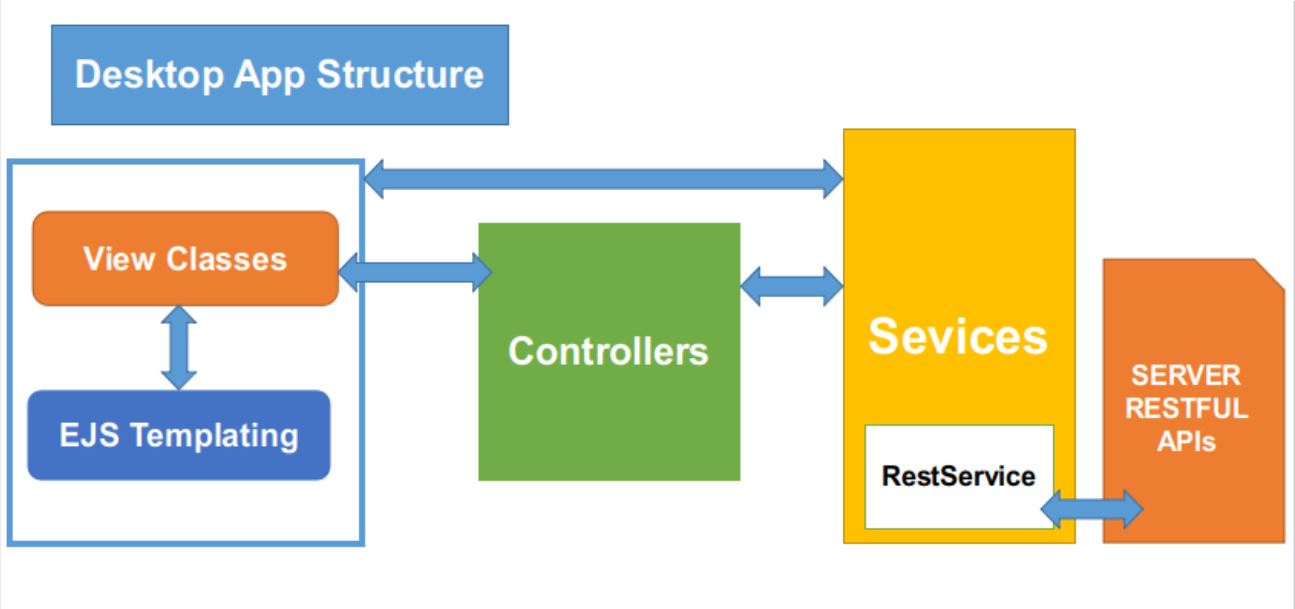
(5): REST API calls Service method and performs the process for DomainObject such as Entity etc.

(6): Service method calls the Repository method and performs CRUD process for the DomainObject such as Entity etc.

(7): Spring MVC converts the Resource object returned from REST API to JSON format message, by using HttpMessageConverter.

(8): Spring MVC sets JSON format message in response BODY and responds to client.

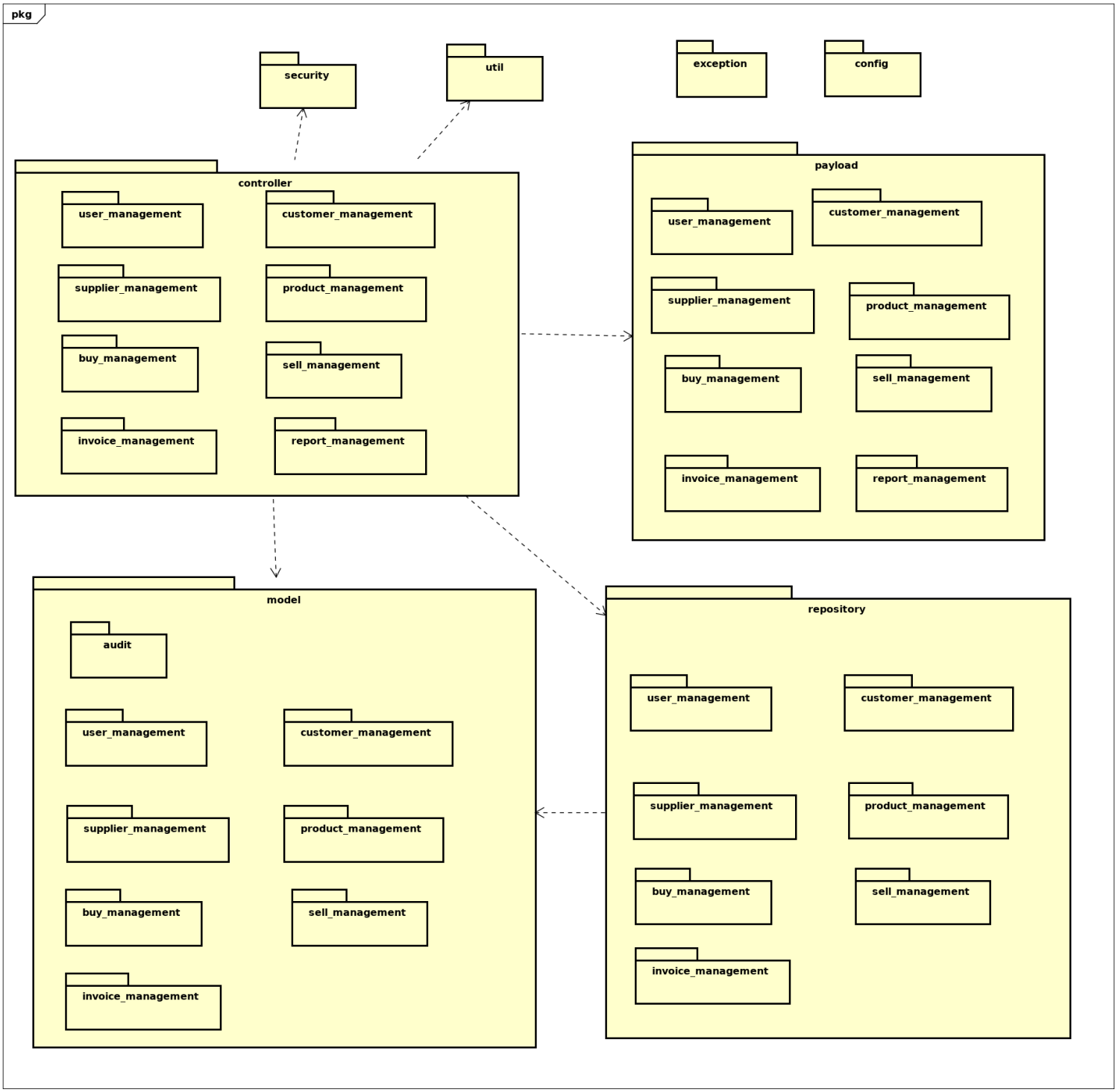
2.1.3 Client side



In the client side desktop application, we divide the architecture into 3 main groups: Views (View classes and EJS Templating), Controllers and Services. These components communicate with others like in the figure.

2.2 Overall Design

2.2.1 Overall Design Server-side



SERVER OVERALL PACKAGE DESIGN UML

There are four main packages:

+ Controller: Take request and calls the appropriate method, set up the model data based on the business logic and returns result.

+ Payload: Create objects hold data that are received and send via HTTP between client-side and server-side.

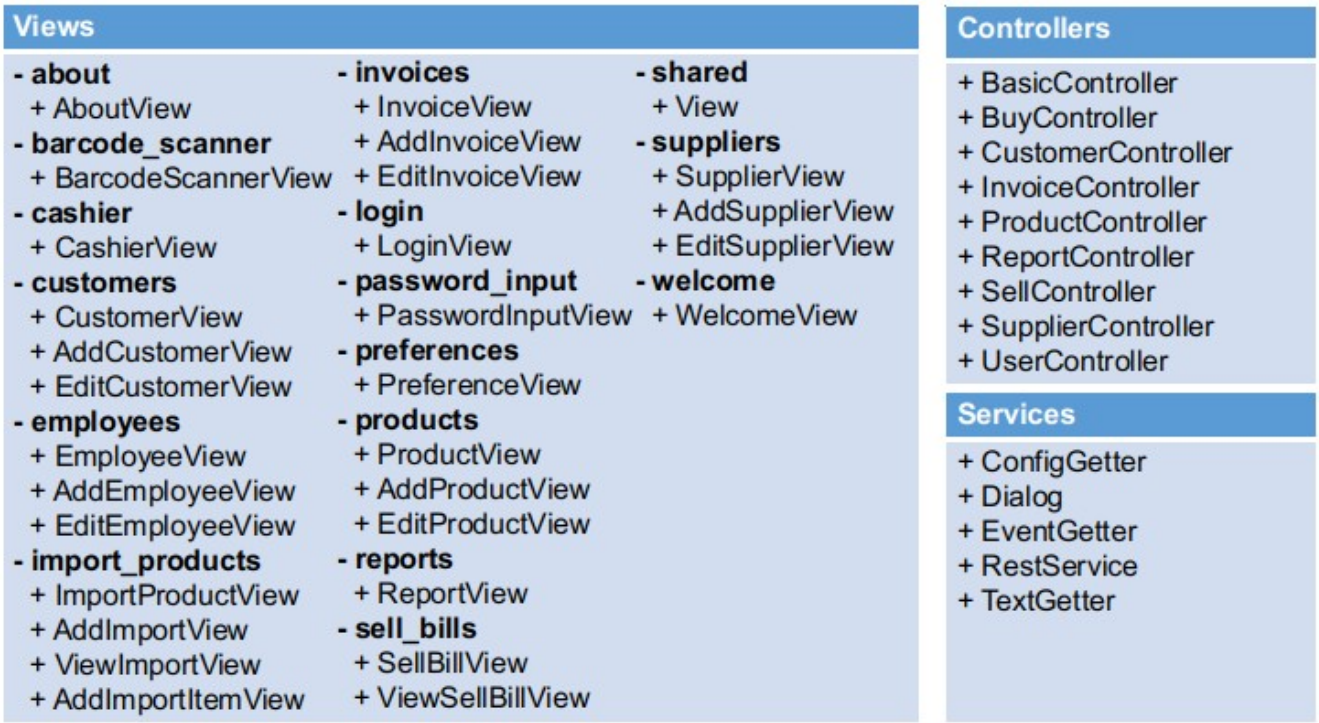
+ Model: Domain of specific data. Model objects retrieve and store model state.

+ Repository: Implement data access layer, it is close to DAO pattern where DAO classes are responsible or providing CRUD operations on database tables.

In each main package, we divide into many sub-package or sub-module based on its function:

+ User management
+ Customer management
+ Product management
+ Bill management
+ Invoice management

2.2.2 Overall Design Client-side



CLIENT OVERALL PACKAGE DESIGN UML

- In the **Views** package, we have 16 subpackages, each package contains at least 1 view.
- **shared/View** is the class of a common view. Other views extend this View and add more logic handlers.
- In the **Controllers** package, we have some **Controllers** controlling the logic of the whole application and communicate with server via **Services/RestService.**
- In the **Services** package we have:

+ **ConfigGetter** to save and provide some global configuration.

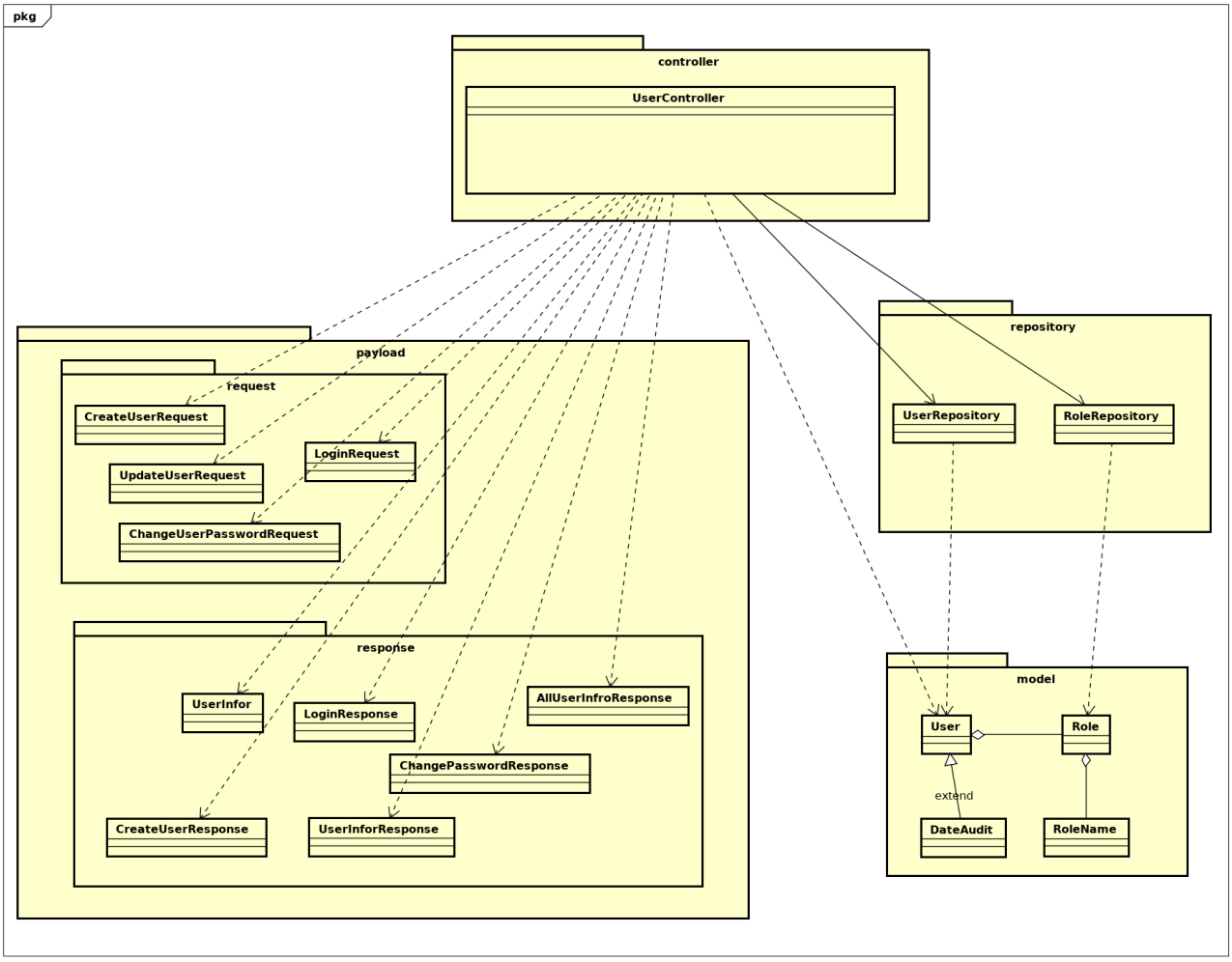
+ **Dialog**: provide Dialog UI service

+ **EventGetter**: provide the event by the event ID. Because this application is mainly based on events, this service plays an important role.

+ **RestService:** provide service to communicate with the server.

+ **TextGetter:** Provide the language service. This application uses this class to implement multiple language.

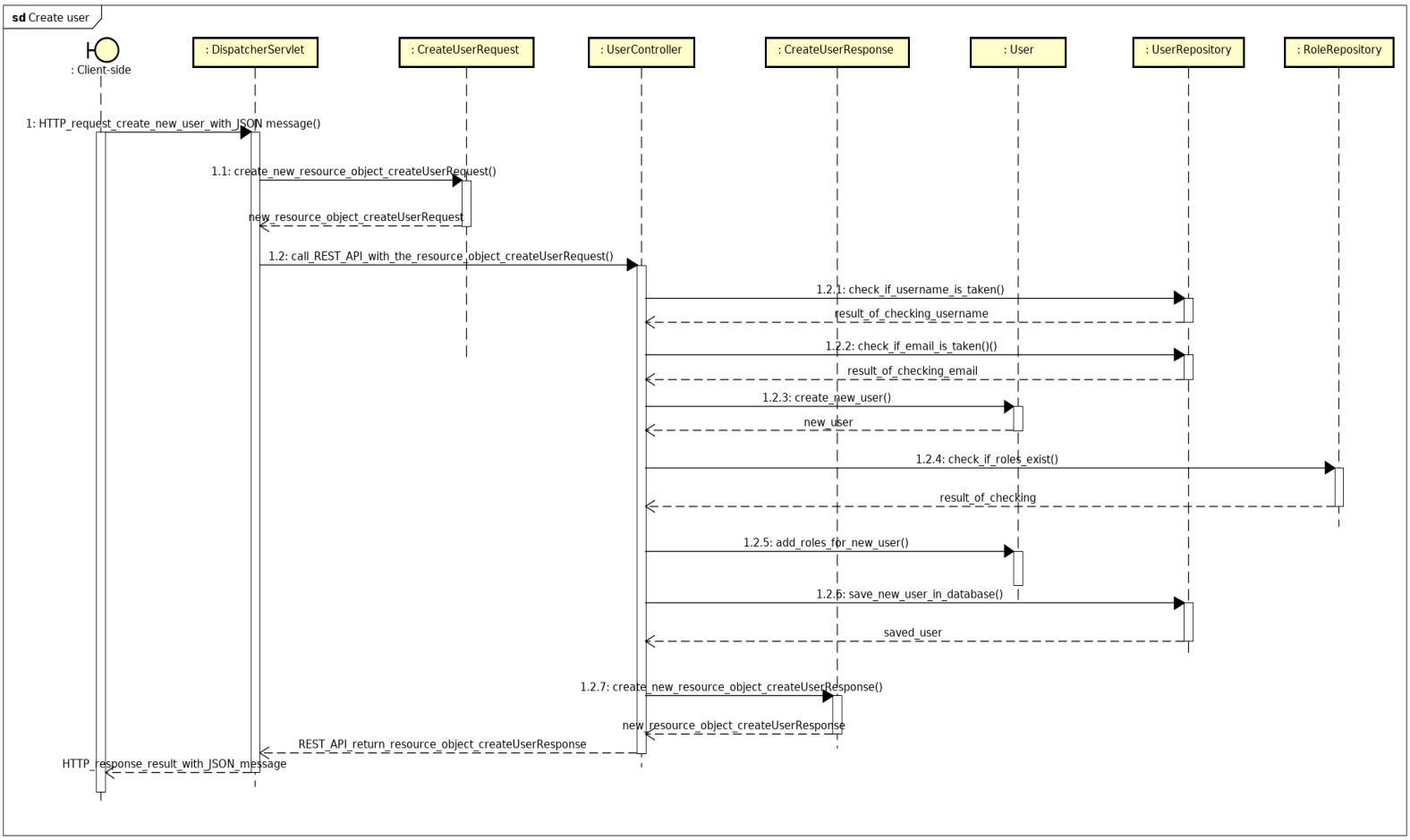
2.3 Package Detail Design



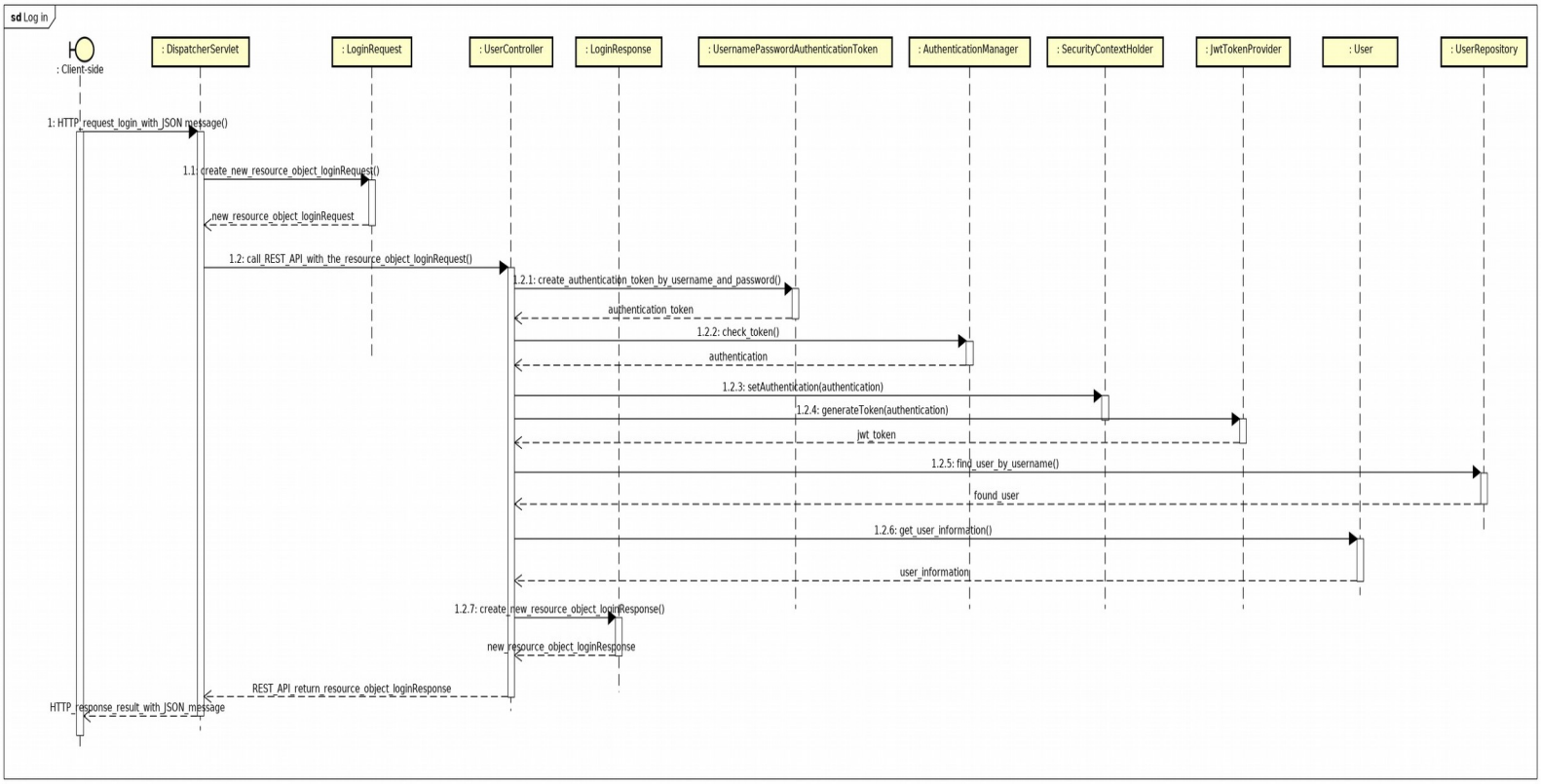
USER MANAGER PACKAGE DESIGN UML

2.4 Interaction Diagram - SERVER

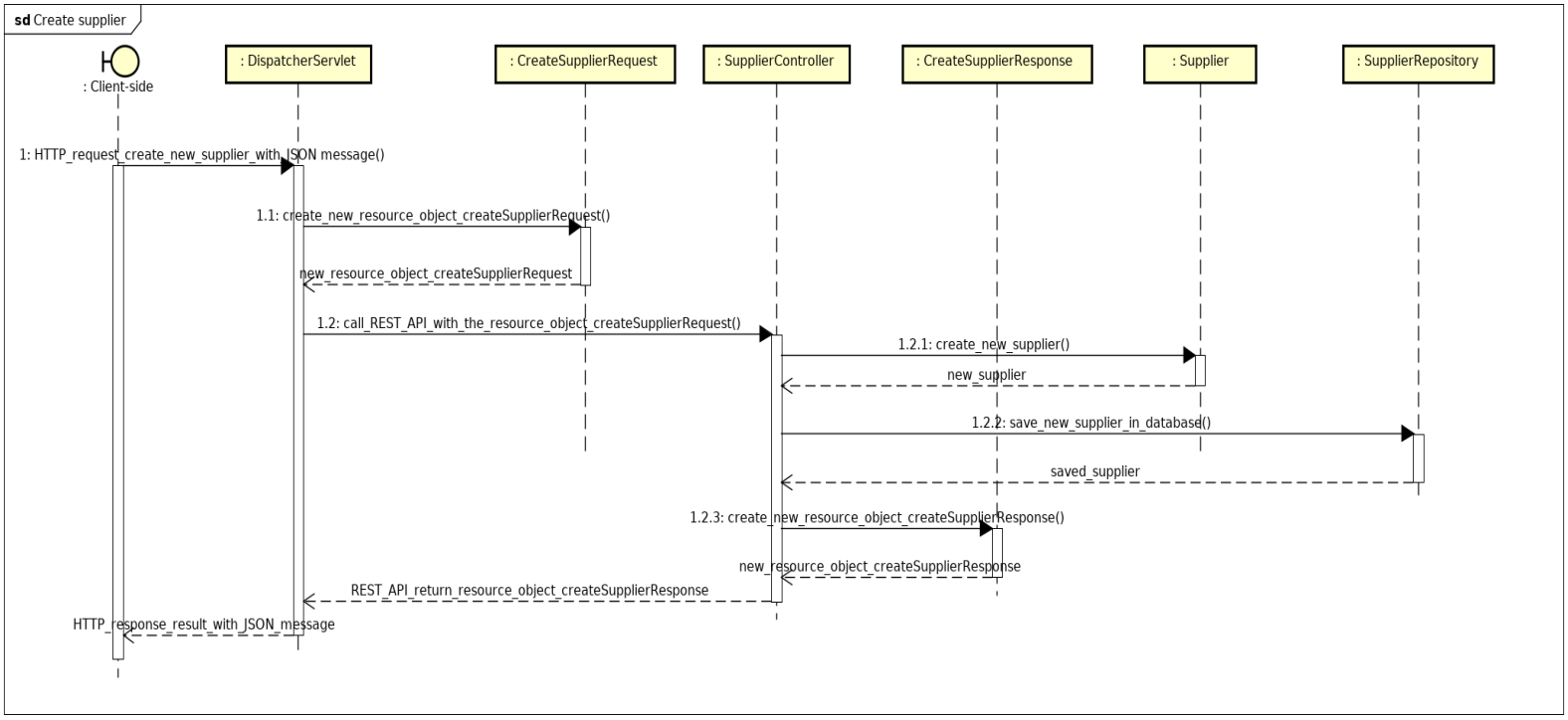
2.4.1 Interaction diagram – Create User – Sever side



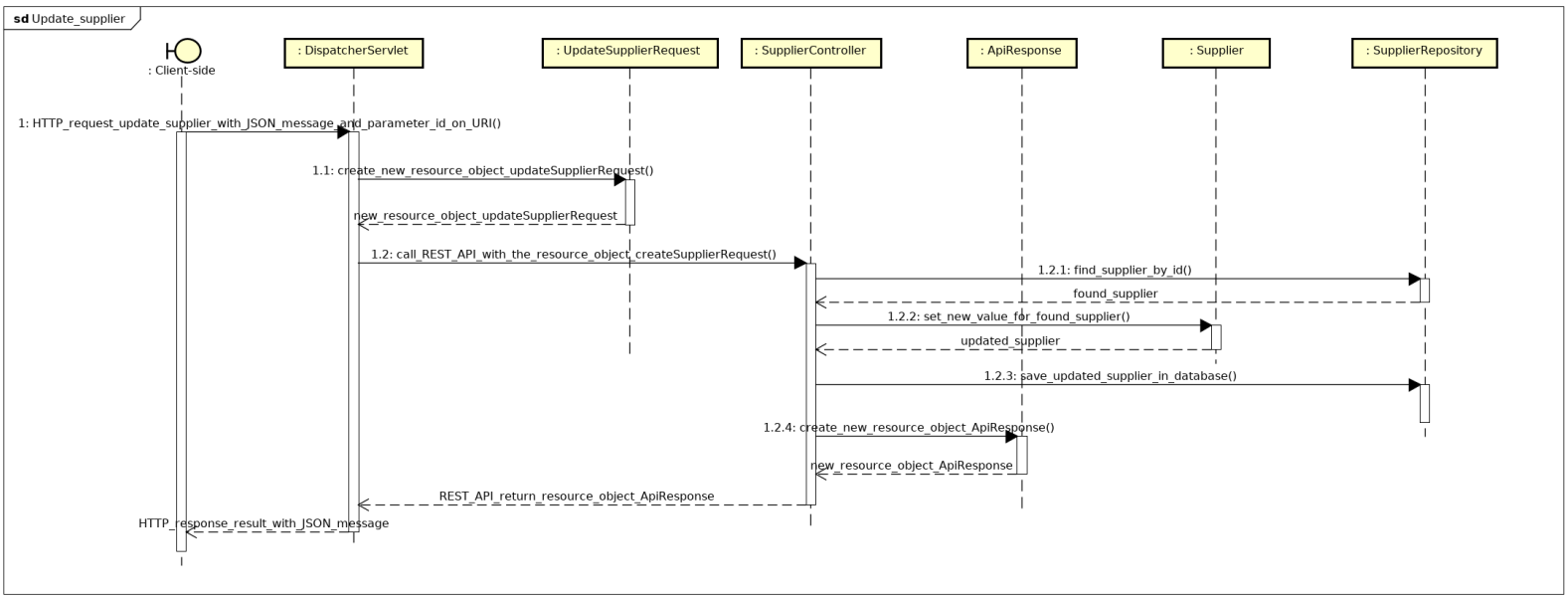
2.4.2 Interaction diagram – Login – Server side



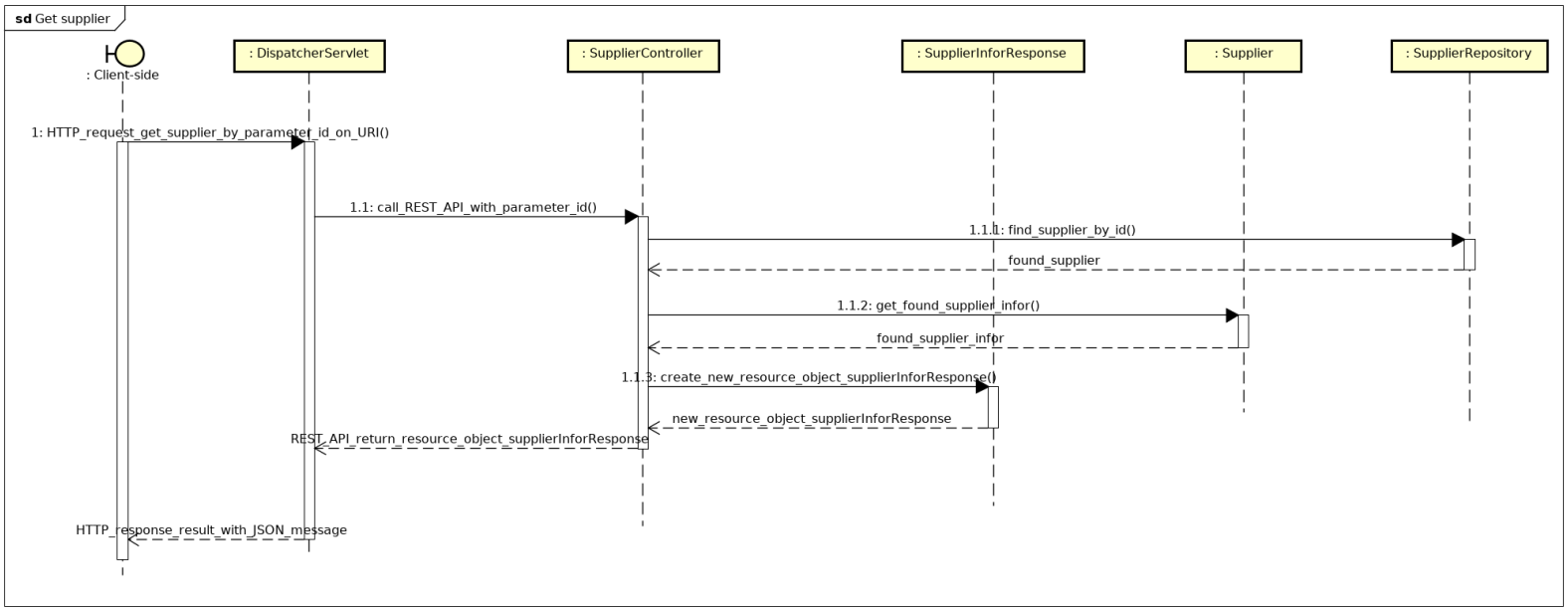
2.4.3 Interaction diagram – Create supplier – Server side



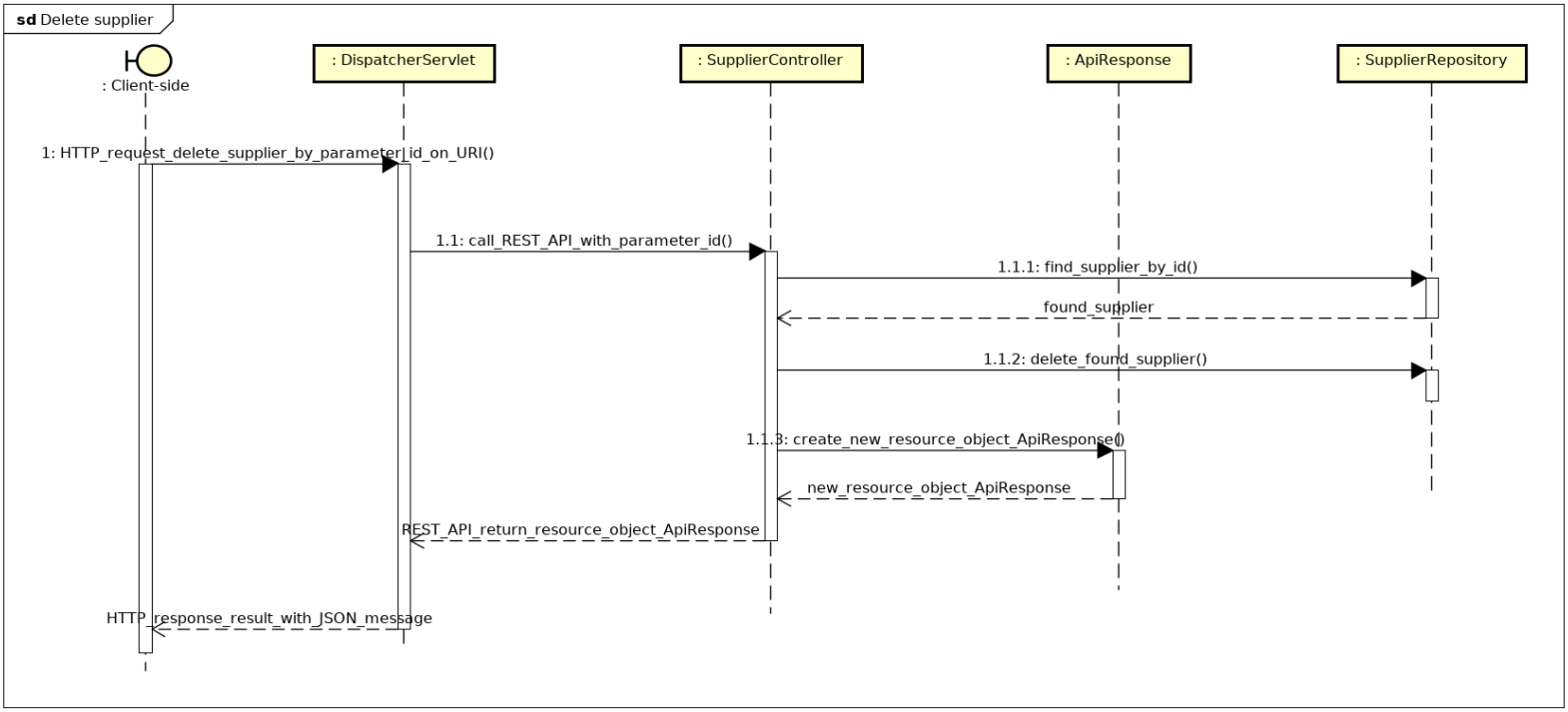
2.4.4 Interaction diagram – Update supplier – Server side



2.4.5 Interaction diagram – Get supplier – Server side

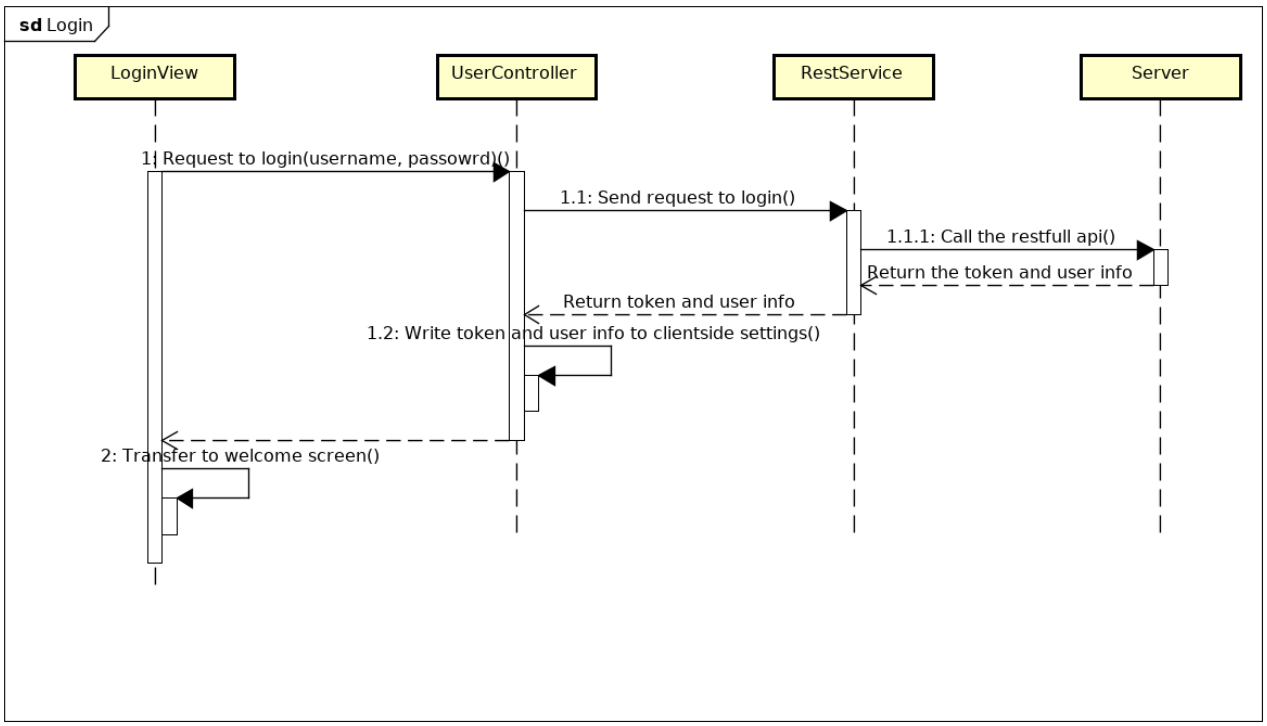


2.4.6 Interaction diagram – Delete supplier – Server side



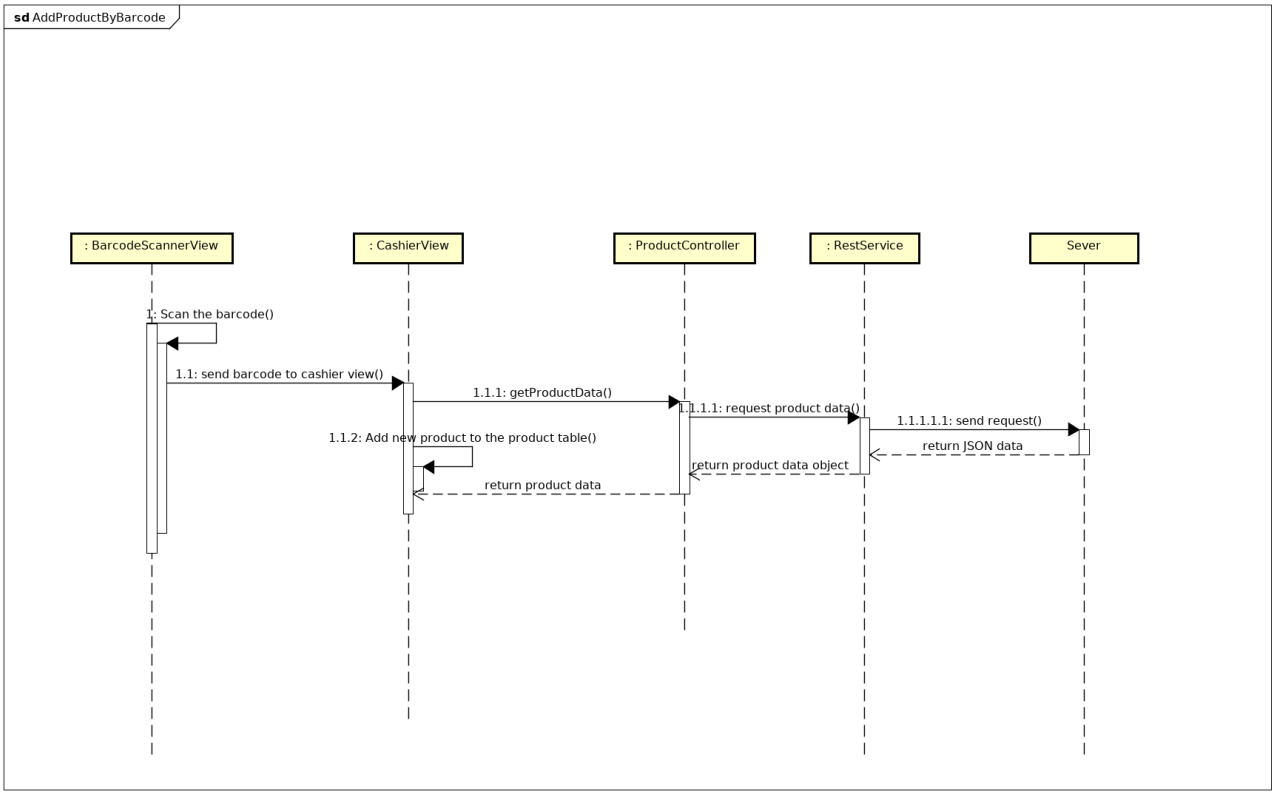
2.5 Interaction Diagram – DESKTOP APPLICATION

***** LOGIN**

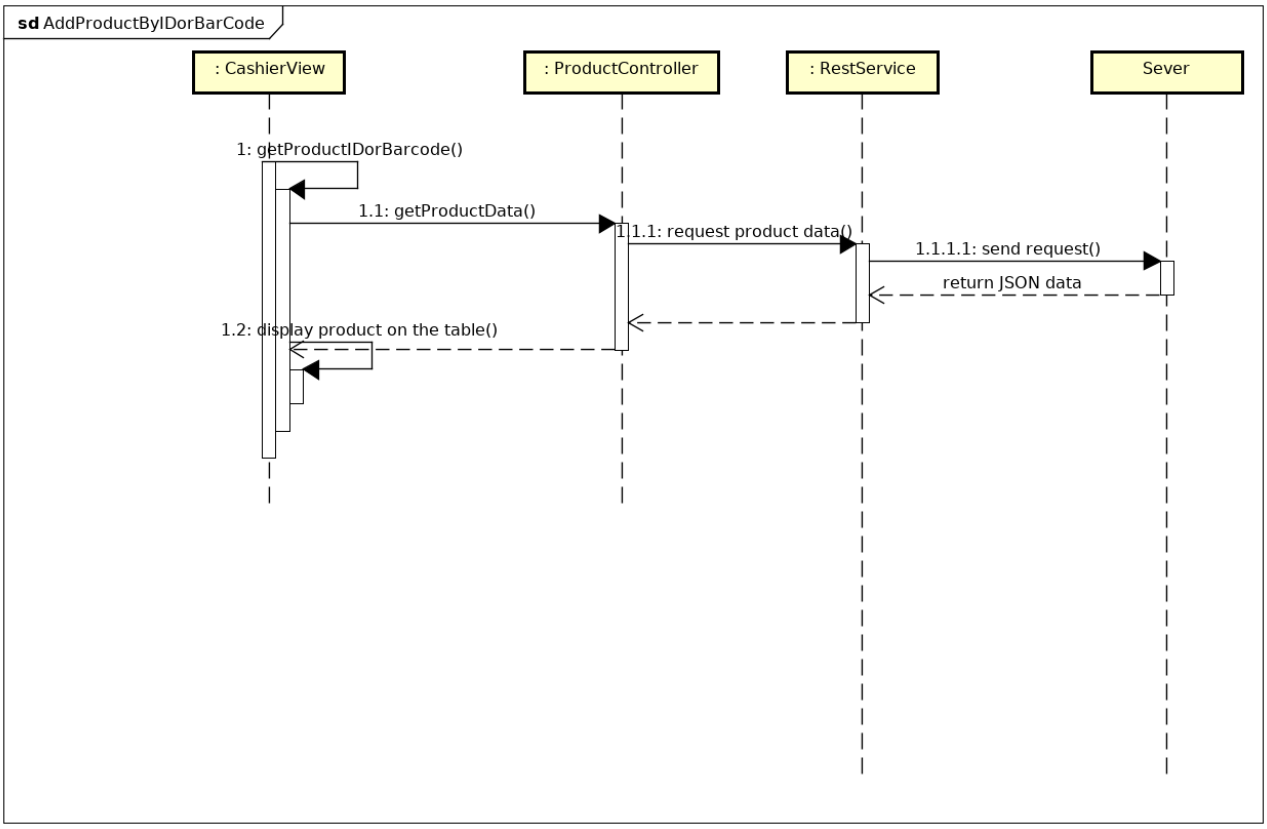


***** CASHIER SCREEN**

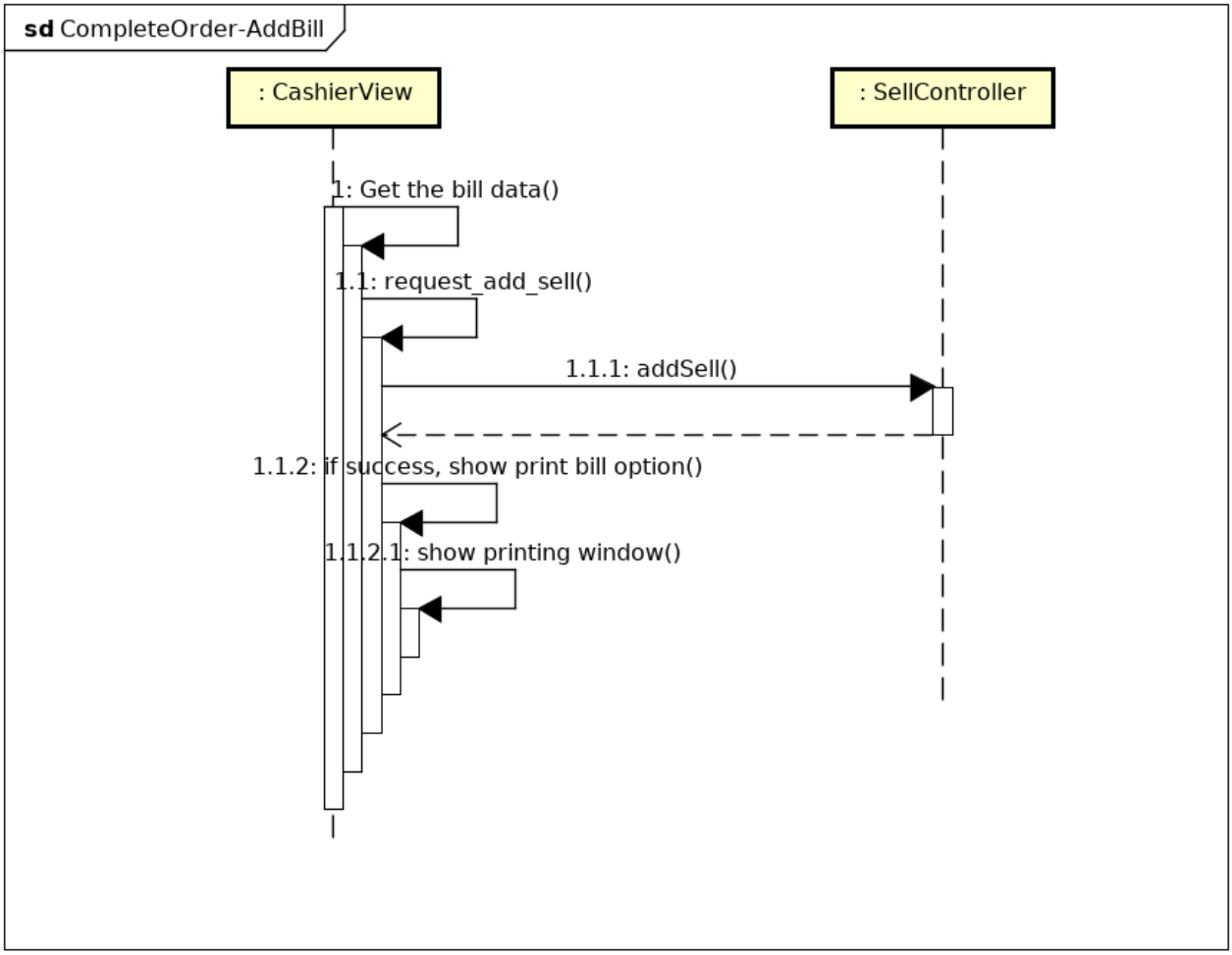
- Add product by barcode – from scanner



- Add product by barcode / id

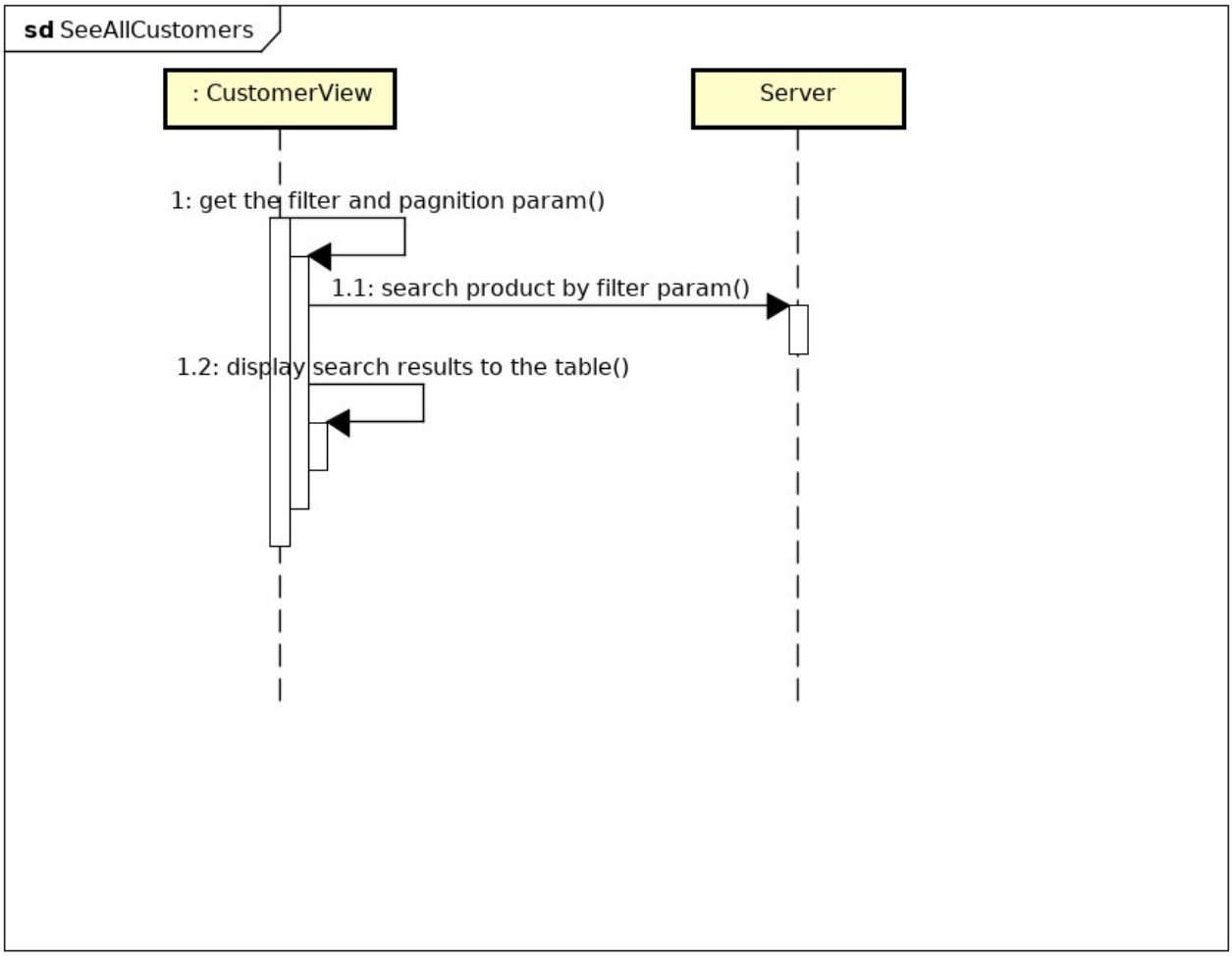


- Complete order

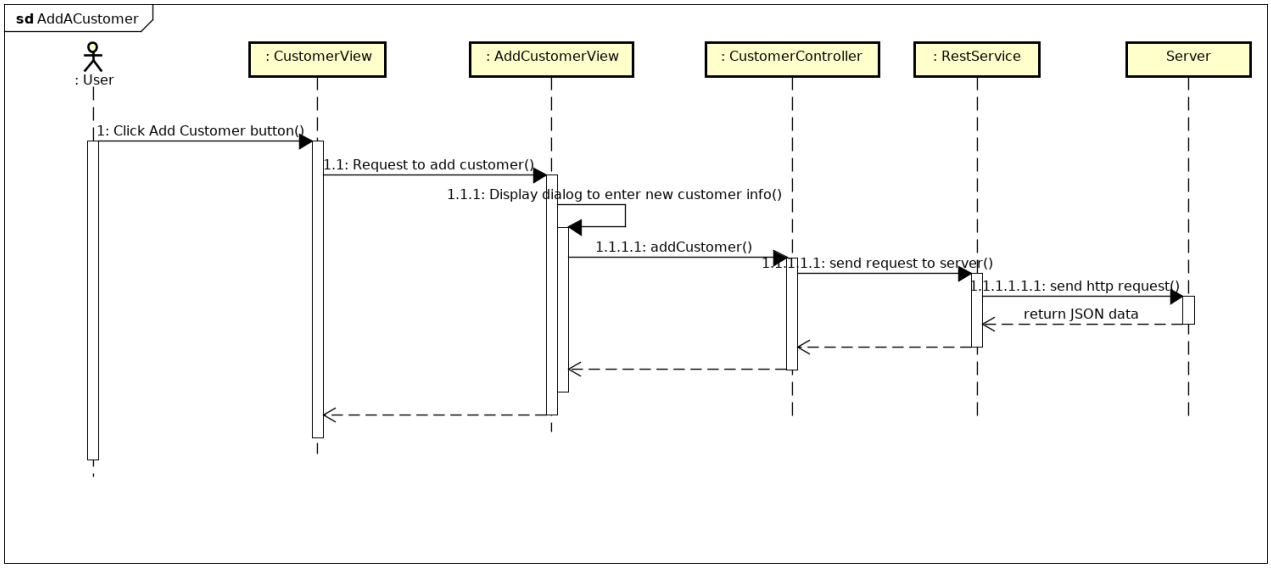

sd CompleteOrder-AddBill
: CashierView
: SellController
1: Get the bill data()
1.1: request_add_sell()
1.1.1: addSell()
1.1.2: if success, show print bill option()
1.1.2.1: show printing window()

***** CUSTOMER MANAGEMENT**

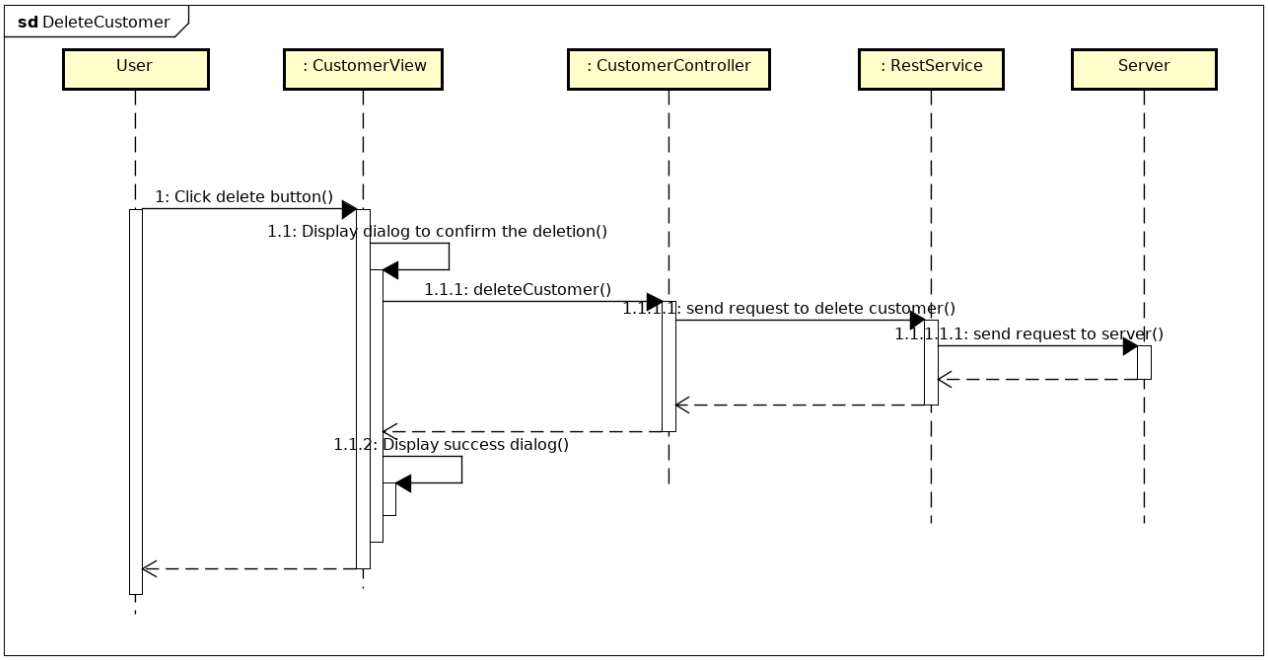
- See all the customers



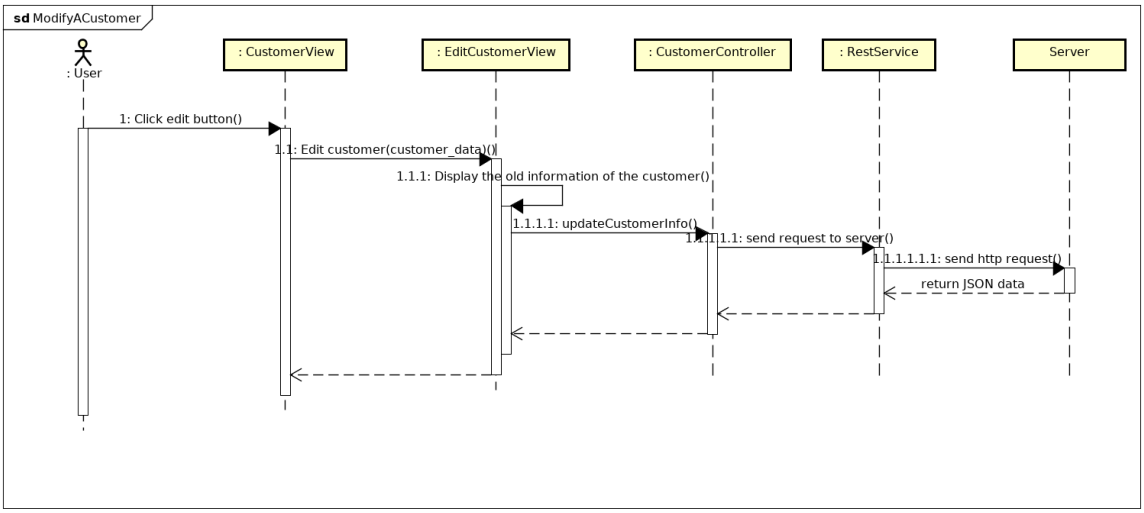
- Add customer



- Delete Customer

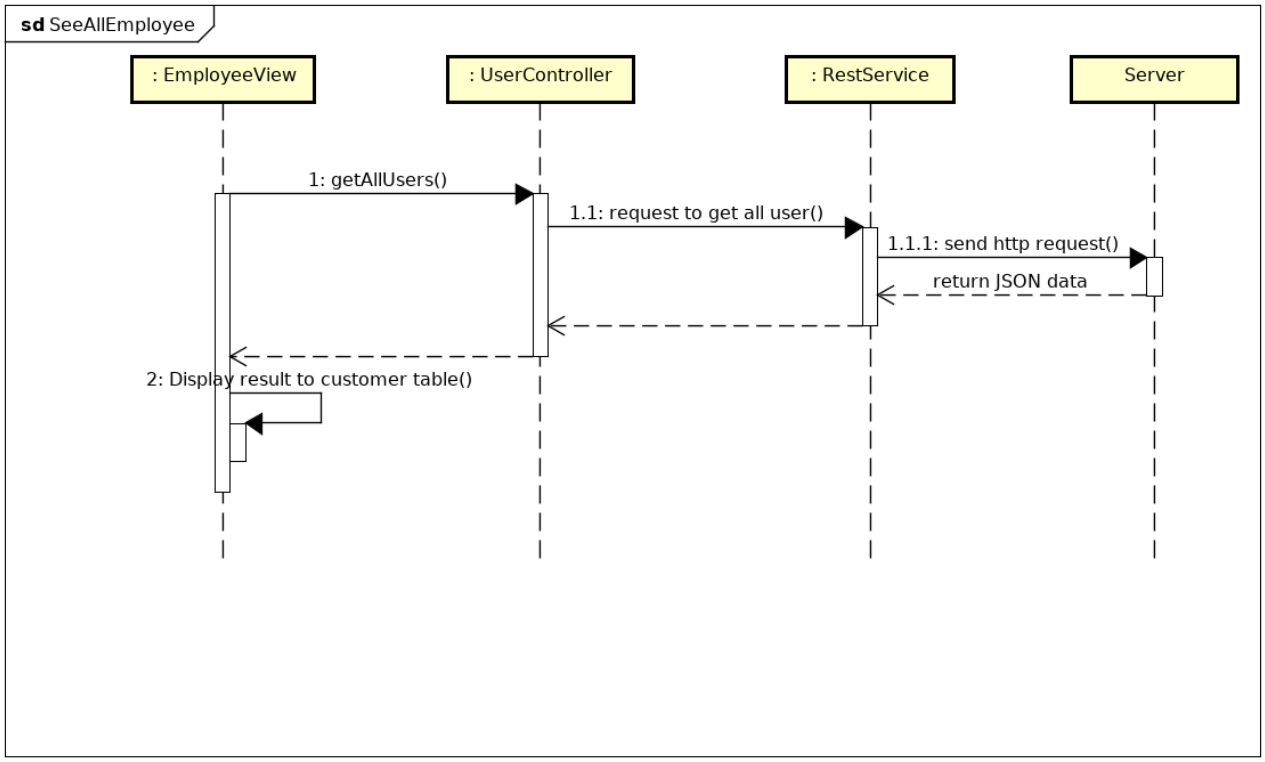


- Modify customer

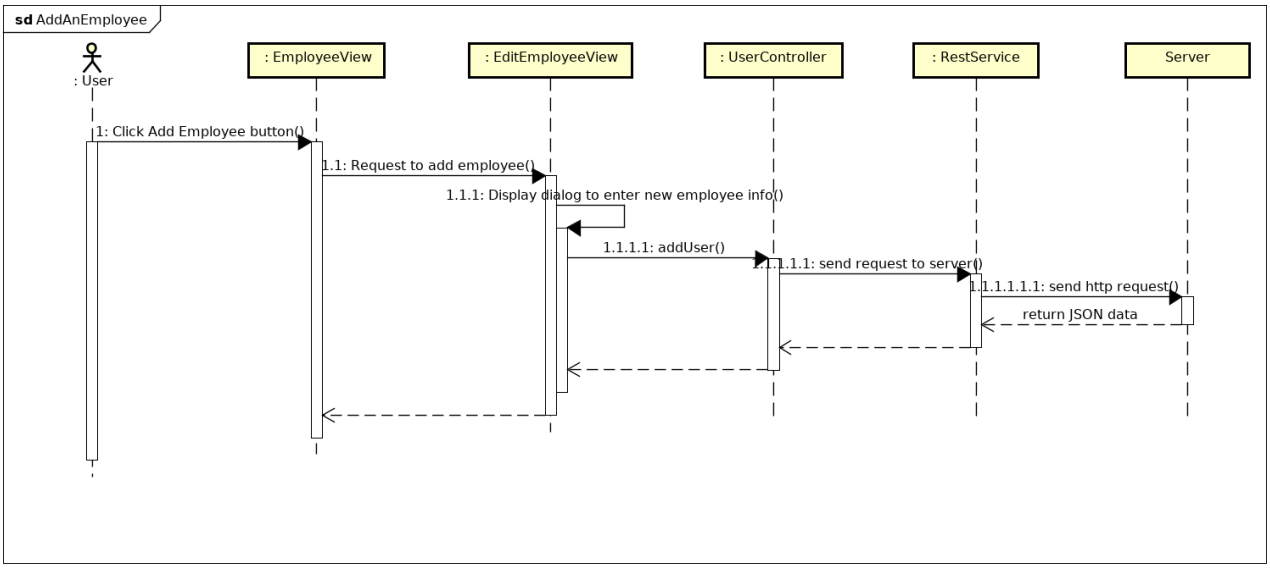


***** EMPLOYEE MANAGEMENT**

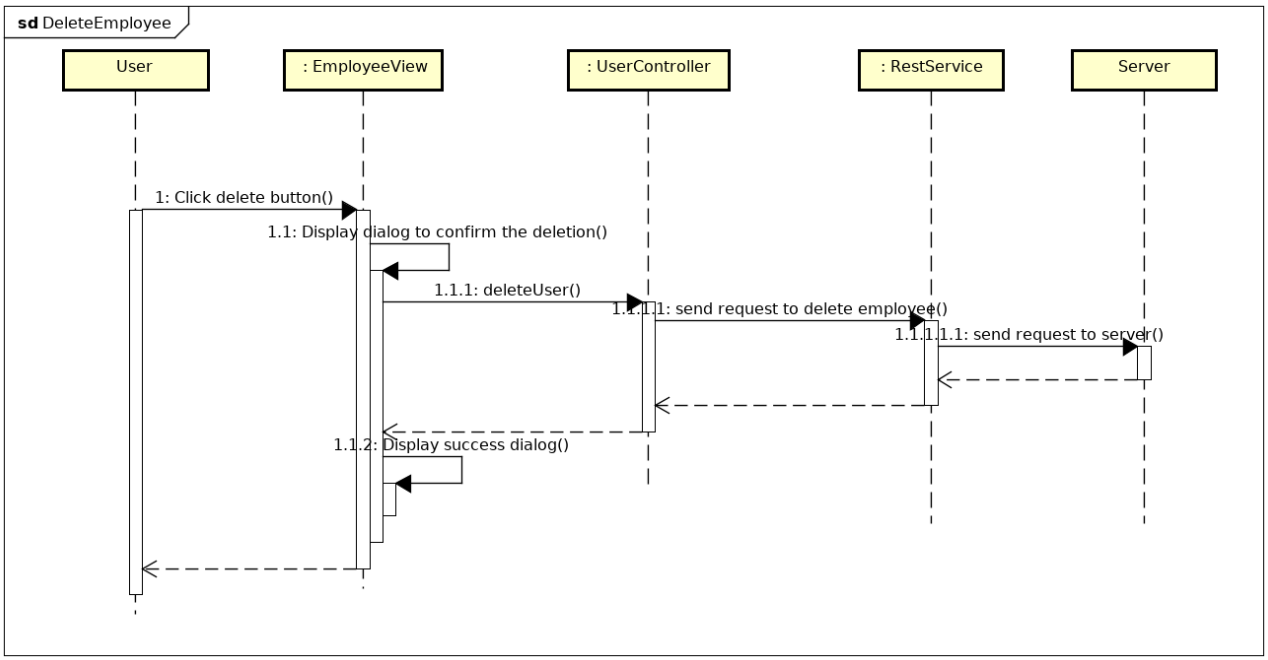
- See all employees



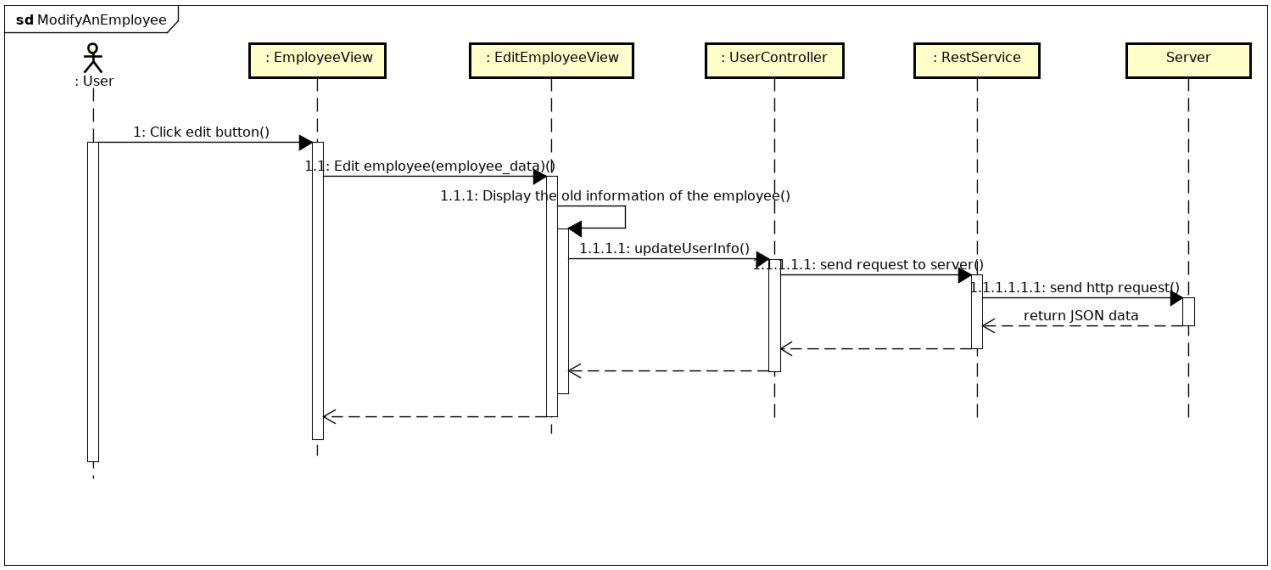
- Add Employee



- Delete Employee

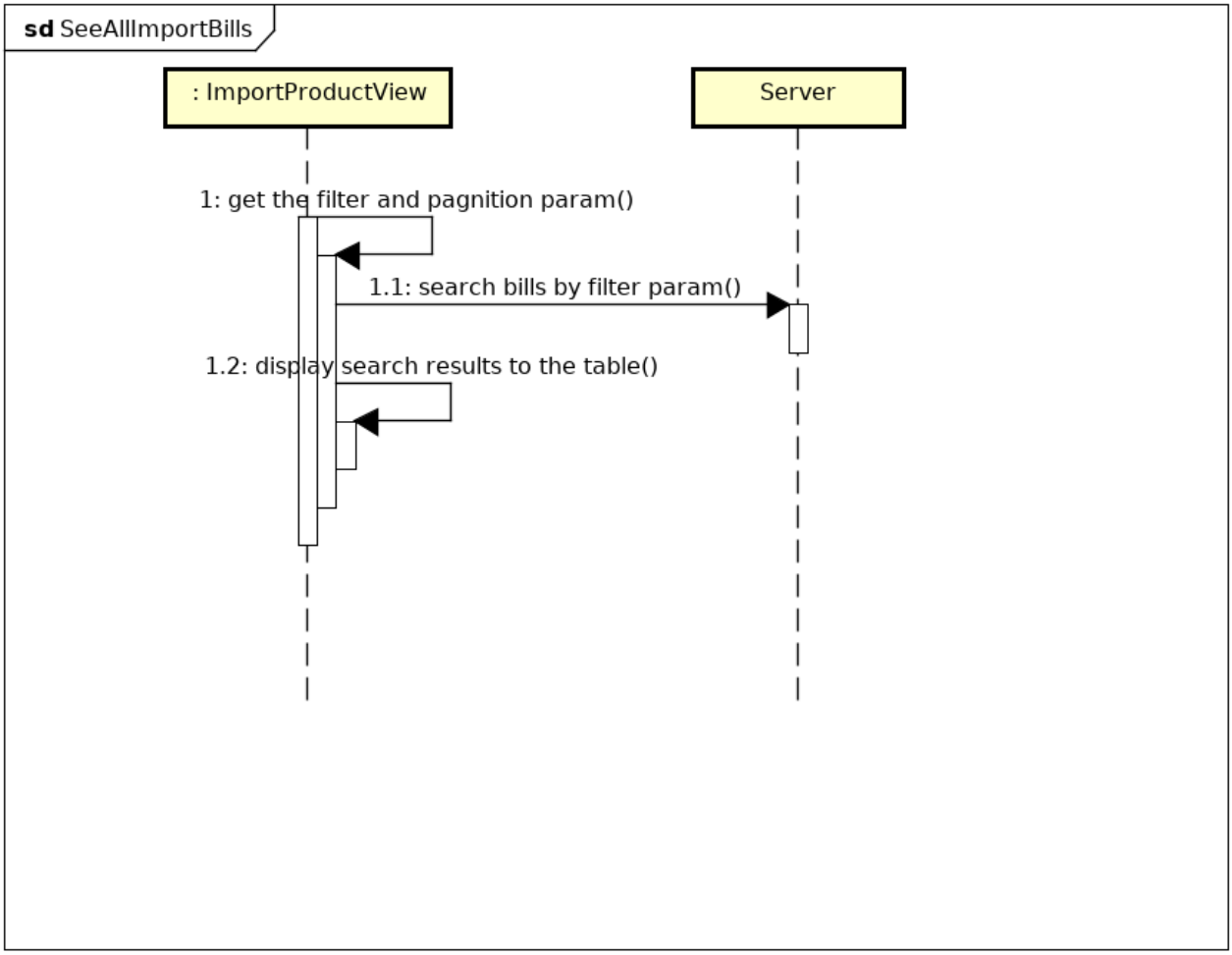


- Edit employee

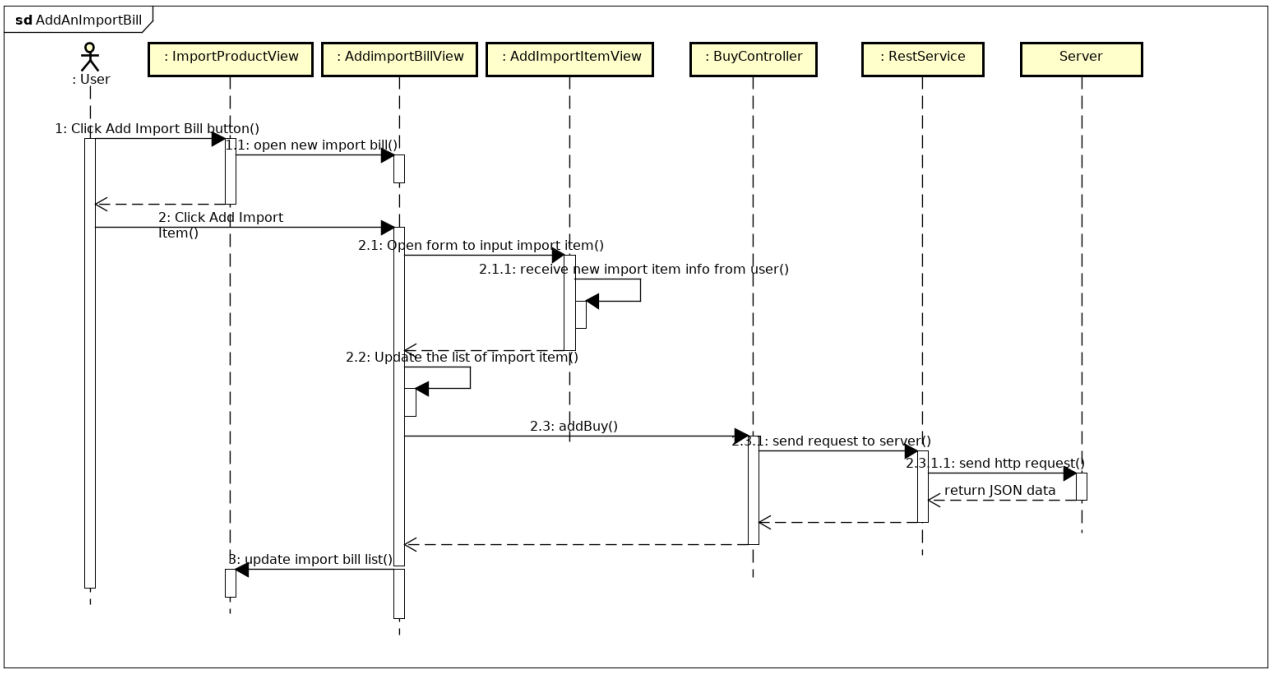


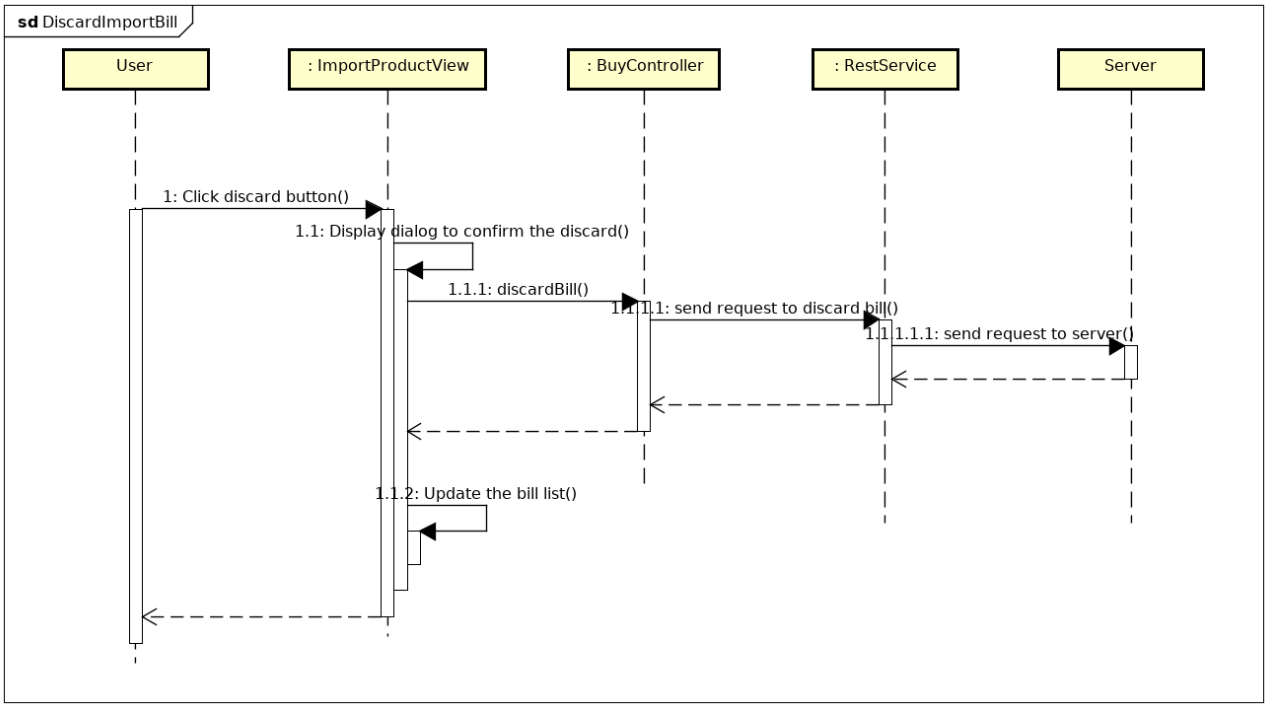
***** IMPORT PRODUCTS AND MANAGE IMPORT BILLS**

- See all import bills



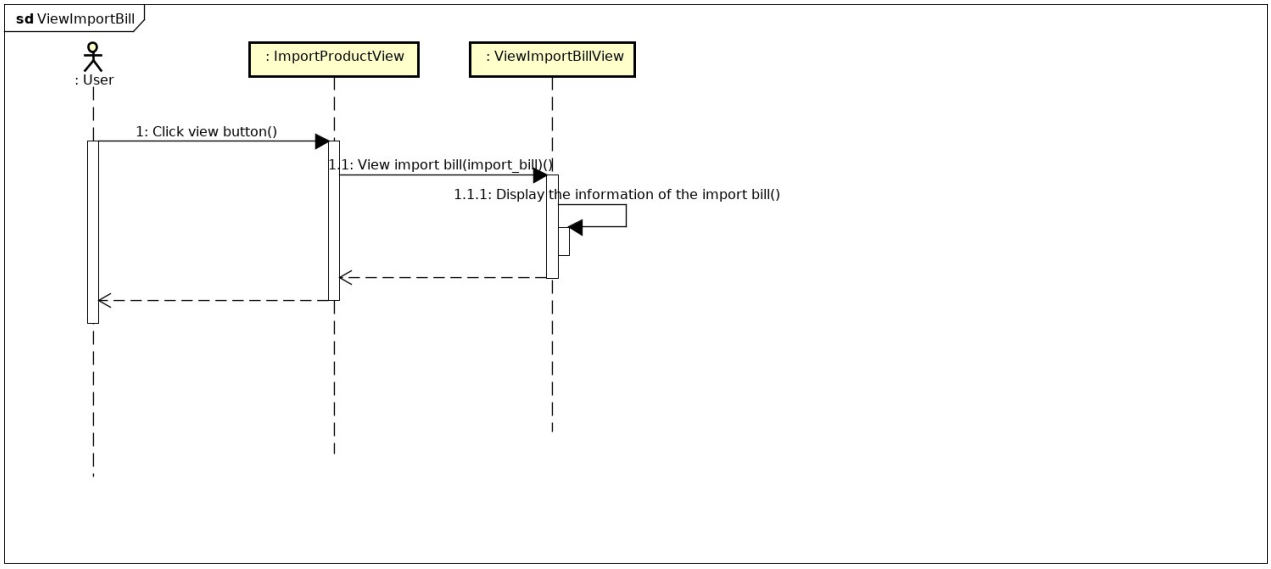
- Add An Import Bill





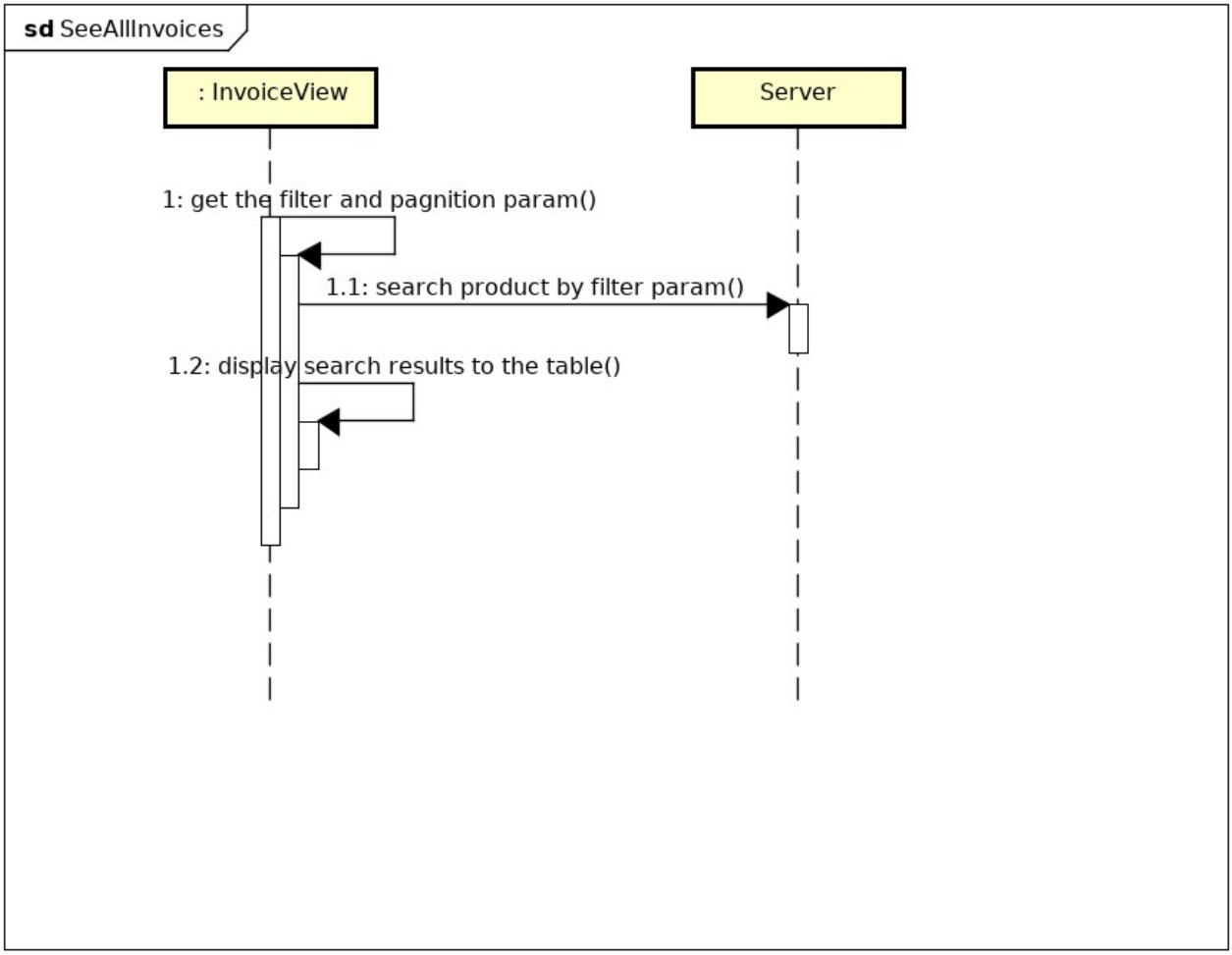
- Discard Import Bill

- View Import Bill Detail

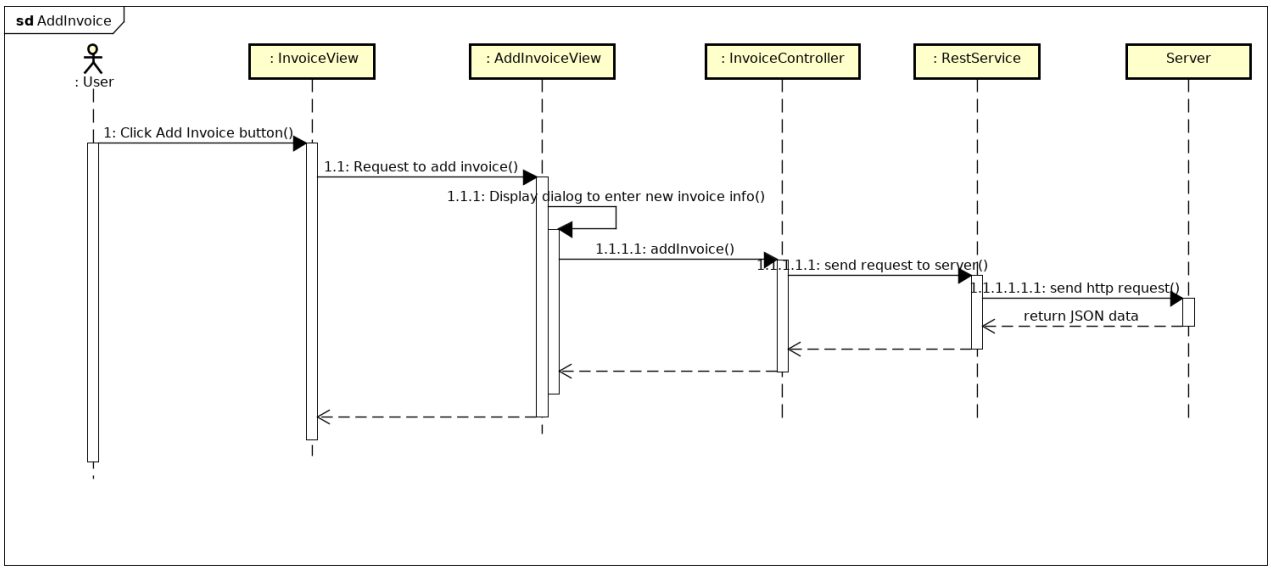


***** INVOICE MANAGEMENT – FINANCE**

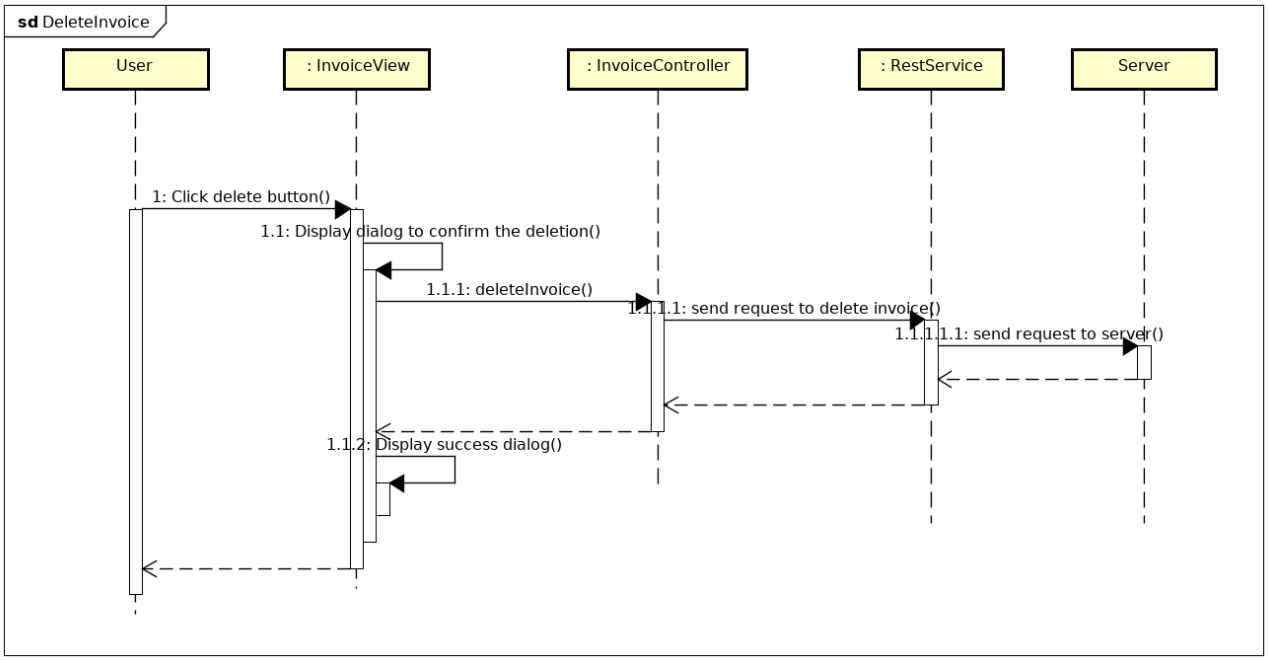
- See all invoices



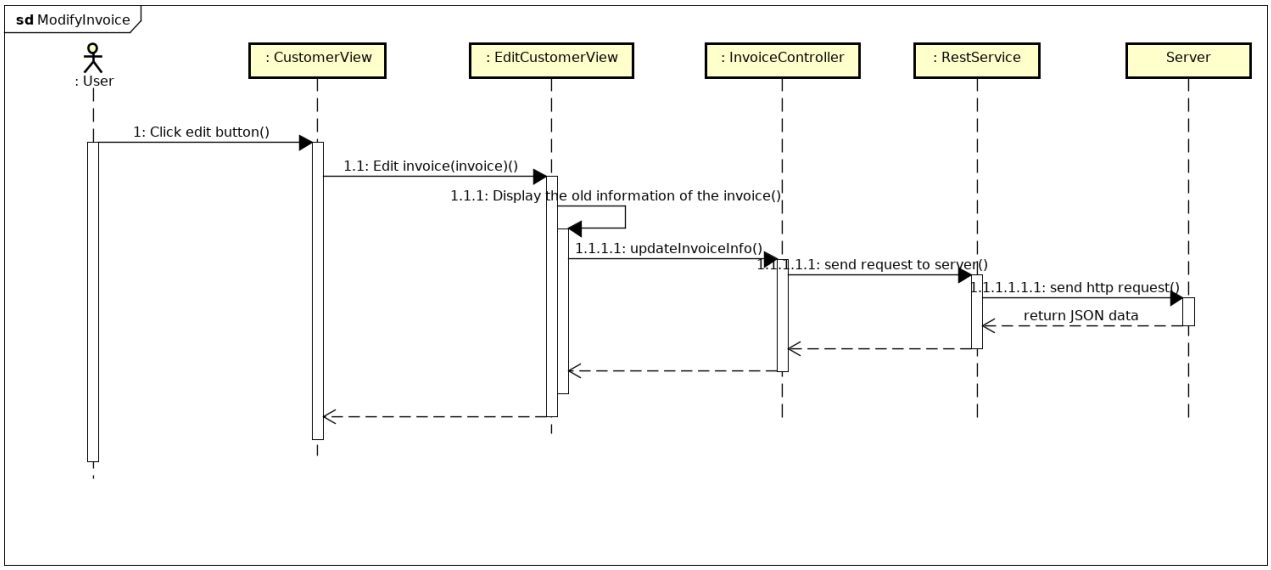
- Add invoice



- Delete invoice

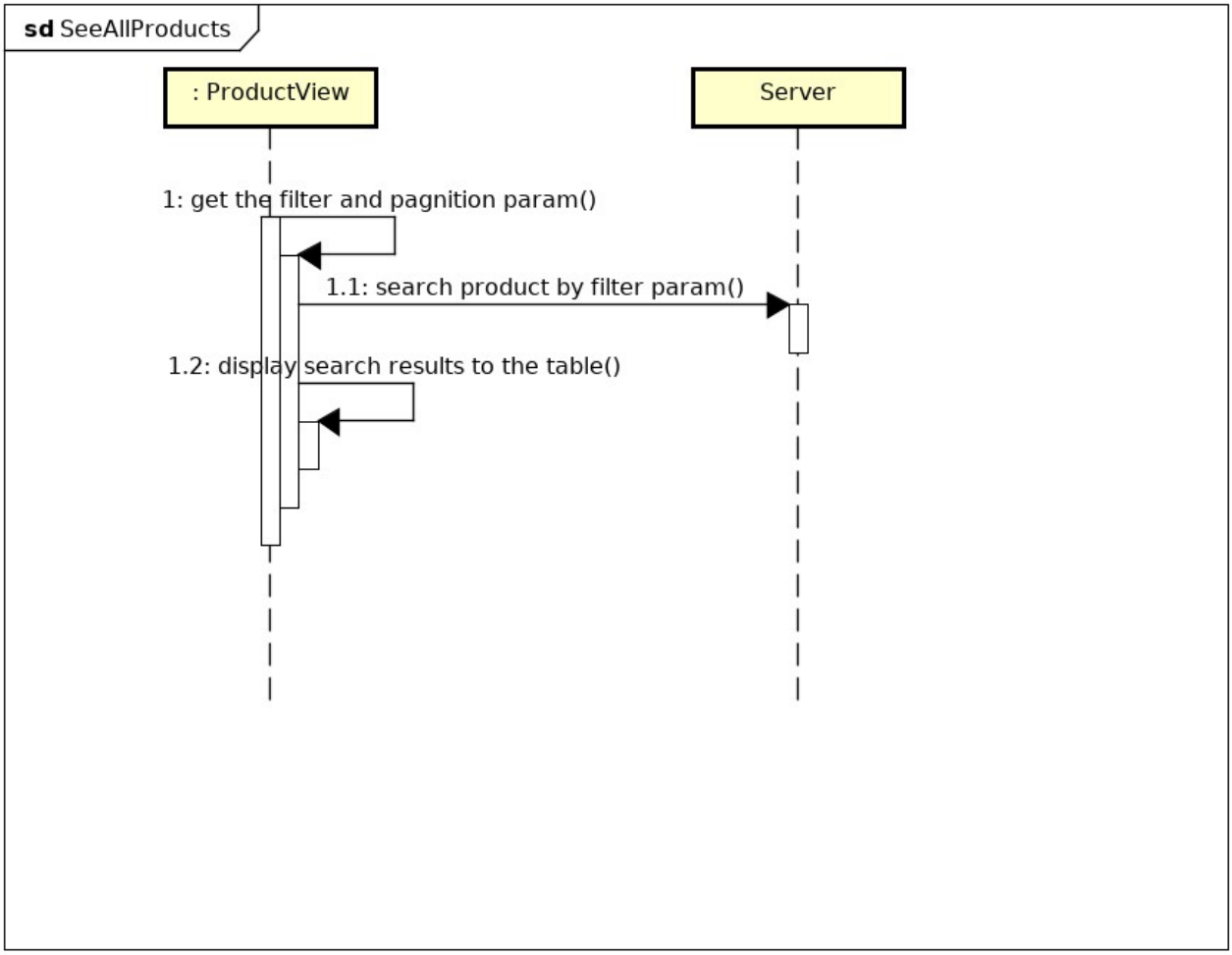


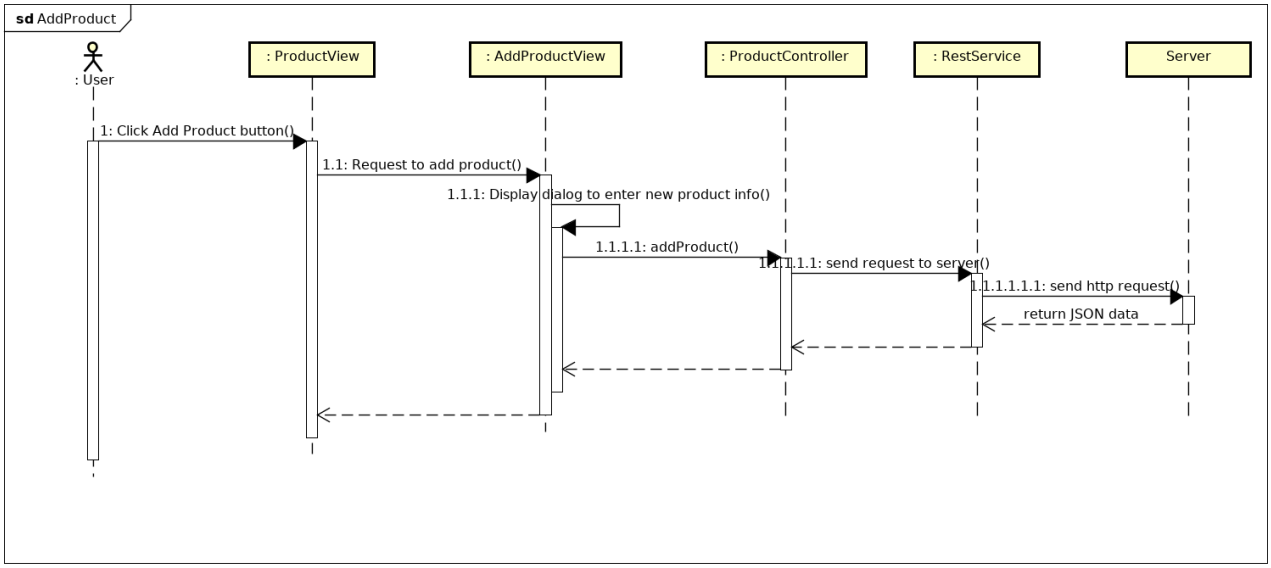
- Modify invoice



***** PRODUCT MANAGEMENT**

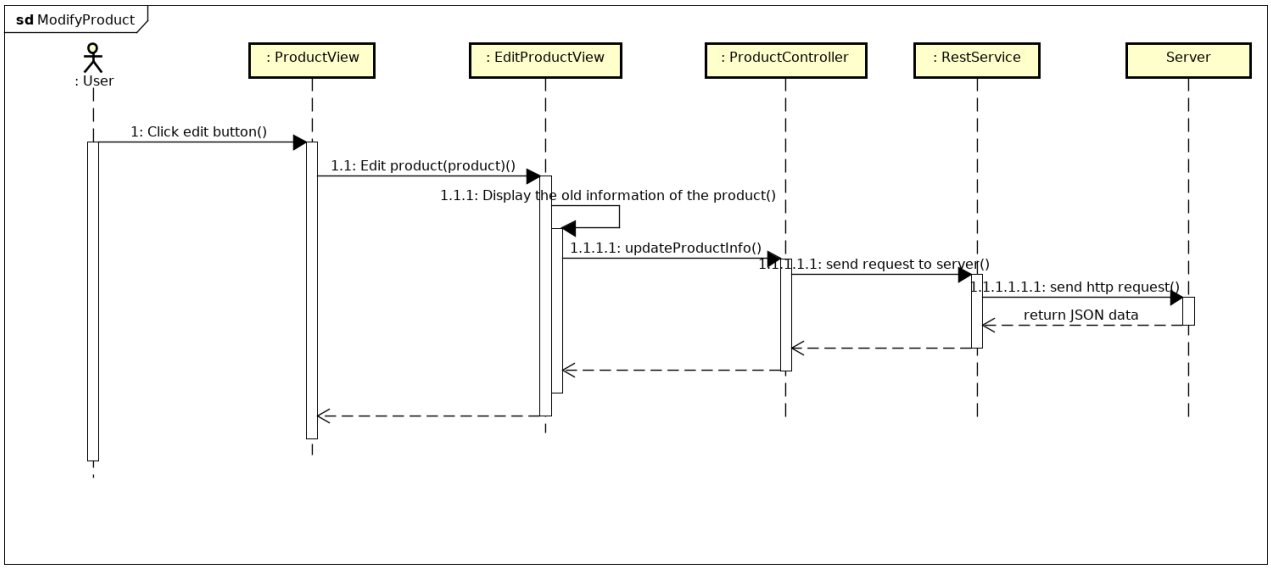
- See all products

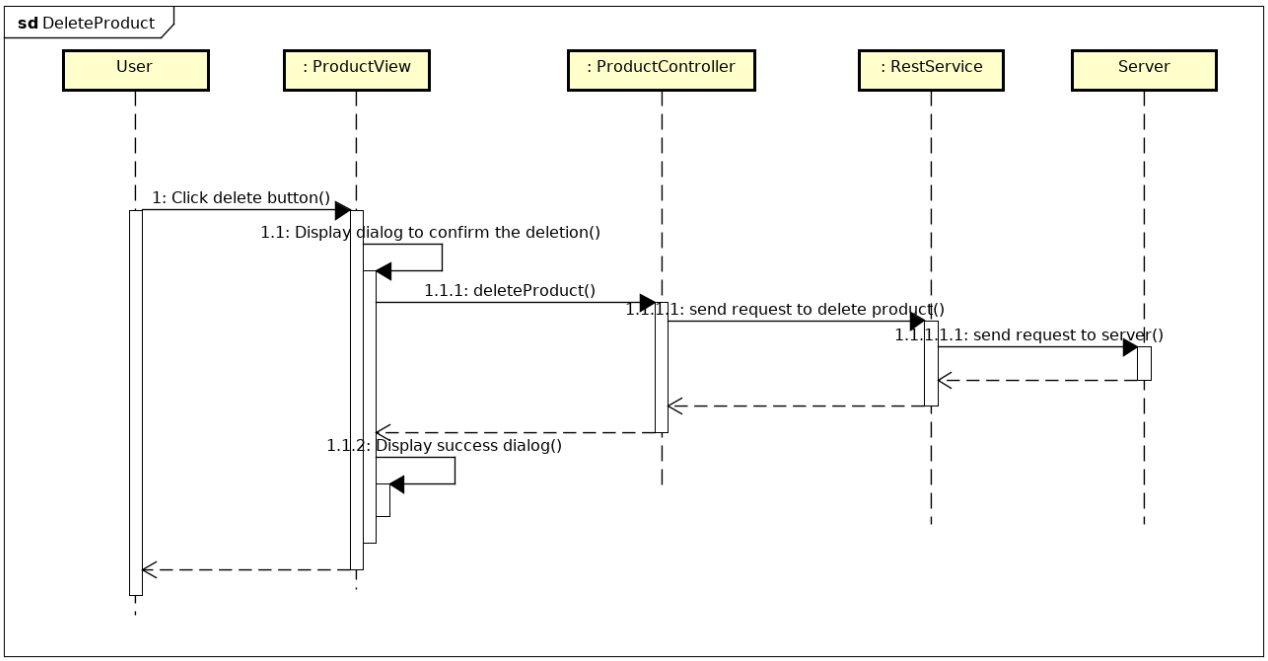




- Add product

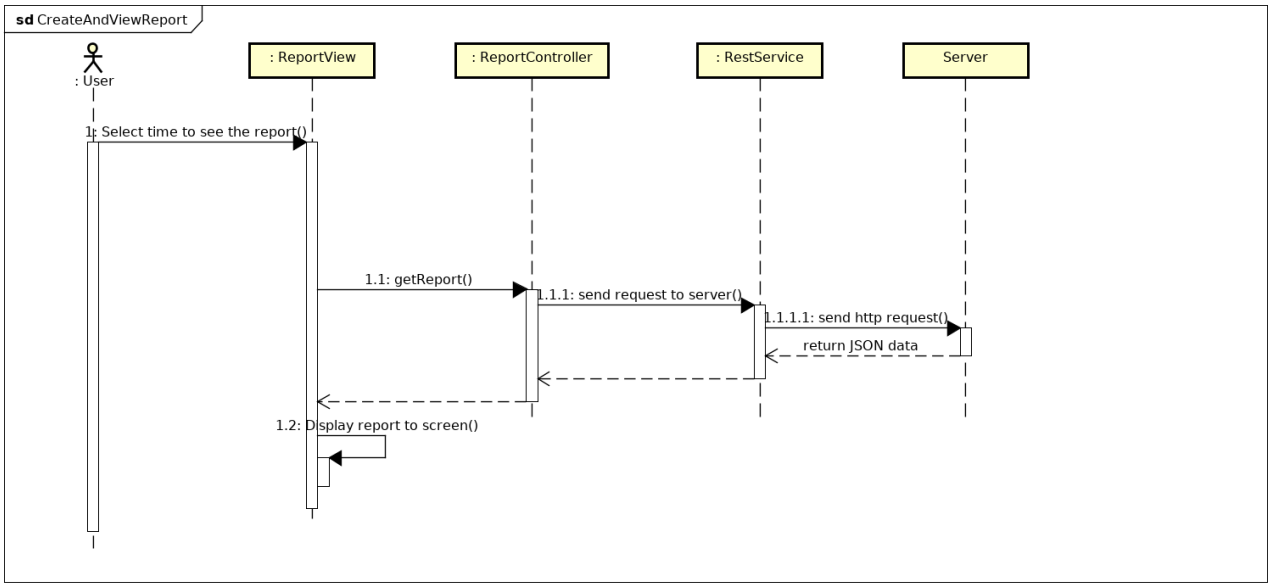
- Modify product





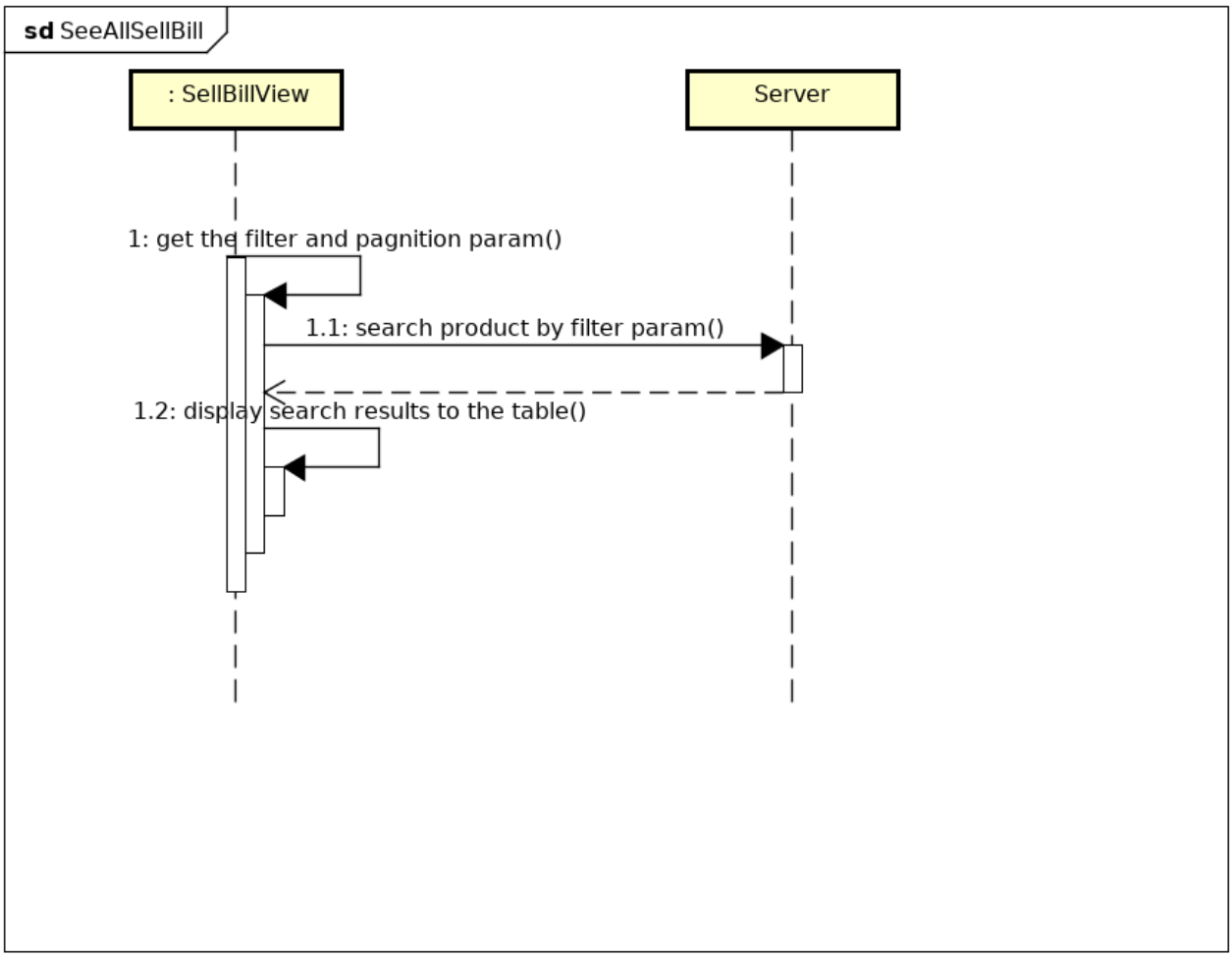
- Delete product

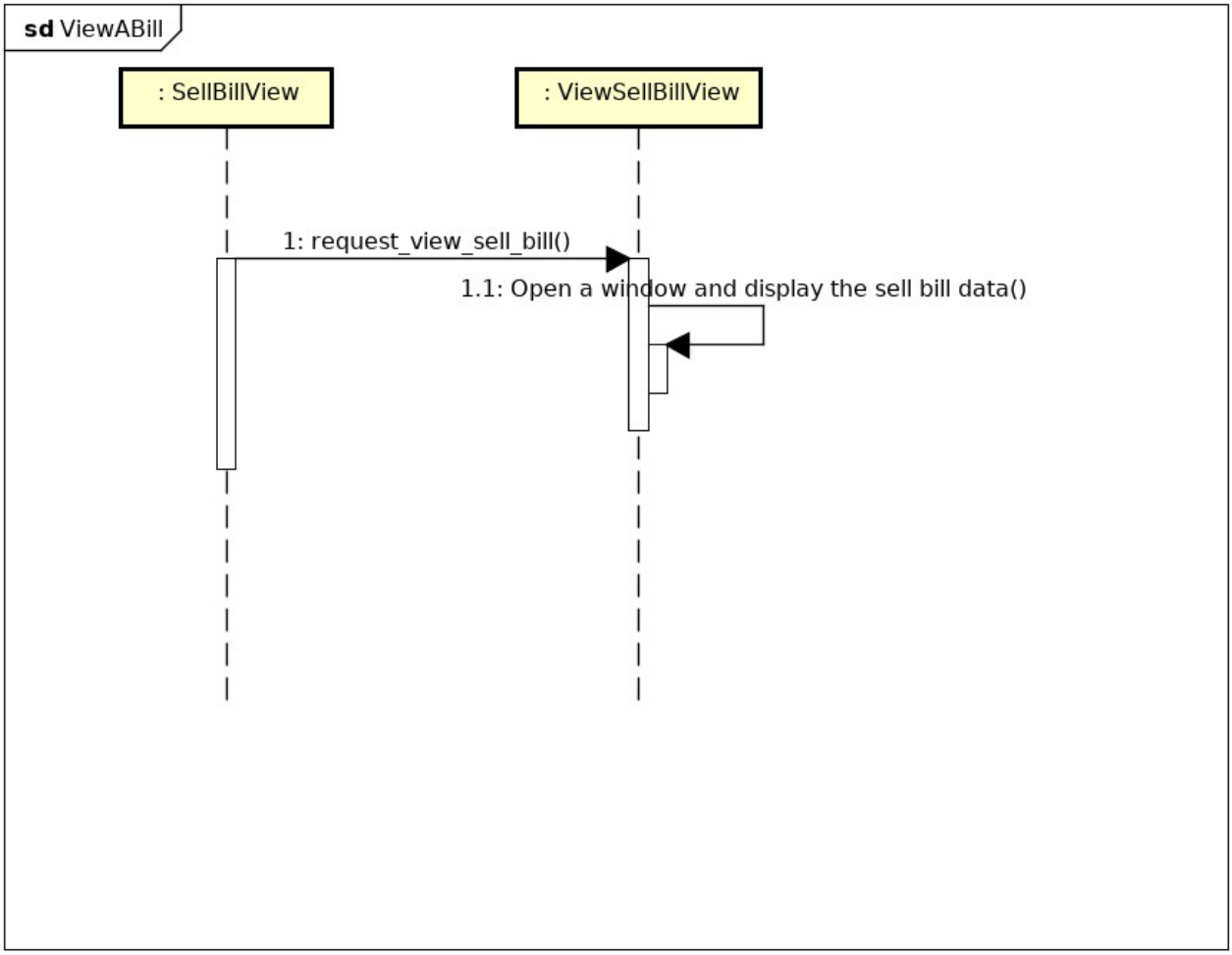
***** REPORTS**



***** SELL BILL MANAGEMENT**

- See all the sell bill

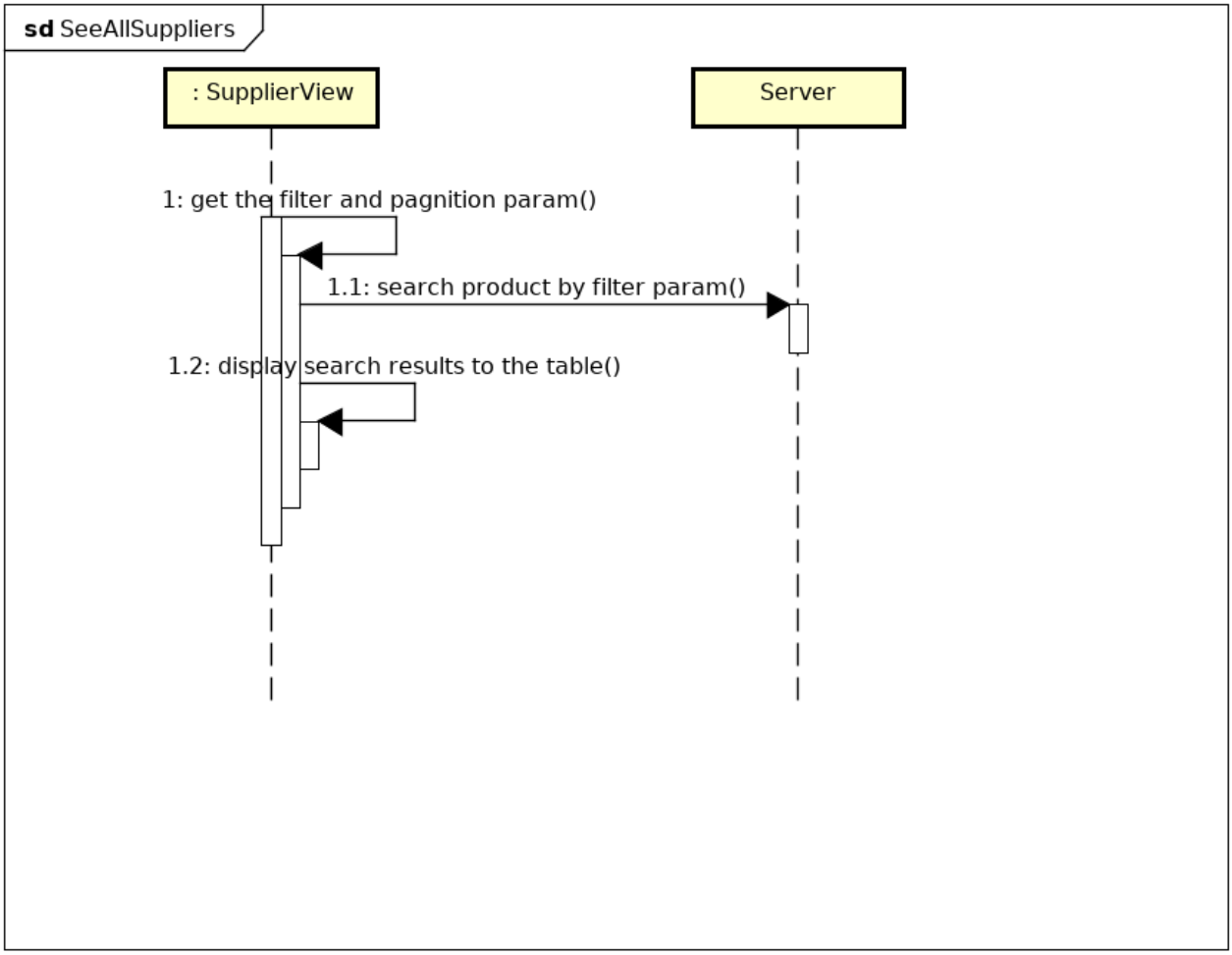




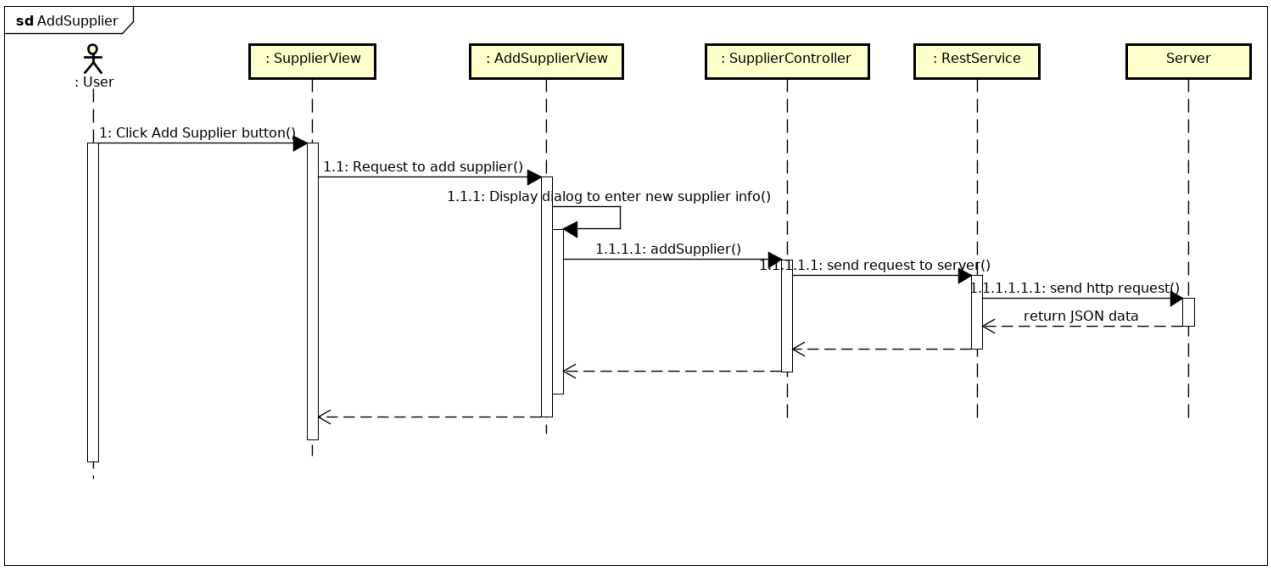
- View a bill

***** SUPPLIER MANAGEMENT**

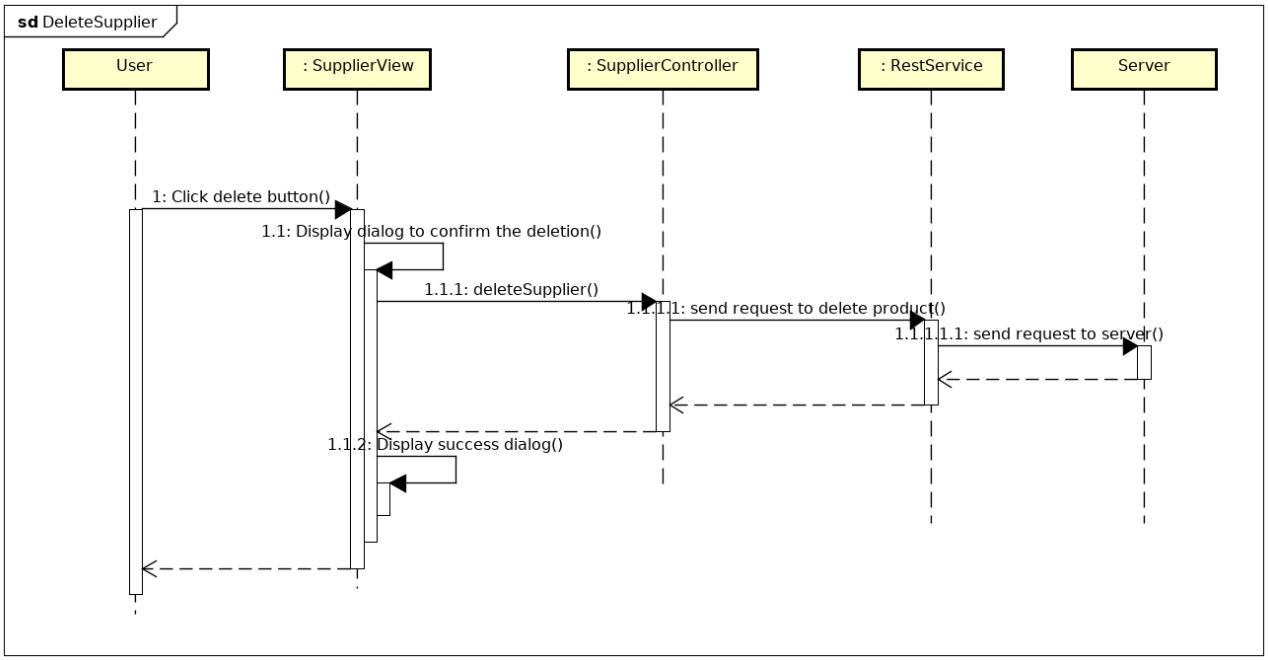
- See all supplier



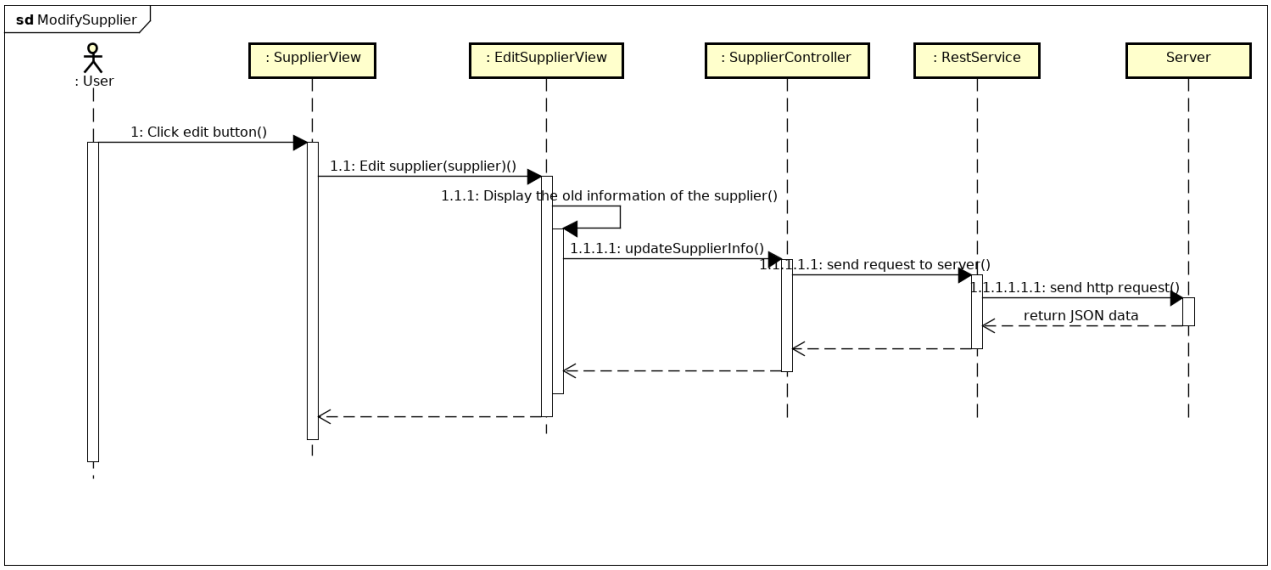
- Add supplier



- Delete supplier



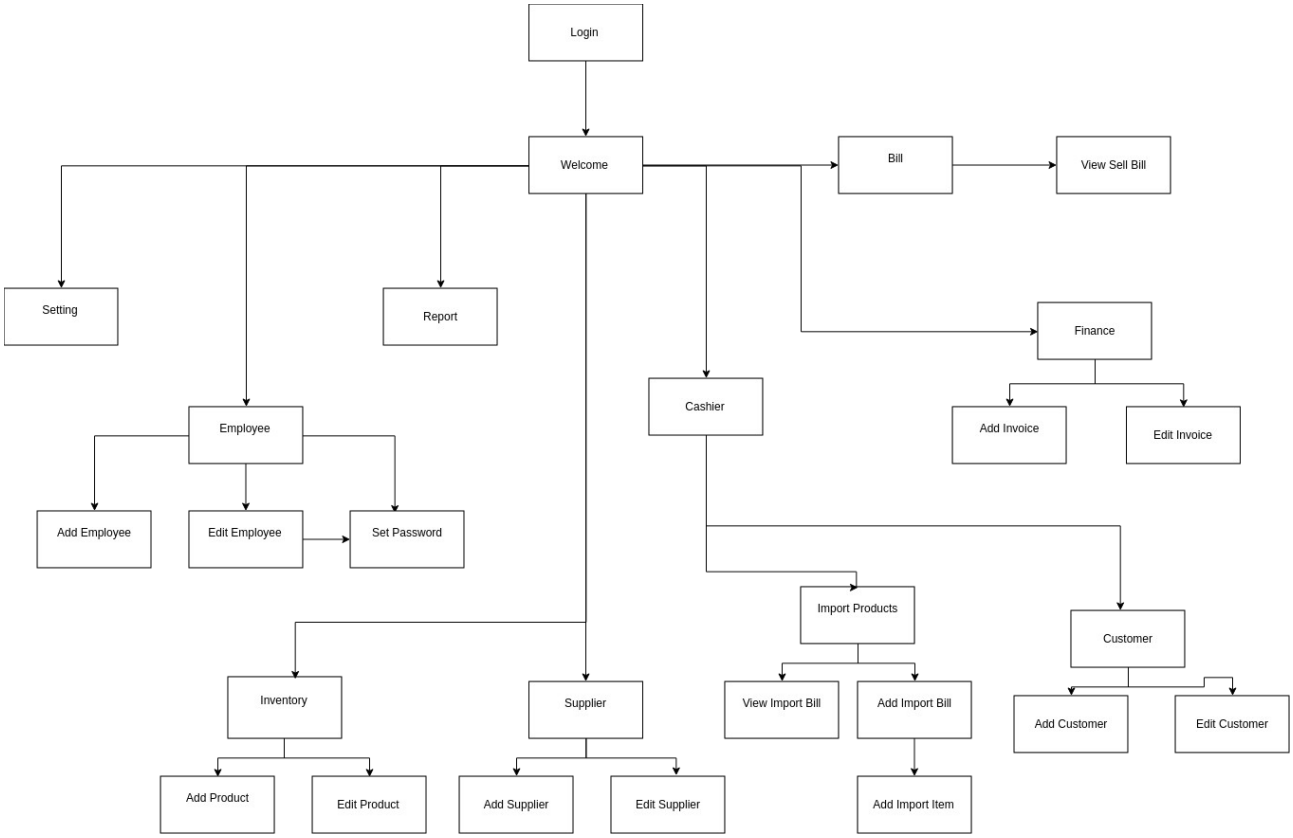
- Edit supplier



3 Interface Design

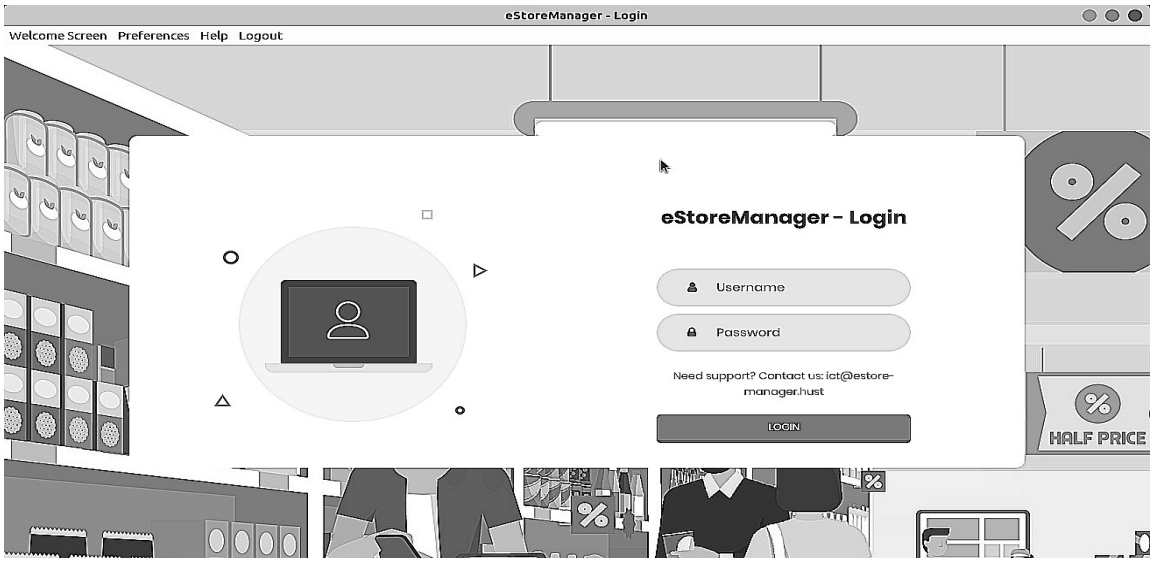
3.1 User Interface

3.1.1 Screen Transition

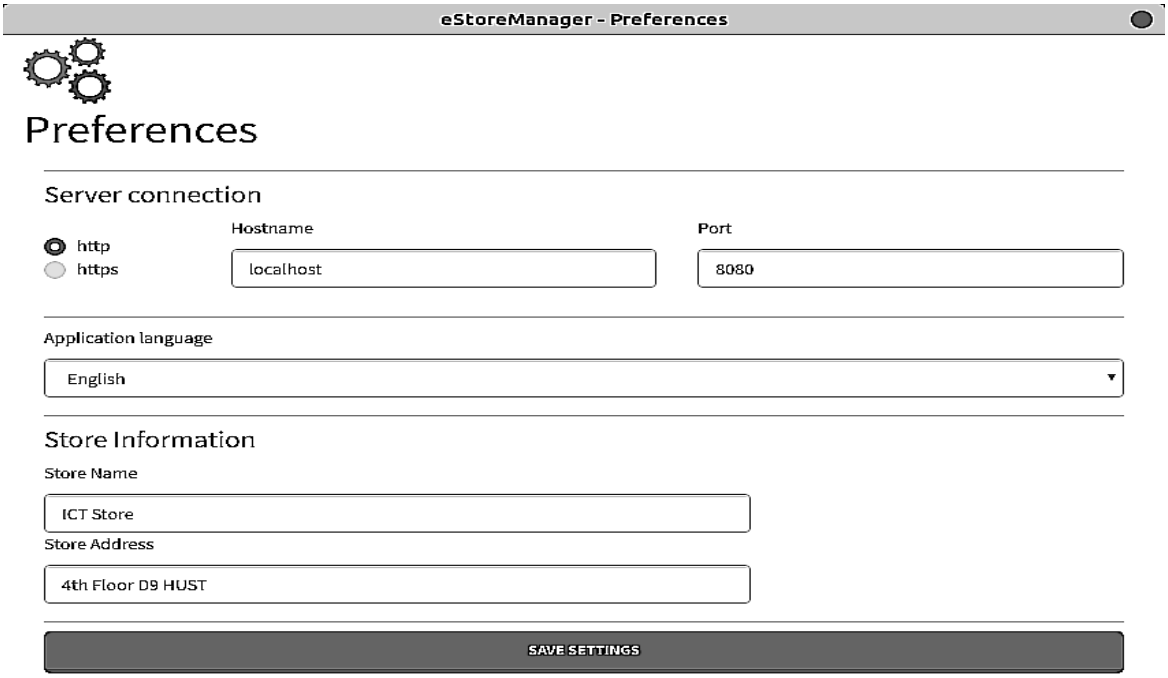


3.1.2 Screen design and screen specification

* Login



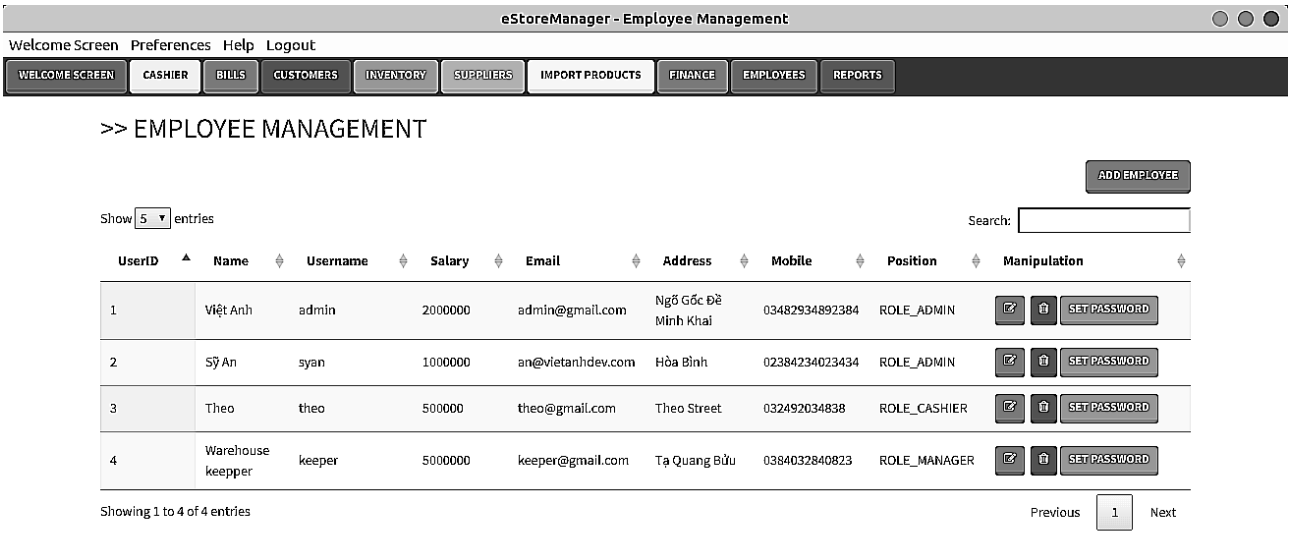
* Setting



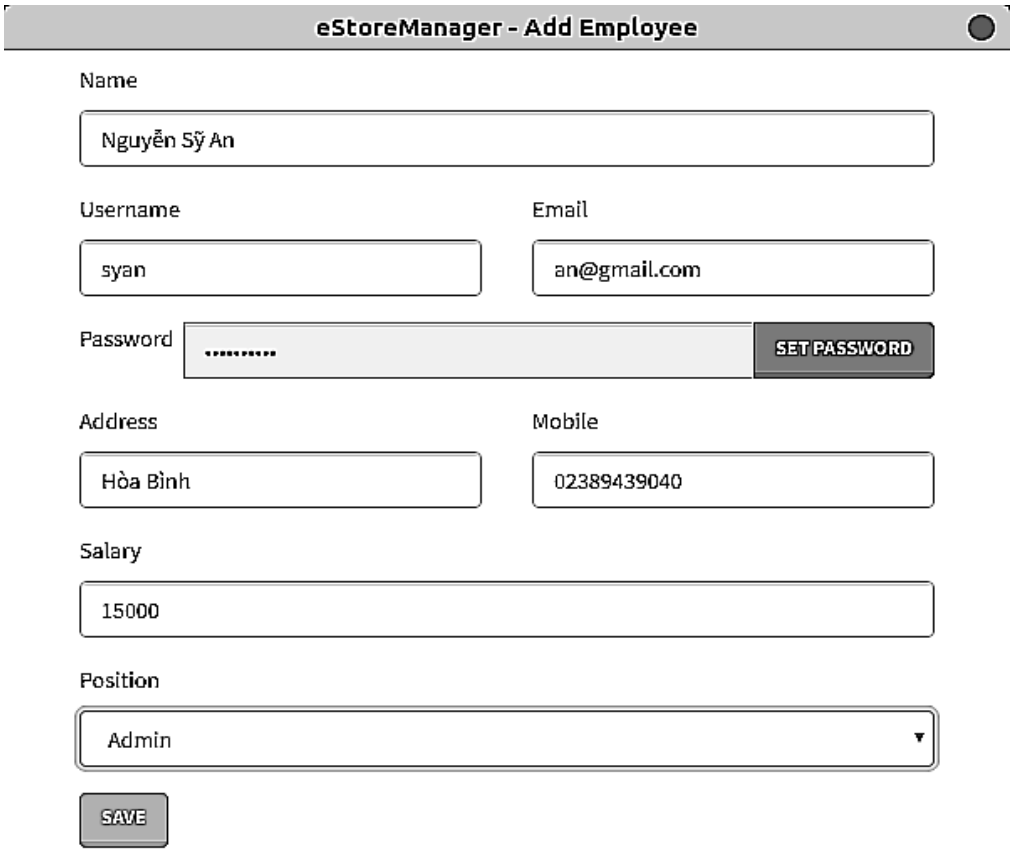
* About Us

* Welcome

* Employee



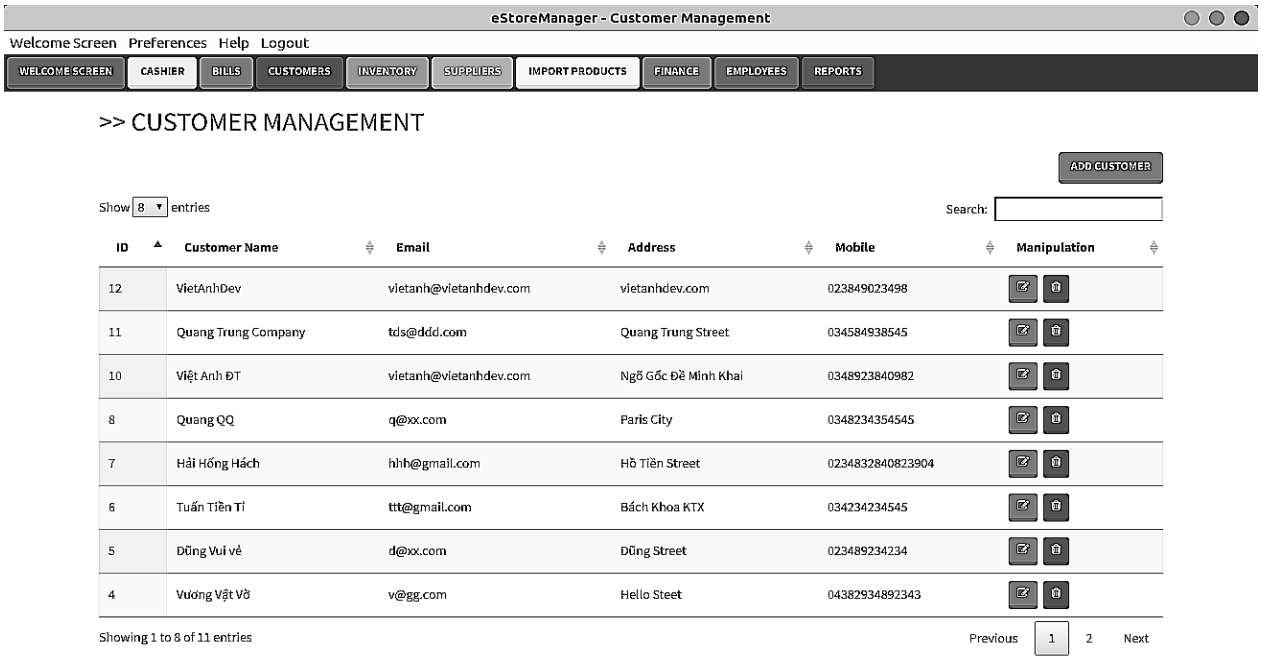
* Employee - Add employee



* Employee – Set password

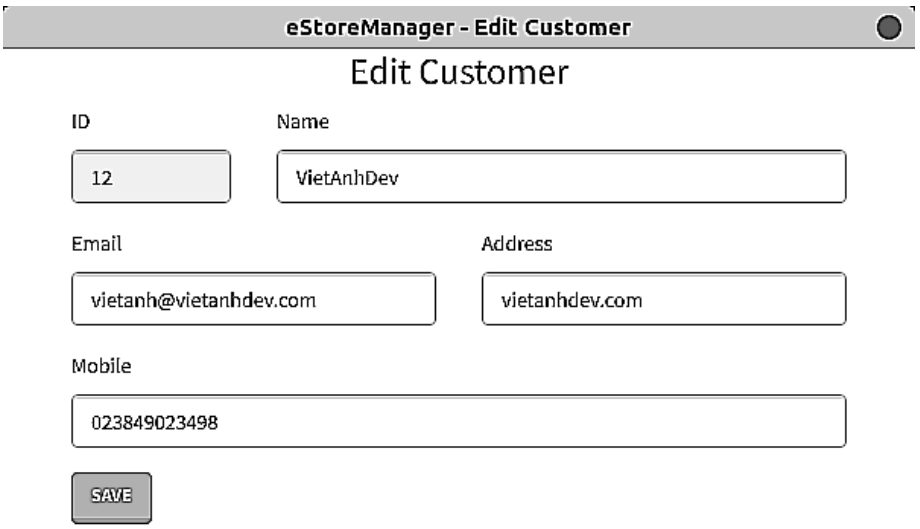
* Employee – Edit employee

* Customer

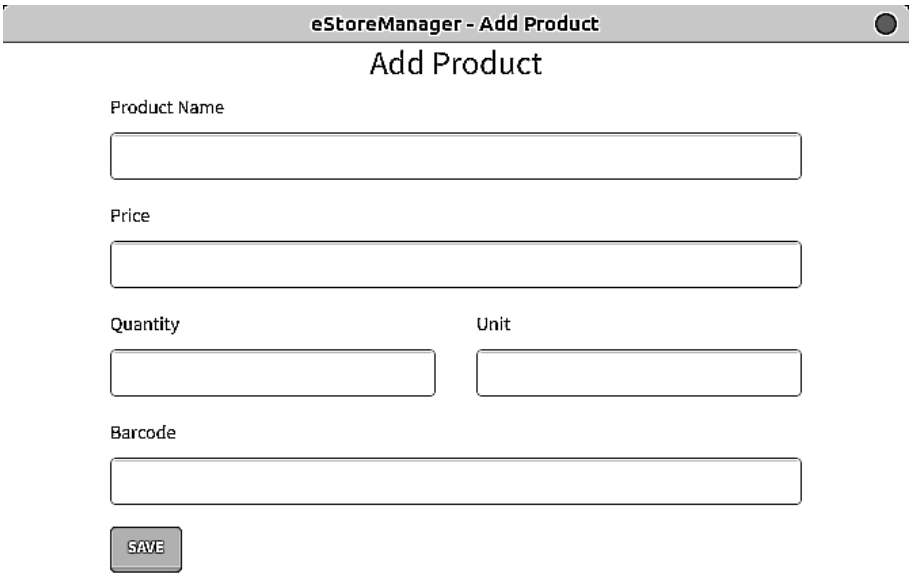


* Customer – Add customer

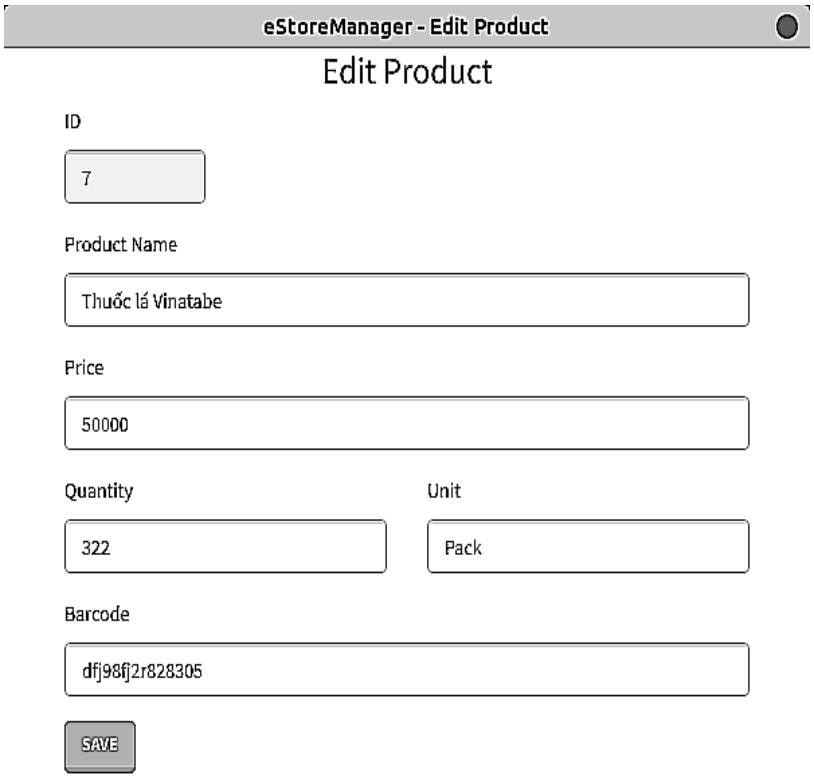
* Customer – Edit customer



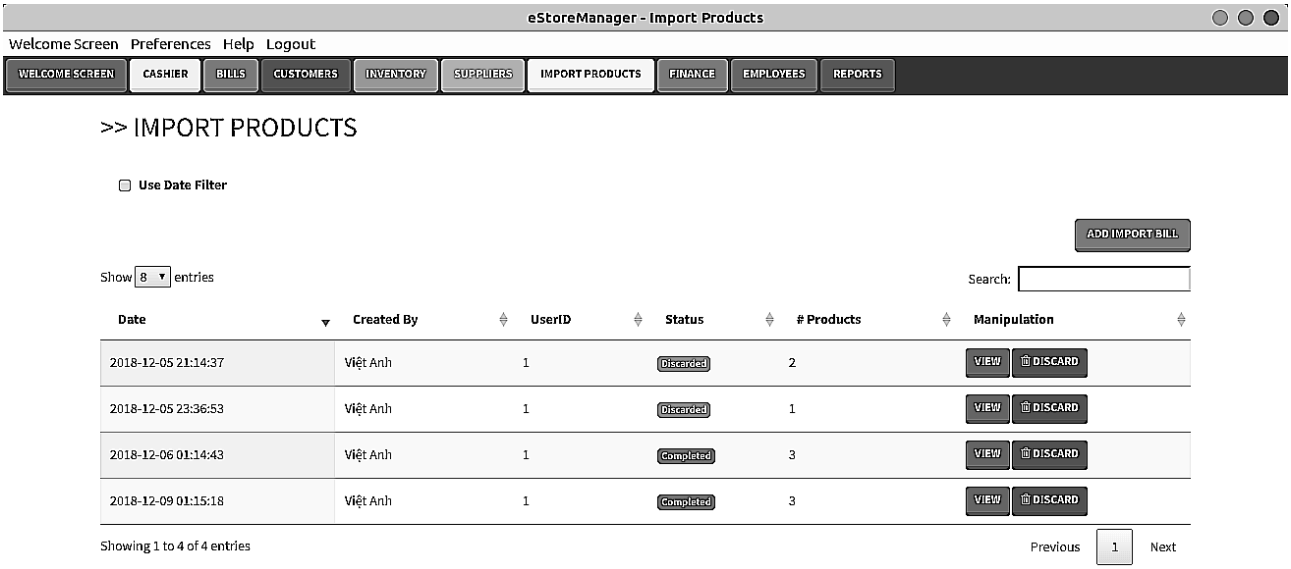
* Inventory – Add product



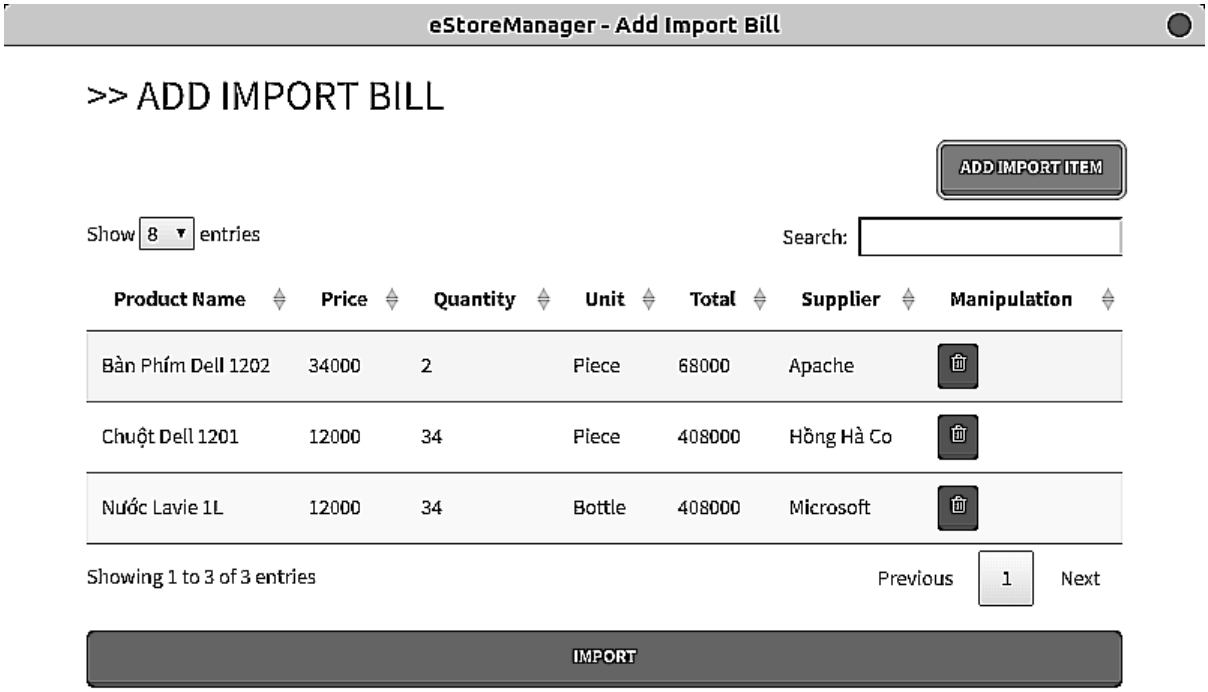
* Inventory – Edit product



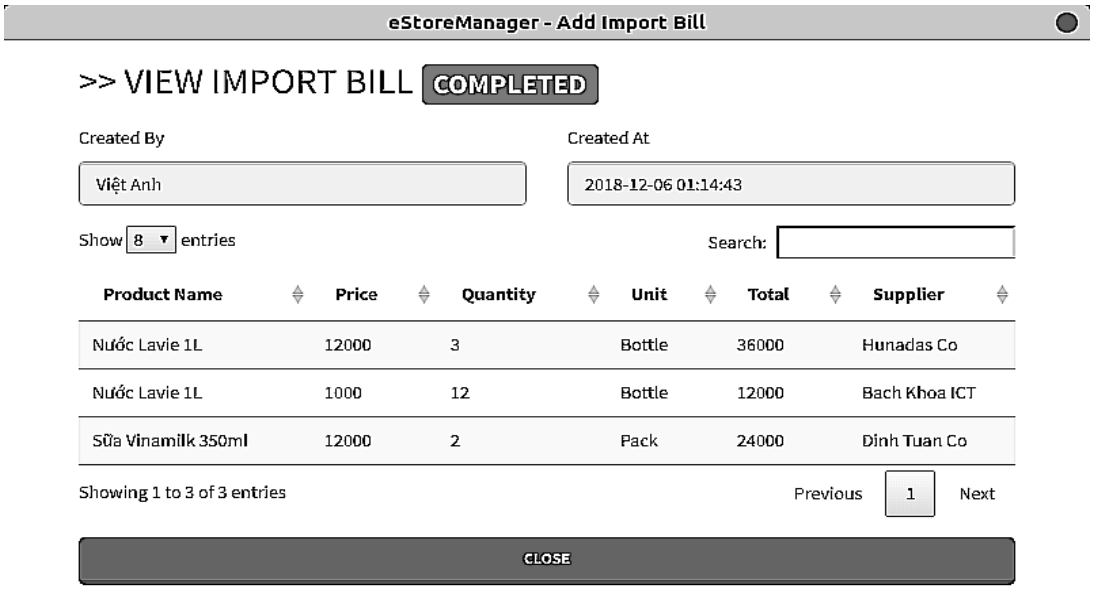
* Import products



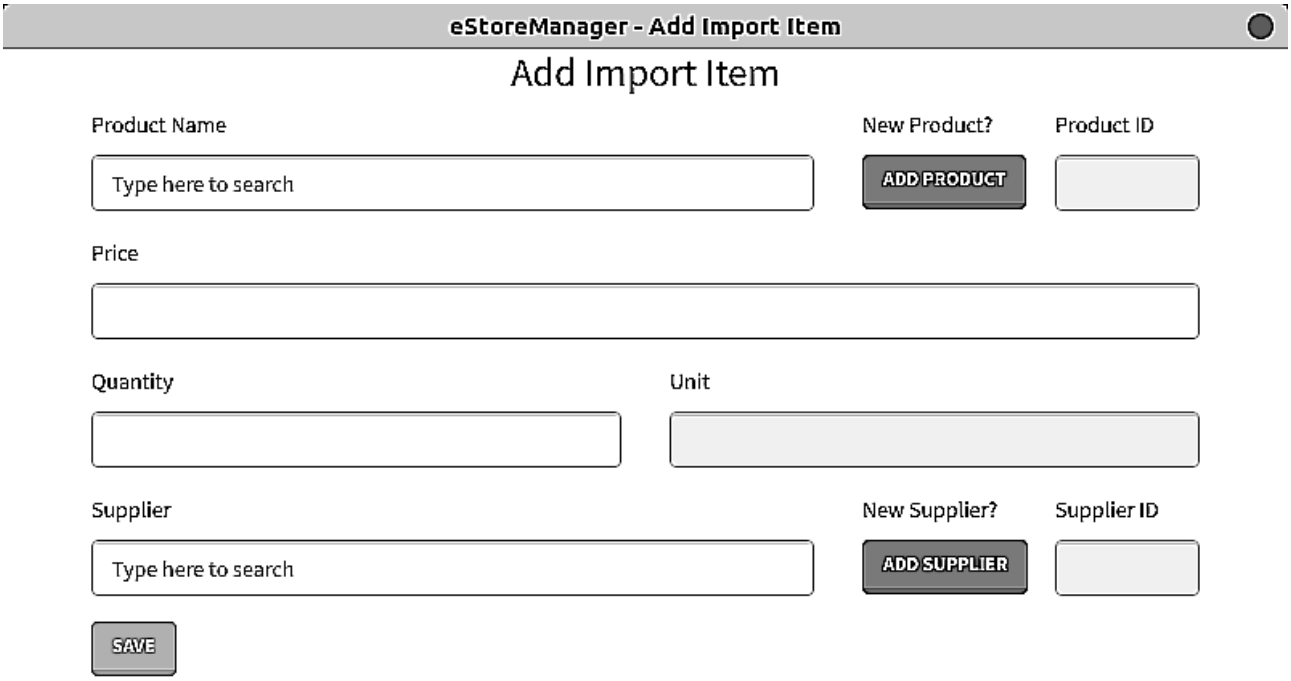
* Import products – Add import bill



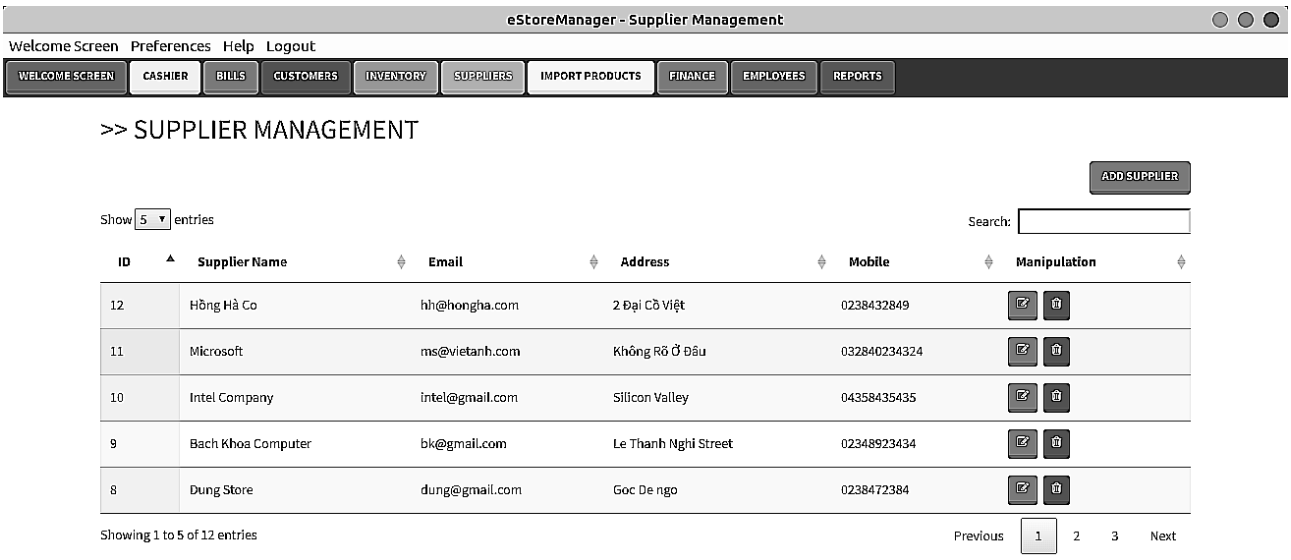
* Import products – View import bill



* Import products – Add import bill – Add import item



* Suppliers



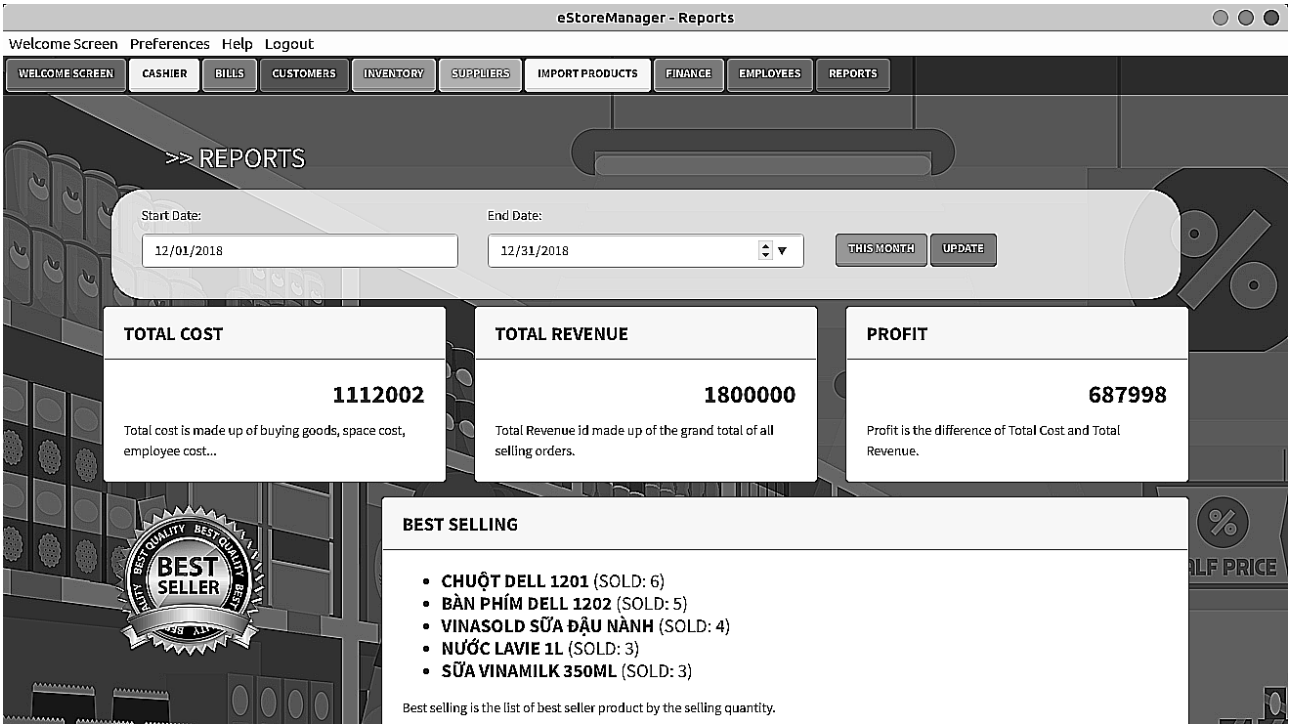
* Suppliers – Add supplier

* Suppliers – Edit supplier

* Finance – Add invoice

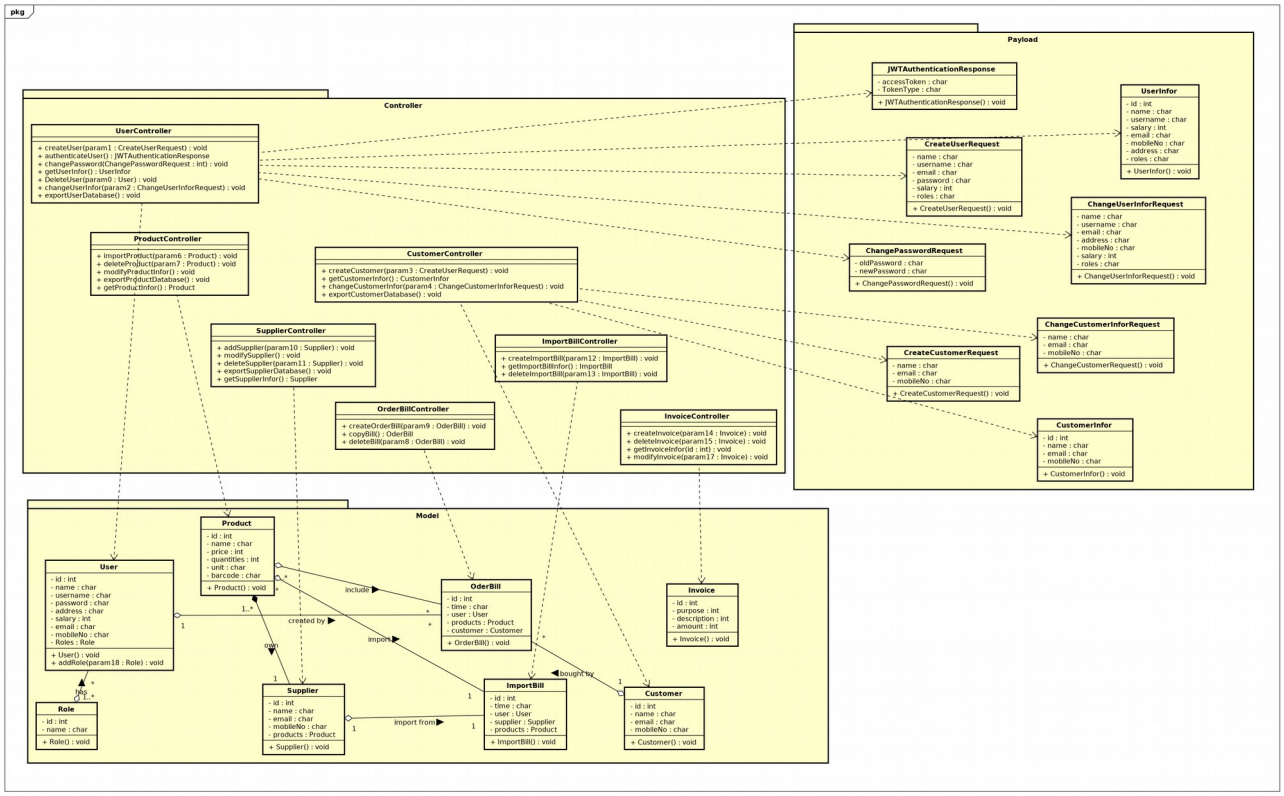
* Finance – Edit invoice

* Report



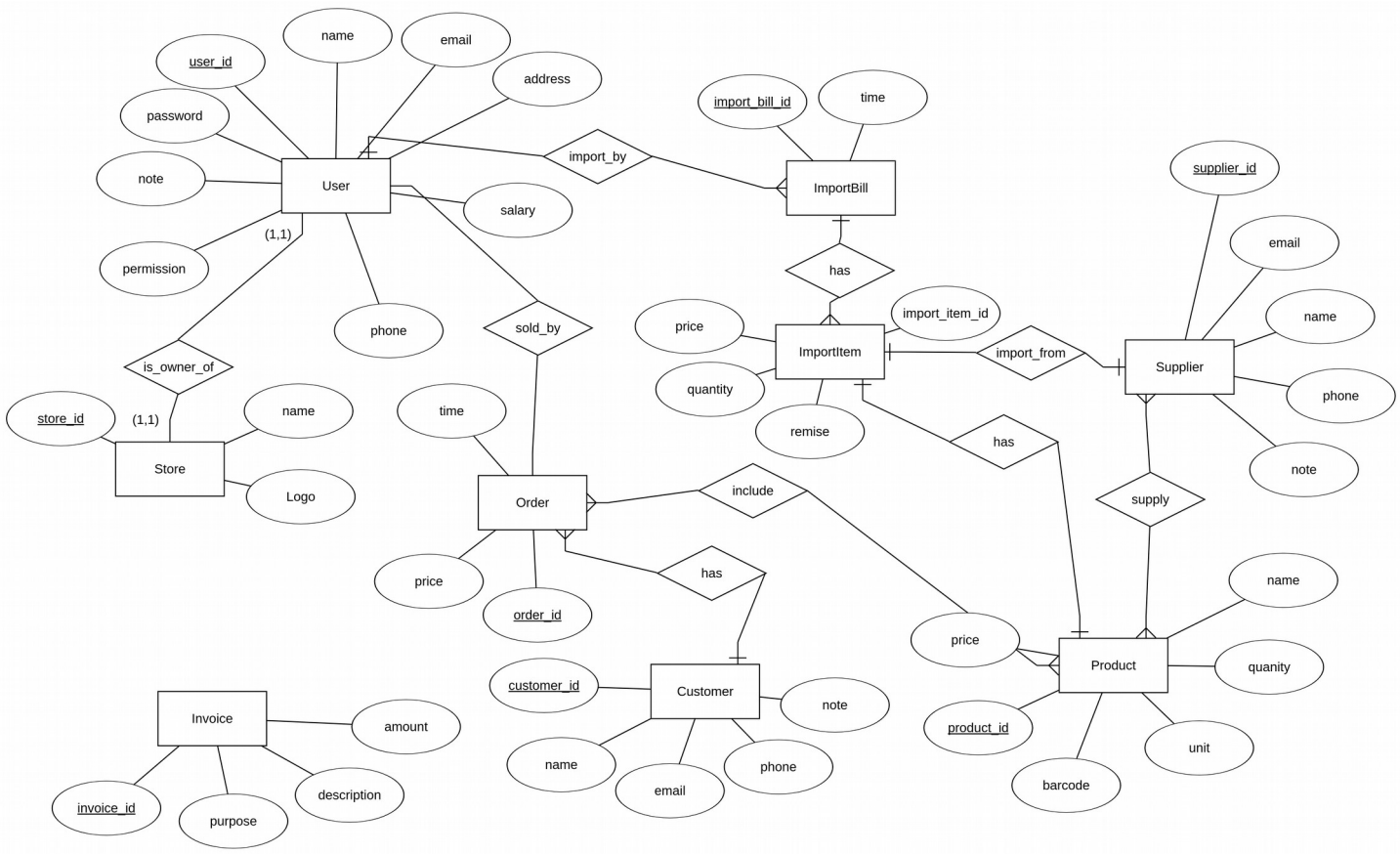
4 Class Design

4.1 Class Diagram

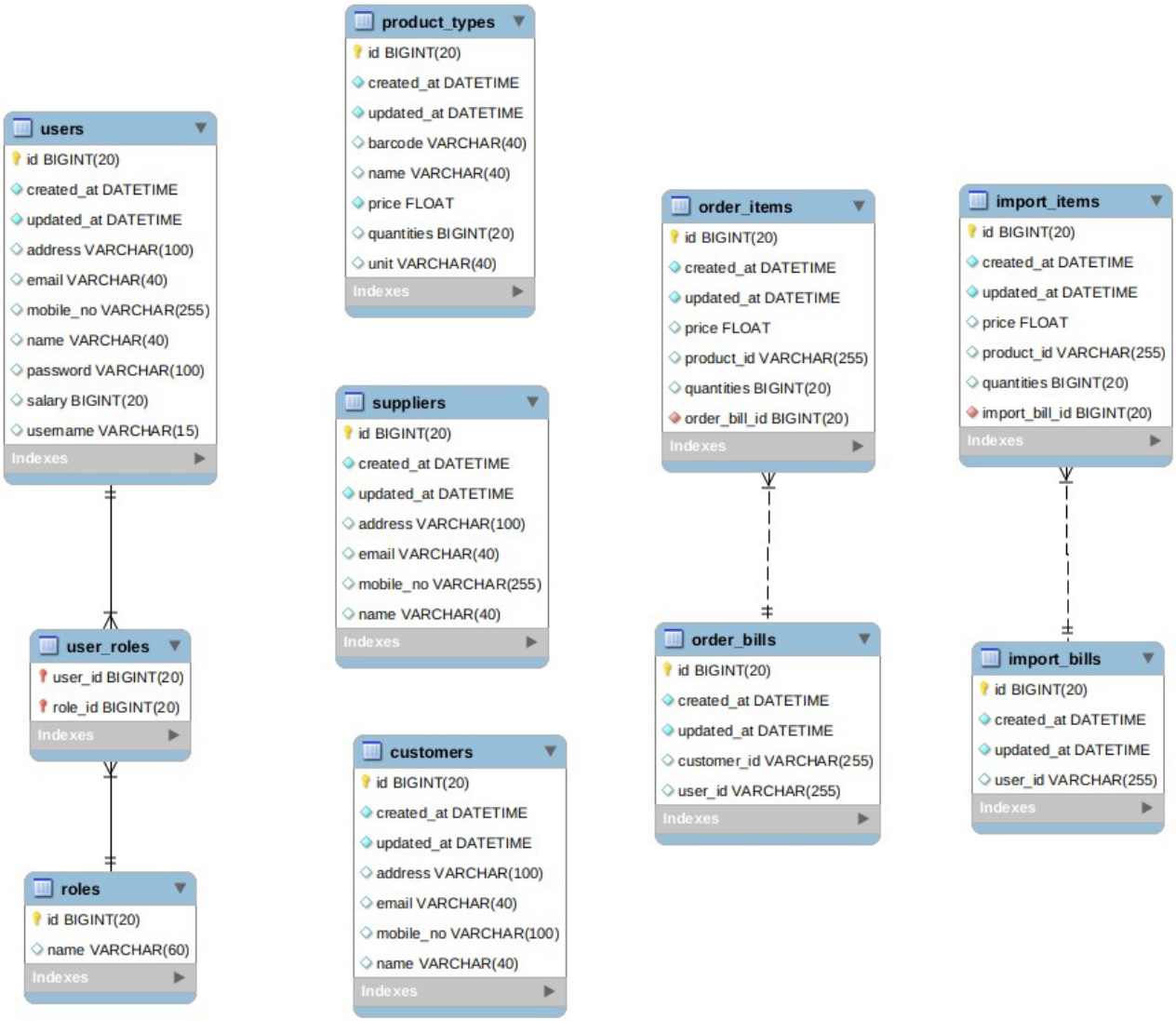


5 Data Model

5.1 Entity Relation Diagram



5.2 Logical Data Model



5.3 Detailed Design

5.3.1 Users

Field	Type	Null	Key	Default	Extra
id	bigint(20)	NO	PRI	NULL	auto_increment
created_at	datetime	NO		NULL	
updated_at	datetime	NO		NULL	
address	varchar(100)	YES		NULL	
email	varchar(40)	YES	UNI	NULL	
mobile_no	varchar(255)	YES		NULL	
name	varchar(40)	YES		NULL	
password	varchar(100)	YES		NULL	
salary	bigint(20)	YES		NULL	
username	varchar(15)	YES	UNI	NULL	

5.3.2 Roles

Field	Type	Null	Key	Default	Extra
id	bigint(20)	NO	PRI	NULL	auto_increment
name	varchar(60)	YES	UNI	NULL	

5.3.3 User_roles

Field	Type	Null	Key	Default	Extra
user_id	bigint(20)	NO	PRI	NULL	
role_id	bigint(20)	NO	PRI	NULL	

5.3.4 Customers

Field	Type	Null	Key	Default	Extra
id	bigint(20)	NO	PRI	NULL	auto_increment
created_at	datetime	NO		NULL	
updated_at	datetime	NO		NULL	
address	varchar(100)	YES		NULL	
email	varchar(40)	YES		NULL	
mobile_no	varchar(100)	YES		NULL	
name	varchar(40)	YES		NULL	

5.3.5 Products

Field	Type	Null	Key	Default	Extra
id	bigint(20)	NO	PRI	NULL	auto_increment
created_at	datetime	NO		NULL	
updated_at	datetime	NO		NULL	
barcode	varchar(40)	YES		NULL	
name	varchar(40)	YES		NULL	
price	float	NO		NULL	
quantities	float	YES		NULL	
unit	varchar(40)	YES		NULL	

5.3.6 Suppliers

Field	Type	Null	Key	Default	Extra
id	bigint(20)	NO	PRI	NULL	auto_increment
created_at	datetime	NO		NULL	
updated_at	datetime	NO		NULL	
address	varchar(100)	YES		NULL	
email	varchar(40)	YES		NULL	
mobile_no	varchar(255)	YES		NULL	
name	varchar(40)	YES		NULL	

5.3.7 Buys

Field	Type	Null	Key	Default	Extra
id	bigint(20)	NO	PRI	NULL	auto_increment
created_at	datetime	NO		NULL	
updated_at	datetime	NO		NULL	
active	bit(1)	YES		NULL	
user_id	bigint(20)	YES		NULL	

5.3.8 Buy_items

Field	Type	Null	Key	Default	Extra
id	bigint(20)	NO	PRI	NULL	auto_increment
created_at	datetime	NO		NULL	
updated_at	datetime	NO		NULL	
price	float	YES		NULL	
product_id	bigint(20)	YES		NULL	
quantities	float	YES		NULL	
supplier_id	bigint(20)	YES		NULL	
buy_id	bigint(20)	NO	MUL	NULL	

5.3.9 Sells

Field	Type	Null	Key	Default	Extra
id	bigint(20)	NO	PRI	NULL	auto_increment
created_at	datetime	NO		NULL	
updated_at	datetime	NO		NULL	
active	bit(1)	YES		NULL	
customer_id	bigint(20)	YES		NULL	
tax	float	YES		NULL	
user_id	bigint(20)	YES		NULL	
total	float	YES		NULL	

5.3.10 Sell_items

Field	Type	Null	Key	Default	Extra
id	bigint(20)	NO	PRI	NULL	auto_increment
created_at	datetime	NO		NULL	
updated_at	datetime	NO		NULL	
price	float	YES		NULL	
product_id	bigint(20)	YES		NULL	
quantities	float	YES		NULL	
sell_id	bigint(20)	NO	MUL	NULL	

5.3.11 Invoices

Field	Type	Null	Key	Default	Extra
id	bigint(20)	NO	PRI	NULL	auto_increment
created_at	datetime	NO		NULL	
updated_at	datetime	NO		NULL	
amount	float	YES		NULL	
description	varchar(255)	YES		NULL	
purpose	varchar(255)	YES		NULL	