**Warehouse Inventory Project Proposal**

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The goal of our project is designing a software through which the users can login. There will be different access levels for different users. The administrator is the only user who can grant/modify other users’ access levels.

Upon successful login, the user will have access to a new window with 4 different options such as Sale, Purchase, Inventory and Reports.

On choosing the Sales option, the user will have Sale window open. After all required information is entered and the SUBMIT button is clicked, the new changes will be implemented in the inventory table. The sold stock will be the ones to be shipped out.

Clicking on the Purchase button, will display the Purchase window through which the user is capable of placing new purchase orders or modifying an existing one as long as the order was not submitted previously. This transaction will add to the inventory table all the items that have been bought.

When user chooses Inventory option, he will see the large view of the table. Keep in mind that the inventory file is read only and he cannot modify the information.

At any point of time, the user can go to Report window and print the desired information.

Tables in this application will be:

* Customer table
* Car table
* Parts table
* Order table
* Payment table
* shipment table (to track down the orders and their status)
* credit card type table
* inventory table that will flag if the available stock runs low

The following technologies will be used in this application:

* WPF
* C#
* Dock Panel
* Ribon
* Printing Invoices
* SQL Database via Azure
* Unit Interface Tests, NUNIT test and Installer