

# **CSE344 SOFTWARE ENGINEERING**

## **TERM PROJECT - LITERATURE SURVEY**

### **TEAM MEMBERS:**

Tayfun Yurdaer, 150115067

Hakan Yalçın, 150114021

Erkan Güngör, 150113066

**Stock and Inventory Simple** : This application is a candidate to be the best of its kind. It offers a useful user experience and has a pleasant graphical user interface. This app has a lot of features for product operations. You can create a new item, edit and delete it. You can able to categorize the items. Also you may add item's barcode by scanning from camera. Also the app allows you to export items in different formats.

**Inventory Management** : At first glance, users can't see an attractive visuality. Buttons and fields have very rough design. But if we need to talk about functionality, this app also provide many operations. Striking feature is that the app represented datas with charts.

### **Differences / Similarities:**

if we compare our project with other application from literature & web, our app will be user friendly. A user can easily use this application who has never used a any mobile application experience. We will avoid unnecessary feature to prevent complexity of app. This app also support create a item, edit, and delete it. We will try to implement a barcode scanner. We will keep database on cloud, because of that if the user has to delete application, the user will not lose any data.

### **Software Process Model:**

Our destiny was to choose iterative model. Because we have a real customer. He doesn't know exactly what he wants, so we do not have full requirements. After each step of development(each iteration), we will show the results to the client and we will continue to our journey according to the feedback. That's why we prefer iterative model.