

Web Development – Mr. Turner

Project – Cargo Manifests

Project Overview

As an employee for Full of Ship Importing and Exporting, it's your job to automate the receipt of shipment manifests and organize the materials for repacking and exporting. Your company has an endless supply of small, large, and extra large boxes that can be used. As the manifests come in, workers from any location can use your web page to assign products to boxes.

Display

The list below includes the essential elements of the page.

- Create an intuitive display. The use of images is not required, but encouraged. Remember that images can really enhance your page, but if they are oddly sized or placed, they can also detract from it.
- Create a section which lists the individual items on the manifest.
 - Show the number of manifests remaining.
- Create a section where your user can open up a new box (small, large, or extra large).
 - This section should include options for selecting one of the 3 types of boxes.
 - This section should include an area where the open boxes will display their contents.
 - This section will need buttons that allow the user to close a box or empty and discard a box.

Functionality

The first thing you'll need to do is manufacture data. Hard code a series of items for your manifests. Each item should have a name, an image (optional), and a sizing score associated with it. You can create any number of items that you like.

The sizing score for items ranges from 1 to 10, 1 being a very small item, 10 representing the largest of the items.

The user will receive a random number of manifests for boxing and shipping. The first manifest will open automatically, its items appearing in the list. The counter will show the number of manifests remaining.

When the user receives a manifest, it should include 10 random items. Display the items and their sizes in the manifest section.

Once the manifest is in, the user can start making and packing boxes. The user can choose a small, large, or extra large box. A small box can hold up to 3 points worth of items. A large box can hold 6 points worth of items. An extra large box can hold 10 points worth of items.

When the user clicks on an item on the manifest, transfer the item to the open box. If the user clicks on an item in the open box, it will be transferred back to the manifest.

Once the user is done with the box, (s)he can close it. A box does not have to be full in order to be closed. Only when the box is closed, will the user have the option of opening a new box. Once a box is closed, it can no longer be edited. It's sent out for shipment.

Once all of the items have been removed from the manifest it will close out. If there are still manifests unpacked, a new one will automatically load into the manifest area. Otherwise, the page will show a message that tells the user (s)he did good work and should log in tomorrow for more manifests.

Enhancements

- Keep track of the cost of shipping.
 - It costs \$8 to ship a small box, \$13 to ship a large box, and \$25 to ship and extra large box. When a shipment has been sent off, the cost of shipping the box is added to a total.
 - Display a running total of shipping costs.
- Allow the computer to determine the best packing for a manifest.
 - The computer should display a preferred shipping cost.
 - As the user packs boxes, it should highlight that number in red if it thinks the user will go over budget and green if it thinks the user match or be under budget.
 - It should keep running totals of the expected cost and the user's cost, highlighting in red or green as appropriate.