



Contrast IT Solution System

For

Contrast Trading

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DECLARATION

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Abstract

Contrast Trading started their business in early 2014's by sales garment accessories items. Initially, they concentrated only on small garment and put them into the garment accessories in the suburbs area. However with the increase in demand for other garments, they started distributed accessories other garment as well. For this purpose, the work force also increased accordingly.

At the beginning, they were used to manual recording system of documents. In fact, all of their documents related to receive of order accessories, issues to the accessories item, maintaining of stocks and dispatches were done manually. However, with the growth of their business, they encountered some difficulties from this present manual system. They observed that it was difficult to maintain accurate stock records when there are large numbers of Item categories. This may lead to problems at the accessories received & issued stage and also there by difficulty in meeting the agreed delivery dates to the customers. Due to this problem some orders were getting cancelled. Also, they have noticed that reviewing of issued plan according to the availability of materials affected the entire process.

The proposed system handles purchase order, sales and stock management mainly. The system was developed to suit for standalone environment. Customer, employee, user, supplier and stock management are other areas which are managed by the system. Also the system manages report generating and chart generating. It supports to managers to achieve their business goals as they can make appropriate decisions.

The automated system follows MVC architecture & and foundation is JAVAFX language with Object Oriented techniques. OOAD was used for design phase as RUP was the process model that used to proposed system. This windows based solution is going to be developed using technologies such as JAVAFX, MYSQL, Hibernate and jasper reports mainly. And it is used Net Beans 8.0 as the IDE and MySQL Query Browser as the database server.

The project will achieve the client's functional and non-functional objectives and provide an efficient and user friendly environment. The system will help to Contrast Trading to improve the efficient of their functions by reducing the time and human efforts.

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List of acronyms

BIT - Bachelor of Information Technology
CASE - Computer Aided Software Engineering
CD - Compact Disk
DAO - Data Access Objects
DB - Data Base
DBMS - Database Management System
ER - Entity Relationship
GRN - Good Receive Note
GUI - Graphical User Interface
HQL - Hibernate Query Language
IDE - Integrated Development Environment
IT - Information Technology
JPQL - Java Persistence Query Language
JRE - Java Runtime Environment
JVM - Java Virtual Machine
MB - Mega Byte
MVC - Model View Controller
OOAD - Object Oriented Analysis and Designing
OS - Operating System
ORM - Object Relational Mapping
RAM - Random Access Memory
RDBMS - Relational Database Management System
RUP - Rational Unified Process
SQL - Structured Query Language
UI - User Interface
UML - Unified Modelling Language
URL - Uniform Resource Locator
WWW - World Wide Web

Chapter 1 –Introduction

1.1 Background

Contrast Trading is a local business in garments accessories industry located at Kalubowila, Sri Lanka. It has become a reputed name in garment industry mainly in Colombo area. The story of successes of Contrast Trading is the customer as well as employee satisfaction.

Contrast Trading started its journey in the year 2012 as a small garment based accessories supplier. At present, they are becoming reputed supplier in the garment accessories field. They have more than 25 employees and large storage to store their accessories items. They have been maintaining all of their documents manually. However, they have realized that the productivity could be improved by introducing computer based software management system.

1.2 Problem domain

The manual paper based system for all transactions is used in this company. So it takes more time to record and process transactions. Therefore, this manual process is very inefficient and thereby it involves more human resources. Due to heavy documentary work, there is a tendency of the documents being misplaced.

Thus, the new system was developed to support the company to handle their main operations successfully by overcoming the above problems.

1.3 Motivation

Currently Contrast Trading is carrying their operations in a manual way with lot of heavy paper works. This manual system will be very inefficient and time wasted when providing good services to their customers. Nowadays most of the organizations understand the importance of an automated system to gain benefits such as managing large volume of details, reliability of information, security, speed handling of data to compete with the other competitors while building business uniqueness & efficiency.

In my scenario, Contrast Trading has more than fifty of transactions to be performed daily under several sections. There is no computerized system to manage the purchases and inventory control in Contrast Trading.

1.4 Objectives and scope

1.4.1 Aims/Objectives

Main aim of this project is to develop a system for Contrast Trading to manage business processes in accurate and efficient way. Efficiency and speediness will be assured by this newly proposed system. Followings are the main objectives to be achieved at the end of the project.

- Improve customer, supplier and employee information management.
- Reduce the time and human effort for sales and purchases management process.
- Improving productivity of the staff.
- Improving collaboration of the employees.
- Improve speed all documents are generated through an automated computer system.

- Improve Security.

With the new system every transaction data are fully protected. Each system users has different kind of user levels. Each user has its own user view, username and password.

- Improve Simplicity.

The system provides user friendly interfaces to handle the system.

1.4.2 Scope

The system covers the scope that Contrast Trading management wanted. According to them the expected system should be a system that eases their business operations.

- Order details.

The customer place the order of accessories should be able to edit, delete or update when necessary.

- Manage employee details.

The employer should be able to register an employee via the system, and change or delete the employee information through the system.

- Manage supplier details.

The employer should be able to register a supplier via the system, and change or delete the supplier information through the system.

- Manage customer details.

The employer should be able to register a customer via the system, and change or delete the customer information through the system.

- Manage item details.

The item should be able to edit, delete or update when necessary.

- Purchase order management.

- Sales management.

- Stock management.

- Customer invoice management.

- System user management.

- Bank details Management.

- Report generating.

System should provide the employer with reports that convey the current status of the purchases, sales, employees, products and equipment's etc.

- Keeping track of items

System should notify the employer of the overdue items so the employer could notify the customer in a timely manner.

1.5 Outline of the Chapters

This interim report will strive to convey the efforts that went into creating the purchase and order Management system for Contrast Trading interim report structure is as follows.

Chapter 02: Analysis

Requirement gathering techniques such as interviews and questionnaires are described in this chapter. How the current system works and what the requirements are for the project. Both functional requirements and non-functional requirements are also

identified here. UML diagrams such as use case diagrams are drawn and provided to identify un-clear requirements and obtain better ideas about the system.

Chapter 03: Design

This chapter gives the system architecture, database architecture and user interface design. Describe the use case diagram for the proposed system. This part also incorporates UML diagrams such as class diagrams, activity diagrams and sequence diagrams.

Chapter 04- Implementation

Implementation plays a vital role in a system development process. The specifications made in the design phases transform to an executable system which satisfy client's requirements at this stage. Hence, it is very important that is selecting the most suitable development tools and techniques for a successful system implementation.

Chapter 05- Evaluation

This chapter describe about the evaluation of the project. Evaluation as a general endeavour can be characterized by the following features evaluation is a task, which results in one or more reported outcomes. Evaluation is an aid for planning, and therefore the outcome is an evaluation of different possible actions. Evaluation is goal oriented. The primary goal is to check results of actions or interventions, in order to improve the quality of the actions or to choose the best action alternative.

Chapter 06 – Conclusion

The final chapter of the dissertation brings the evaluation of previous chapters whilst discussing the possibilities for realization of objectives and how the system could be further developed. Also the problem beyond the control of the candidate and its effect on the progress of work are also discussed.

Chapter 02 –Analysis

2.1 Requirement Analysis

Requirement analysis is a very important and a critical phase in the Software Development Life Cycle. Success of requirement analysis phase will impact to the success of other phases. Therefore attention, effort and time were allocated for this process. Requirement analysis is the process of understanding the problems and needs of the user resolve any ambiguity in requirements demanded by the users, avoidance of feature creep and documentation of all aspects of the project development process. Requirements are divided as functional and non-functional requirements. Feasibility analysis consider also by this analysis.

2.1.1 Requirement Gathering Techniques

Gathering of requirements should be properly accomplished before the start of the analysis stage. We gathered as well as if requirement is unclear or ambiguous then system may contain more and more errors. This process includes not only collecting of functional requirement but also non-functional requirements. The following table 2.1 shows the methods used for requirement gathering technique for purpose system.

Technique	Description
Interviews and Discussions	Interviews were conducted with the Director and then with the internal staff as the main requirement gathering technique. Contrast Trading Director and other level of staff participated to the interviews for the requirements gather.
Observation	Another popular requirement gathering technique is observation. Through observation it could be understood about the overall process of manual system.
Online Research	An online research for similar systems was done to gain knowledge on features and new ideas related to Contrast IT

	solution system.
Reading Company Documentation.	By referring documents, bills, business process, procedure of keeping records helps to identified requirements. Contrast trading has lots of documents, bills (sales, purchase, GRN, bank slip, employee details etc...)

Table 2.1 : Requirement Gathering Technique

2.2 Existing System

In the process of current system when the customer makes the order (comes or via send the mail or telephone) and the clerk takes down the order. After the order is accepted they start their order preparing. Then, it is planned for the preparation of accessories. In the process of planning, all the relevant details given by the customer need to be considered carefully. Once the planning is over, it is scheduled for supplying accessories process to supply the customer.

The following figure 2.1 shows use case for existing system.



Figure 2 1 :Use case for existing system

2.2.1 Weakness of the System

The existing system identified below mention weakness.

- Difficult to find customers order details.
- Difficult to change customer order details.
- Difficult to find bank details and cheque details.
- Difficult to find & change the supplier details
- Difficult to find employees' and members' details.
- Difficult to change employees' and members' details.
- Potential for wrong calculations and write incorrect information.
- All customer/supplier documents are hand written documents.
- All calculations are done manually with calculators.
- Data backups are not available.
- Management cannot monitor current business process when they want.
- Time wasting because of lot of documentations.
- High labour cost.
- Poor communication with customers and suppliers.

2.3 Outline of Similar Existing Solutions

There are so many IT services management systems worldwide. Some of them are listed below. Those are similar system as like my system.

2.3.1 MerchanNet ibuyer

The following figure 2.2 shows similar systems MerchanNet by ibuyer



Figure 2 2 : Similar Systems MerchanNet by ibuyer

The software Orders, purchasing, inventory, warehouse, Billing & Invoicing. Standardize all documents. [1]

Features

- Order Processing & Sales
- Pre-Production Management
- Process Management
- Billing & Invoicing
- Inventory Management
- Product Development
- Purchasing
- Raw Material Management

2.3.2 Inflow Inventory System

The following figure 2.3 shows similar solution

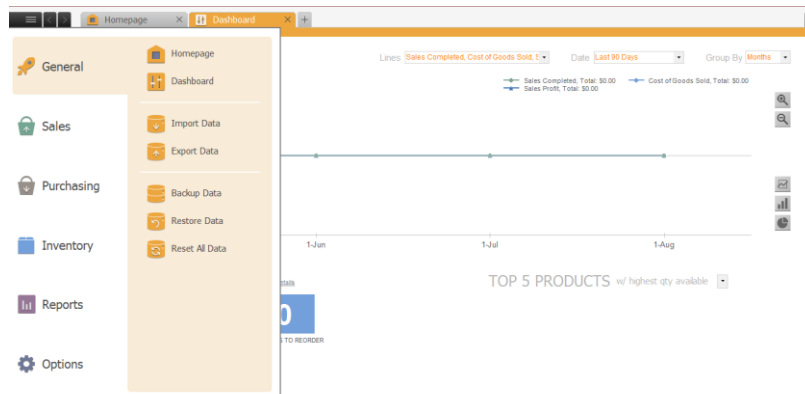


Figure 2 3 : Similar Solutions Inflow Inventory System

Inflow inventory is an integrated solution that covers the entire process of an inventory Management of any business unit. [2]

Features

- Sales Management
- Purchase order
- Inventory Management
- Order Processing & Sales
- Various Report generating

2.4 Functional Requirements of Types

The functional requirements are the system functions that the Contrast IT Solution system should perform.

The following table 2.2 shows Functional Requirements.

Requirement	Description
Item Management	System should provide facility to add, view, Update and delete Item details.
Supplier Management	System should provide facility to add, view, Update and delete supplier details.
Employee Management	System should provide facility to add, view, Update and delete employee details.
Customer Management	System should provide ability to add customer, View, update and delete product. Update and delete product.
Order Management	System should facilitate to get orders from the customers and edit, delete update orders.
Purchases Management	System should facilitate for the purchase management
Report Generating	System should provide facility to generate necessary reports.
Bank & cheque Details Management	System should provide facility to add , view, Update and delete bank & cheque details.

Table 2.2 : Functional Requirements

2.5 Non - Functional Requirements of Types

The following table 2.3 shows Non-Functional Requirements.

Requirement	Description
Reliability	The system should be reliable.
Portability	system should want to platform-independent Thereby, the system can be transferred from one Platform to another
Efficiency	System should have high efficiency for process the data. Because organization has large number of data.
Backup	System administrators should able to backup databases.
Interfaces	The User Interfaces should be simple as possible.
Usability	The system should be easy to use

Table 2.3 : Non-Functional requirement

2.6 Software Development Process Models

There are many development life cycle models that have been developed in order to achieve different required objectives. The models specify the various stages of the process and the order in which they are carried out.

A Process Model describes the sequence of phases for the entire lifetime of a product. Therefore it is sometimes also called Product Life Cycle. There are various Software development models. Some of them as follow: [3]

There are various Software development models or methodologies. They are as follows:

1. Waterfall model

The waterfall model is a sequential development approach, in which development is seen as flowing steadily downwards (like a waterfall) through several phases. Such as analyse, design, implementation, testing, integration, installation and maintenance.

2. Incremental model

A series of mini-Waterfalls are performed, where all phases of the Waterfall are completed for a small part of a system, before proceeding to the next increment, or Overall requirements are defined before proceeding to evolutionary, mini-Waterfall development of individual increments of a system, or The initial software concept, requirements analysis, and design of architecture and system core are defined via Waterfall, followed by incremental implementation, which culminates in installing the final version, a working system.

3. Prototype Model

A prototype is a version of a system or part of the system that's developed quickly to check the customer's requirements or feasibility of some design decisions. There are two types of prototyping techniques.

- I. Throw-away prototyping
- II. Evolutionary prototyping

4. RUP Model

RUP is a framework for Object Oriented software engineering using UML. This is the architecture centric, use-case driven, iterative and incremental software development model. It encourages on-going quality control and risk management. Rational Unified Process consists of four phases. They are inception, elaboration, construction, transition.

5. RAD Rapid Application Development (RAD)

RAD is a development lifecycle designed to give much faster development and higher-quality results than those achieved with the traditional lifecycle. RAD model distributes the analysis, design, build, and test phases into a series of short, iterative development cycles. It is designed to take the maximum advantage of powerful development software that has evolved recently.

6. Agile model

The agile methods refers to a group of software development models based on the incremental and iterative approach, in which the increments are small and typically, new releases of the system are created and made available to customers every few weeks.

7. Iterative model

Iterative development model aims to develop a system through building small portions of all the features, across all components.

8. Spiral model

2.6.1 Methodology for Proposed System

Process Model

Rational Unified Process (RUP) can be used to build up this type of short scheduled project. This process model contains four phases named Inception, Elaboration, construction and transition. In this model overall project lifecycle is broken down into above mentioned phases and iterations.

- **Inception** – Understanding, discovering problem domain, drawing basic level of use case can be done during Inception stage.
- **Elaboration** – Architecture of the project gets its basic form and construction cycles

are planned during this life cycle part and good set of requirements can be selected for next iteration.

- **Construction** – In this stage we build the system up using selected programming language, selected data base management system, following best practices and using relevant helping software tools such as Visual Studio.
- **Transition** – “The final phase of the RUP is concerned with moving the system from the development community to the user community and making it works in are all environments.” [4]

The following figure 2.4 shows relevant diagram for RUP model.

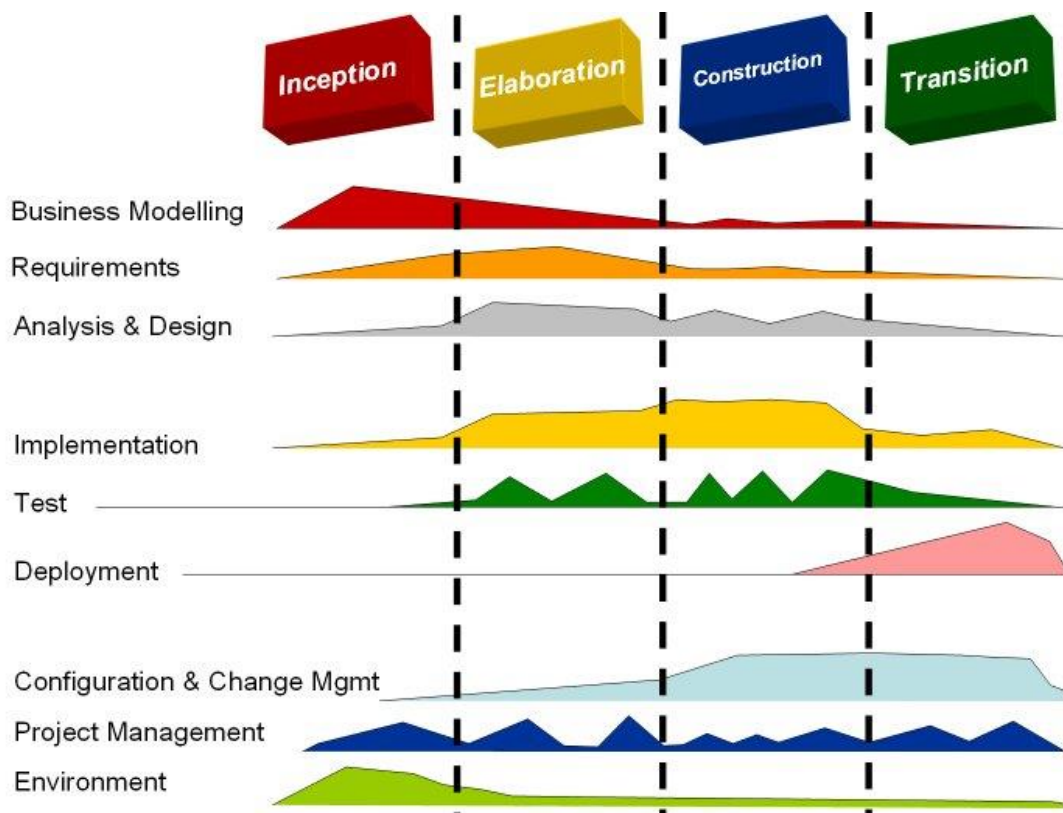


Figure 2 4 : Rational Unified Process Model

Chapter 03- Design

“Software design is an iterative process through which requirements are translated into a “blueprint” for constructing the software. Initially, the blueprint depicts a holistic view of software. That is, the design is represented at a high level of abstraction a level that can be directly traced to the specific system objective and more detailed data, functional, and behavioural requirements” [5].

This chapter describes the technical solutions for the gathered both requirements in Analysis Phase. UML diagrams are used for this. Such as class diagram, activity diagram and sequence diagram. The objects that discovered during the Analysis Phase are refined, and the database is modelled. The database design process consists with ER diagram and some main interfaces which deal with the system.

3.1 Alternative Solution Evaluation

So many software development process model and design pattern in the world. Among them we should have to select one for our project. In the same time we have to choose whether the system may,

- I. Standalone system
- II. Web based system

3.1.1 Web Based System

Web based system refers to a program that runs with the help of the internet. To implement a web based system additional resources such as a server, hardware (router, bridge and network cables) are essentially needed. Web based system most suitable for large scale business and if there are several branches. The deployment, updating, maintenance processes are time consuming. In the case of a network failure the system is unavailable.

3.1.2 Standalone System

It's more suitable to normal scale business applications. Standalone system can work offline and does not necessarily require network to function. Also It's very easy to deploy and maintaining of the system when some software build in standalone.

3.2. Reason to Choose Standalone System

In standalone application, database and all the information are stored on the local computer and no server is needed. Also below mention further reason to select standalone system.

- Can perform much faster than web based system.
- As well it isn't needed to pay additional cost for web hosting.
- Can use it without internet facility.
- Because of the centralized database it is easy to maintain as per synchronism of database.
- There are no requirement for selecting web based solution
- Client mostly preferred to a standalone system.
- It is easy to develop standalone system other than a web based system.
- There is only one branch and few employees
- Can be implementing Hibernate framework.
- The standalone system will support mail service as well as a web based system.
- Easy maintenance and easy deployment.

3.3 Relevant Design Diagrams

Database design is the process of producing a detailed data model of a database. This logical data model contains all the needed logical and physical design choices and physical storage parameters needed to generate a design in a data definition language, which can then be used to create a database. A fully attributed data model contains detailed attributes for each entity [6].

There are few steps in database design process. The proposed system was created according to these steps.

- Determine the purpose of database
- Determine the tables need
- Determine the fields need
- Determine the relationships
- Refine design

To avoid loss of data and data redundancy the database was normalized up to third Normal Form

3.3.1. Database normalization

- First normal form (1NF) sets the very basic rules for an organized database:
 - Eliminate duplicative columns from the same table.
 - Create separate tables for each group of related data and identify each row with a unique column or set of columns (the primary key).
- Second normal form (2NF) further addresses the concept of removing duplicative data:
 - Meet all the requirements of the first normal form.
 - Remove subsets of data that apply to multiple rows of a table and place them in separate tables.
- Third normal form (3NF) goes one large step further:
 - Meet all the requirements of the second normal form.
 - Remove columns that are not dependent upon the primary key. [7].

3.3.2 Database Design Diagrams

Database design is the process of producing a detailed data structure of a database.

This consists of three phases:

- Logical design
- Conceptual design
- Physical Design

A fully attributed data model contains detailed attributes for each entity. This logical data model contains all the needed logical and physical design choices and physical storage parameters needed to generate a design in a data definition language, which can then be used to create a database.

The term database design can be used to describe many different parts of the design of an overall database system. Principally, and most correctly, it can be thought of as the logical design of the base data structures used to store the data. In the relational model these are the tables and view. In an object database the entities and relationships map directly to object classes and named relationships. However, the term database design could also be used to apply to the overall process of designing, not just the base data

structures, but also the forms and queries used as part of the overall database application within the database management system.

Entity Relationship Diagram

Entity relationship model, also called an entity-relationship (ER) diagram, is a graphical representation of entities and their relationships to each other, typically used in computing in regard to the organization of data within databases or information systems. An entity is a piece of data-an object or concept about which data is stored. The main components of ER models are entities (things) and the relationships that can exist among them. [8]

Following figure 3.1 shows ER Diagram of the new System

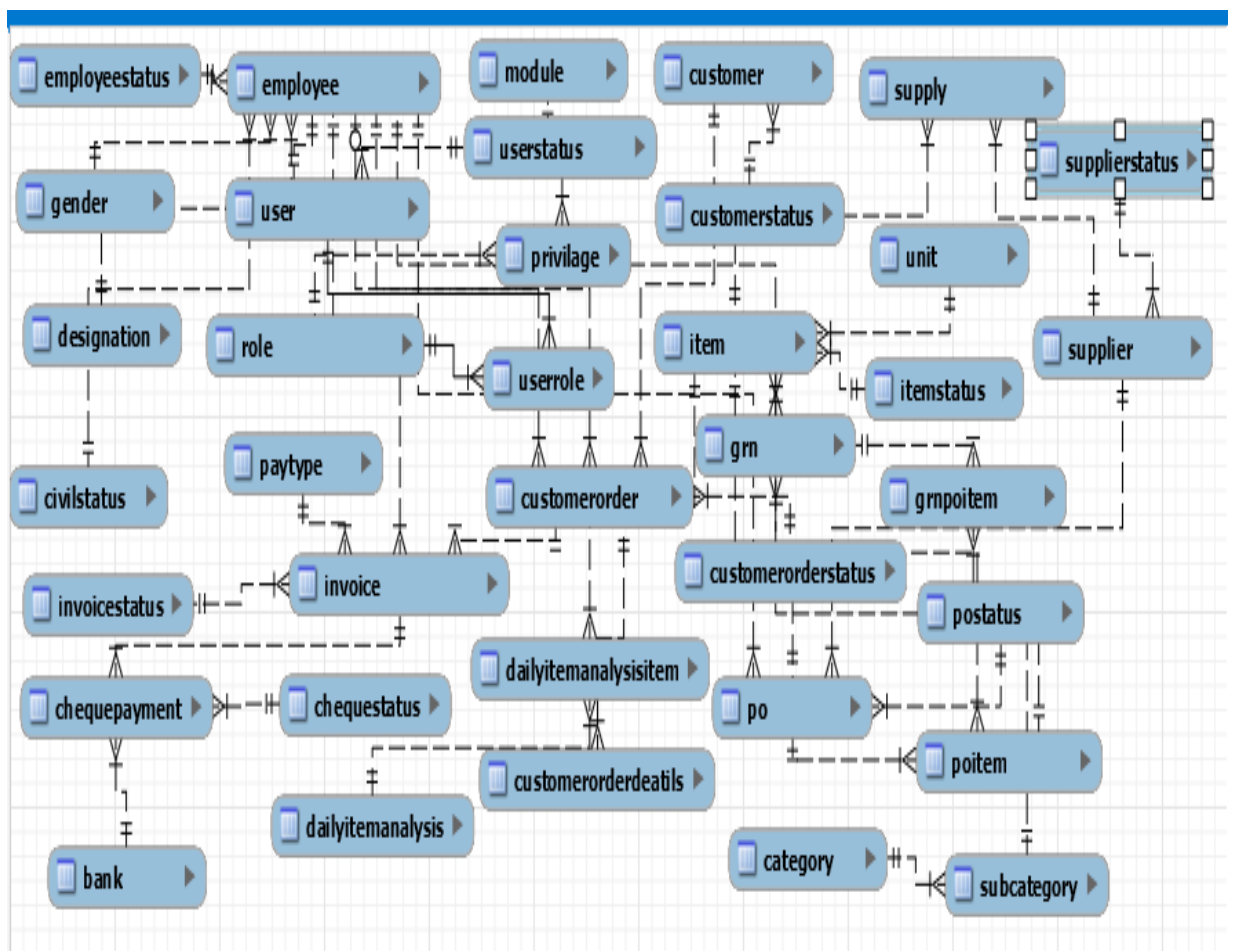


Figure 3.1 : ER Diagram of the System

3.3.2 Object Oriented Analysis and Design.

Object-oriented analysis and design (OOAD) is a software engineering approach that models a system as a group of interacting objects. It is a method that uses objects to develop a system. In OOAD object represents some entity of interest in the system being modelled, and is characterized by its class, its state (data elements), and its behaviour. Each object interacts with each other and they have their own states and operations. Various models can be created to show the static structure, dynamic behaviour, and run-time deployment of these collaborating objects.

There are a number of different notations for representing these models, such as the Unified Modelling Language (UML).”Unified Modelling Language is one of the most popular methods used in order to develop systems with OOD concept. The following object models were used for the designing process of the system;

- Use case diagram
- Class diagram
- Sequence diagram
- Activity diagram
- Deployment Diagram
- Component Diagram
- Timing Diagram

Use Case Diagram

Analysing was followed by using different kinds of diagrams. It's easy to analyse requirements using use case diagrams. Use case diagrams provide information about main actors of the business process and their functions. Using the use case diagram a quick idea of the system can be gained.

Critical users in the system

- Manager
- Administration Manager
- Cashier /Clerk
- Other User

Following figure 3.2 shows Use Case Diagram for Admin

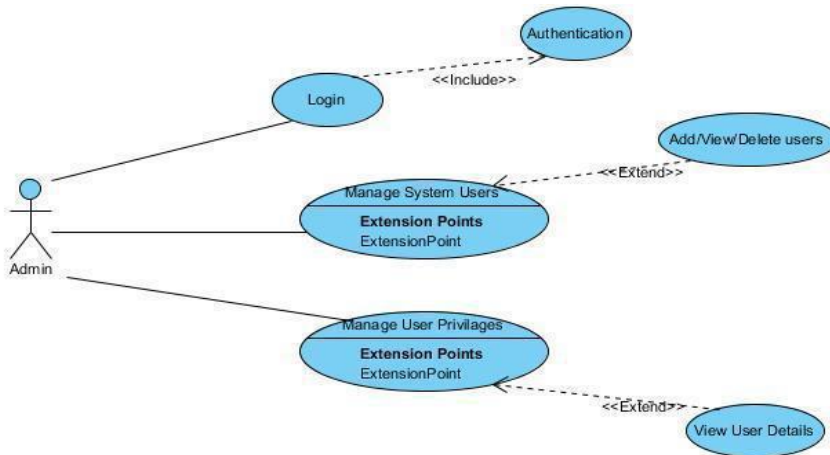


Figure 3.2 : Use Case Diagram for Admin

Following figure 3.3 shows use case diagram for system.

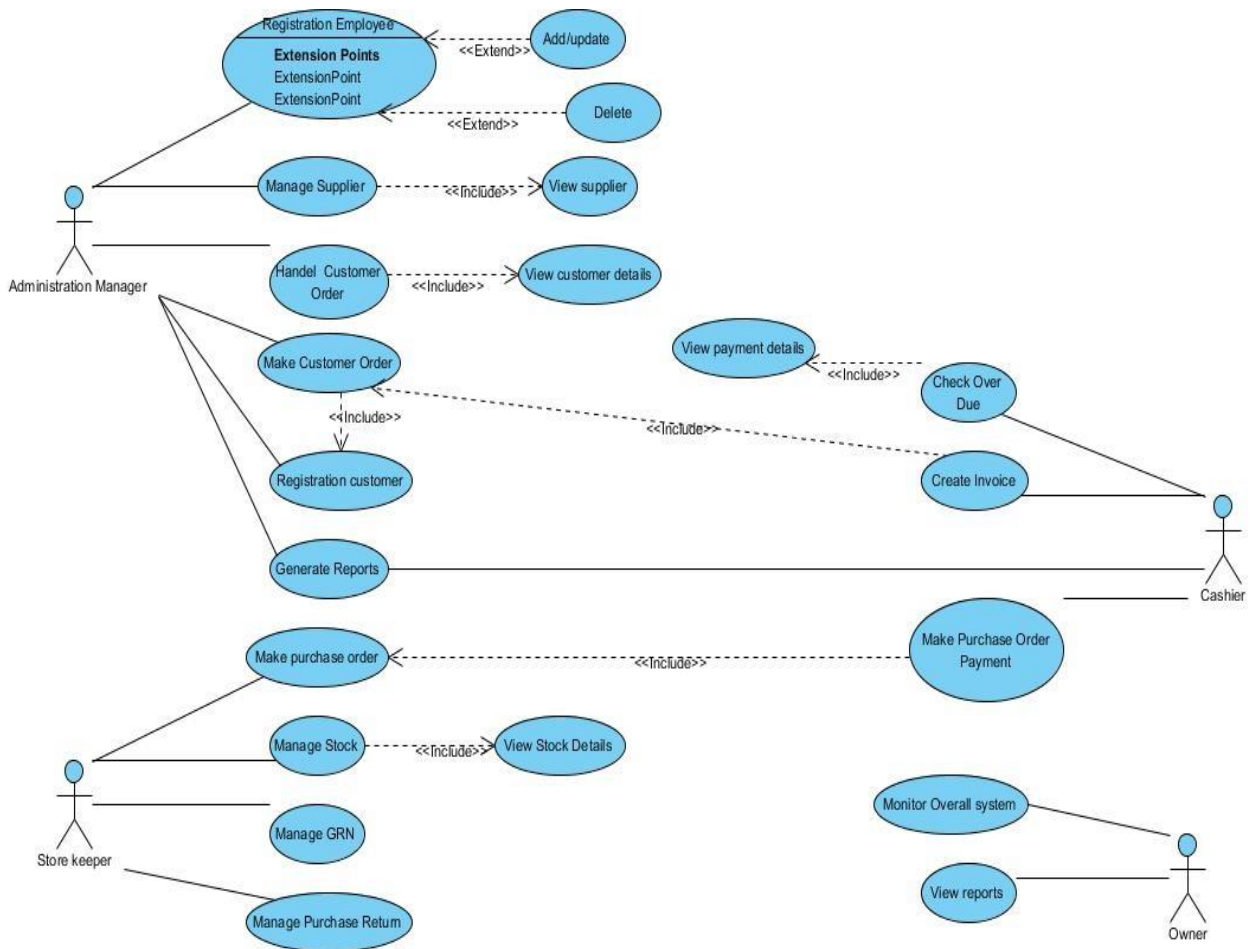


Figure 3.3 : Use Case Diagram for System

Following figure 3.4 shows Use Case Diagram for cashier

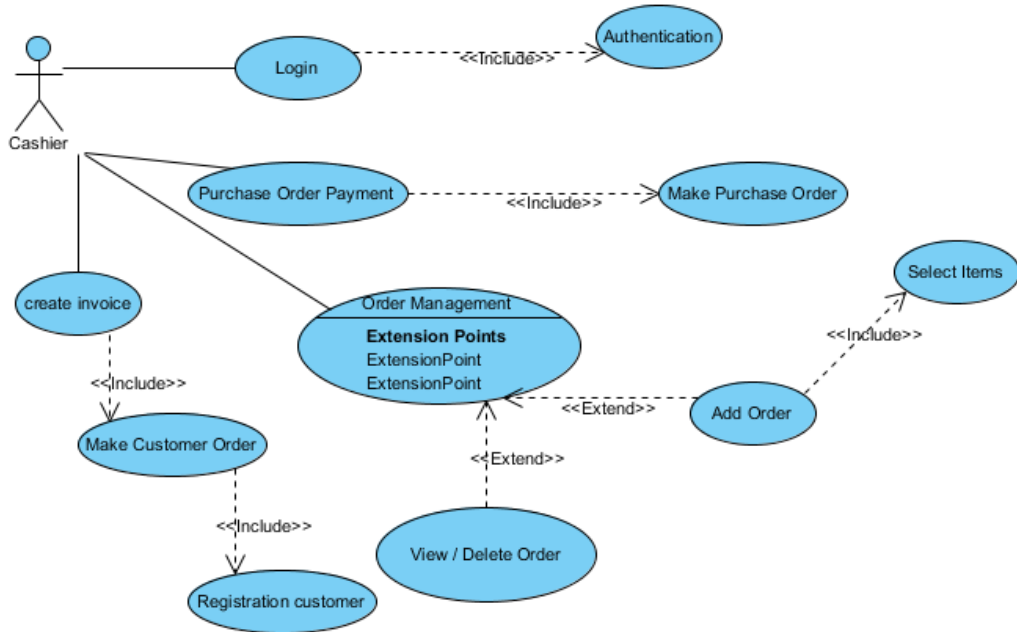


Figure 3.4 : Use Case Diagram for cashier

Following figure 3.5 shows Use Case Diagram for cashier

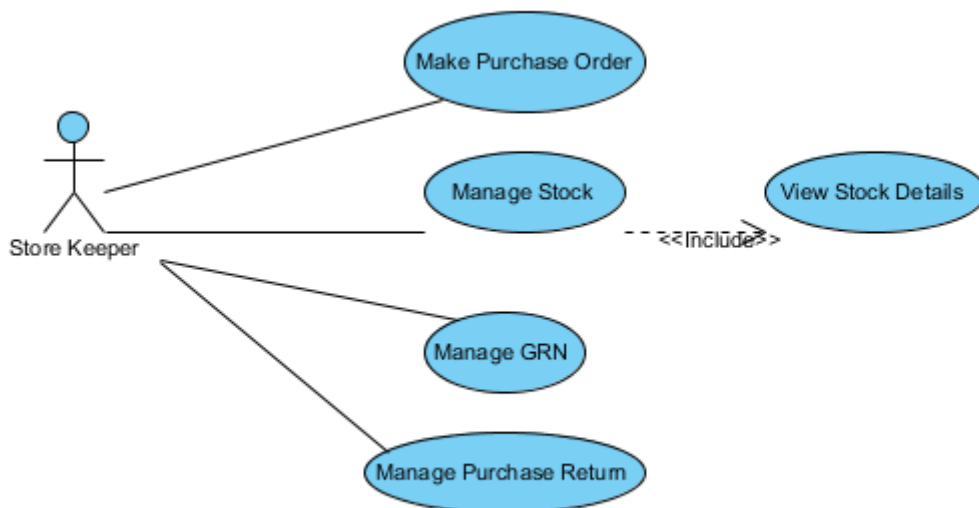


Figure 3.5 : Use Case Diagram for Store Keeper

Use Case Narratives

Following table 3.1 shows use case narrative for user login

Use case	Log in
Actor	All users.
Description	Authorized user is going to log in to the System.
Pre-Condition	I. User should register to the system II. User name and correct password should be entered.
Flow of event	I. User enters user name and password. II. System validates the information. III. System checks the existence. IV. System either allow to log in to system or not.
Post Condition	User will be redirected in to log in page or show main window.

Table 3.1 : Use Case Narrative for User Login

Following table 3.2 shows use case narrative for mange order

Use case	Manage Order
Actor	Cashier/Clerk
Description	Insert a new Order.
Pre-Condition	I. Cashier Log in to the system II. Relevant details should be added.
Flow of event	I. Select Order form. II. Select the items to the order. III. Enter customer details. IV. Press submit to make new order.
Post Condition	Display Success message to inform that Order is successfully added.

Table 3.2 : Use Case narrative for Mange Order

Class Diagram

Class diagram is the backbone of nearly all Object Oriented methods. It describes the structure of a system by showing the system's classes and relationships among the classes. These classes can be people, things or data.

Following figure 3.6 shows class diagram for proposed system.

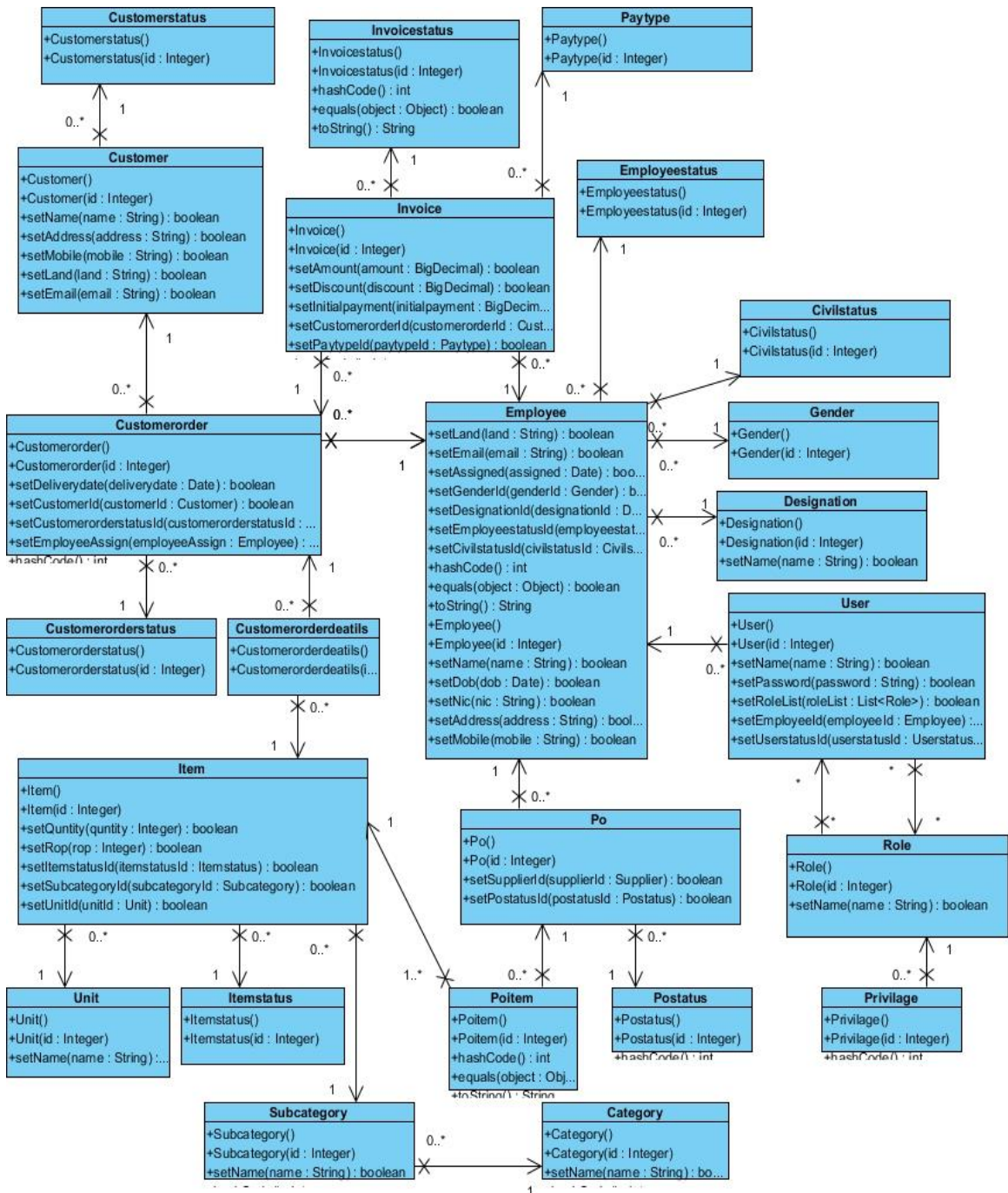


Figure 3.6 : Class Diagram for proposed system

Activity Diagram

Activity diagram represent dynamic behaviour of the system. It shows work flow of a particular activity or entire system in a graphical way and it looks like flow chart. The notations are used in activity diagram are listed below.

- Rounded rectangle – action
- Diamonds – decision
- Join – join two or more actions together
- Black circle – represent starting point (initial state)
- Fork – split one action in to two or more actions

Following figure 3.7 shows activity diagram for user login.

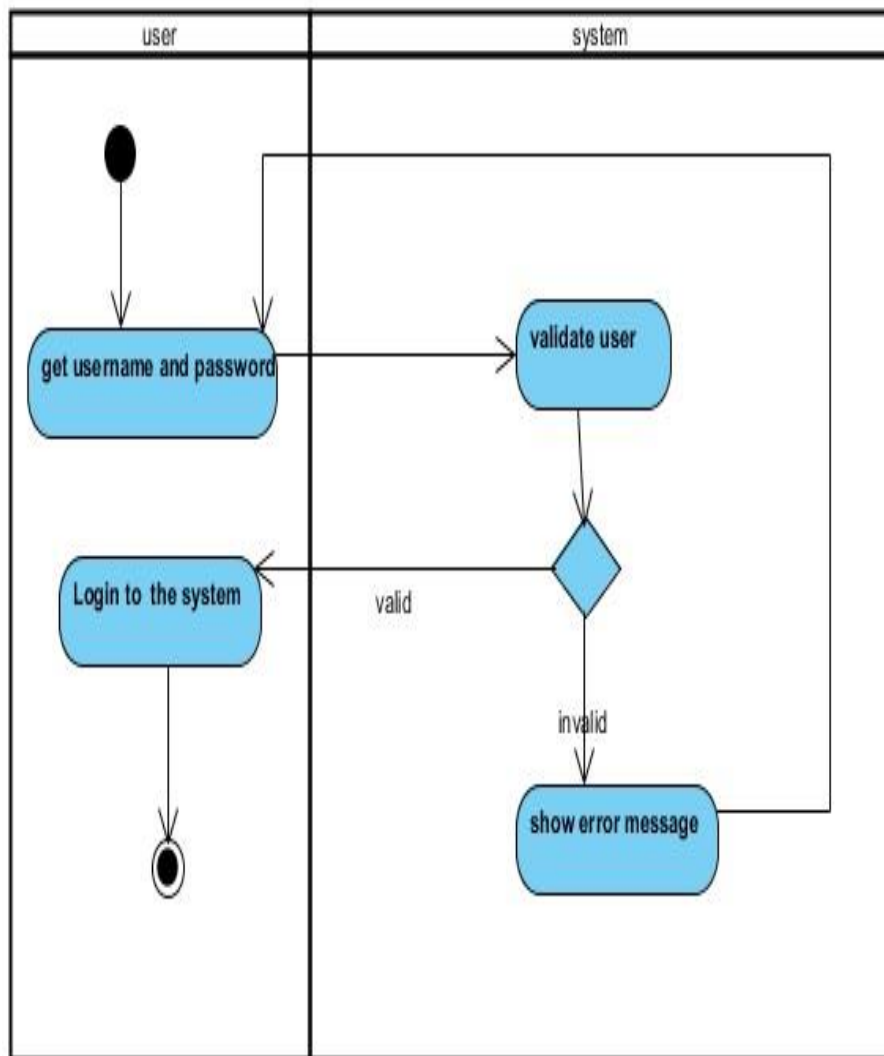


Figure 3. 7 : Activity Diagram for User Login

Sequence diagram

A sequence diagram is a interaction diagram that represents how processes operate with one another and in what order. It is a construct of a Message Sequence Chart. A sequence diagram shows object interactions arranged in time sequence. It shows the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario.

Following figure 3.8 shows sequence diagram for create report

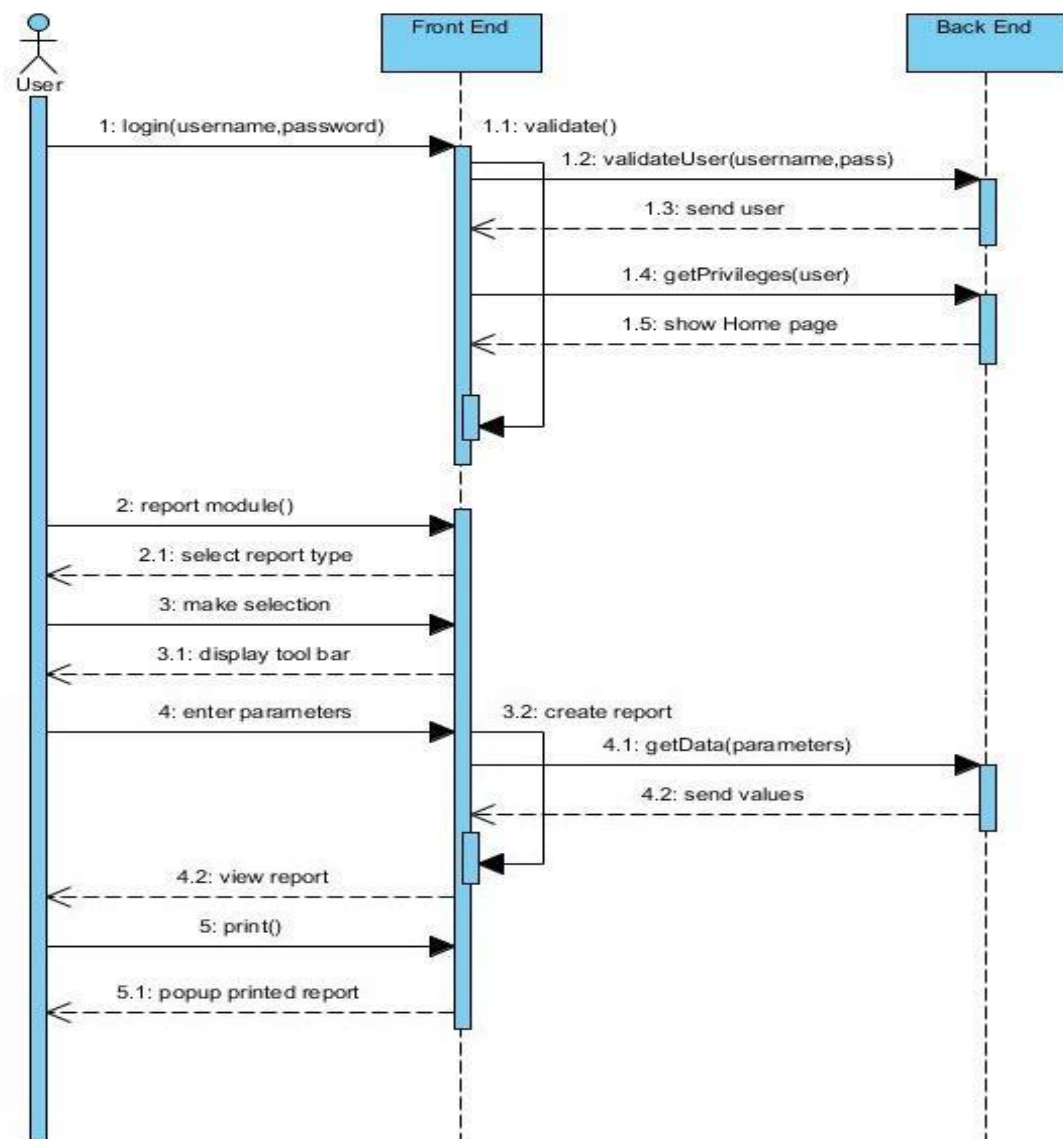


Figure 3. 8 : Sequence diagram for create report

Following diagram shows sequence diagram for check payment of Invoice control for system.

Following figure 3.9 shows sequence diagram for check payments

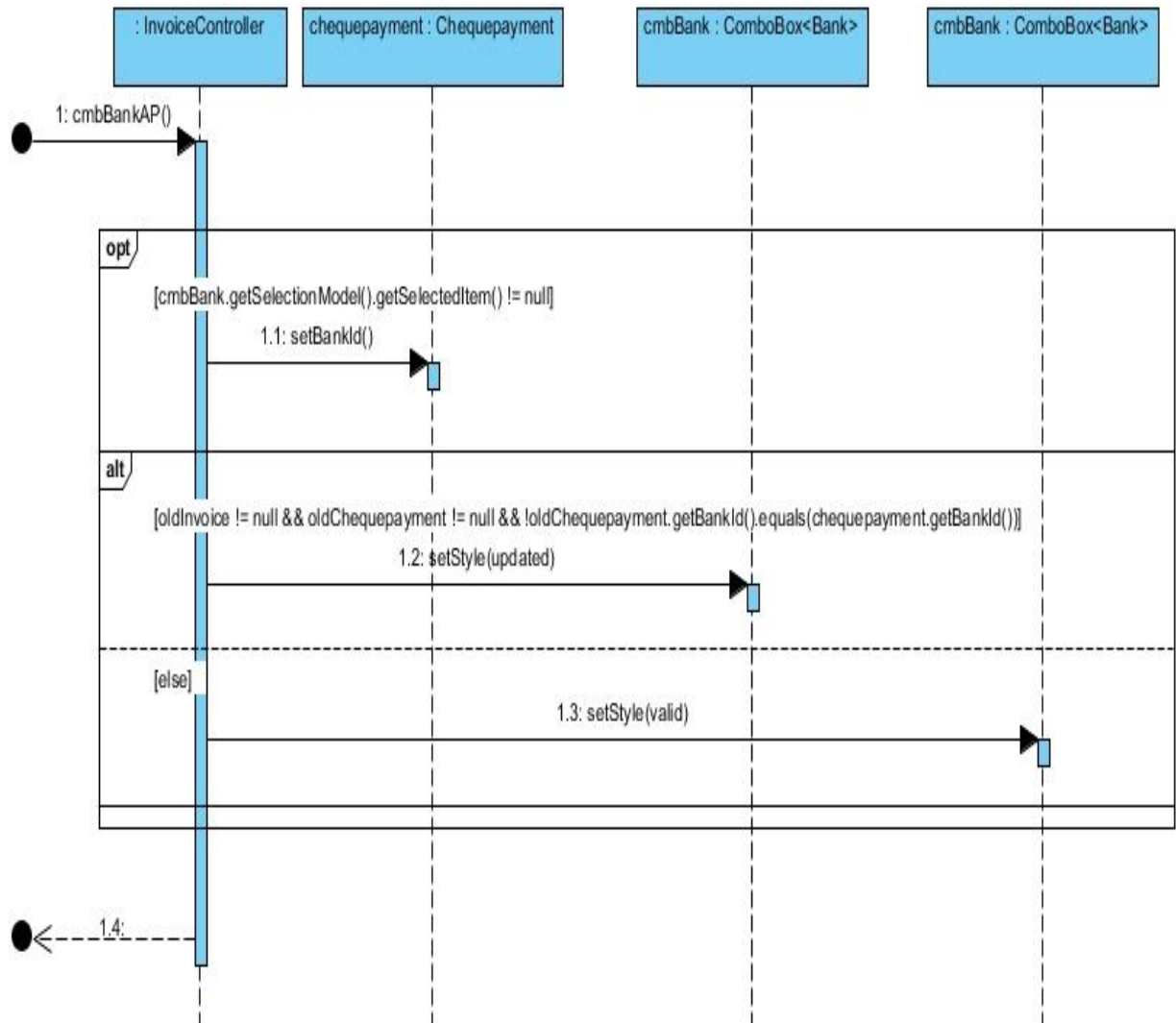


Figure 3. 9: Sequence diagram for Check Payments

Following shows sequence diagram for add Item Subcategory control for system.

Following figure 3.10 shows sequence diagram for Add Item Subcategory

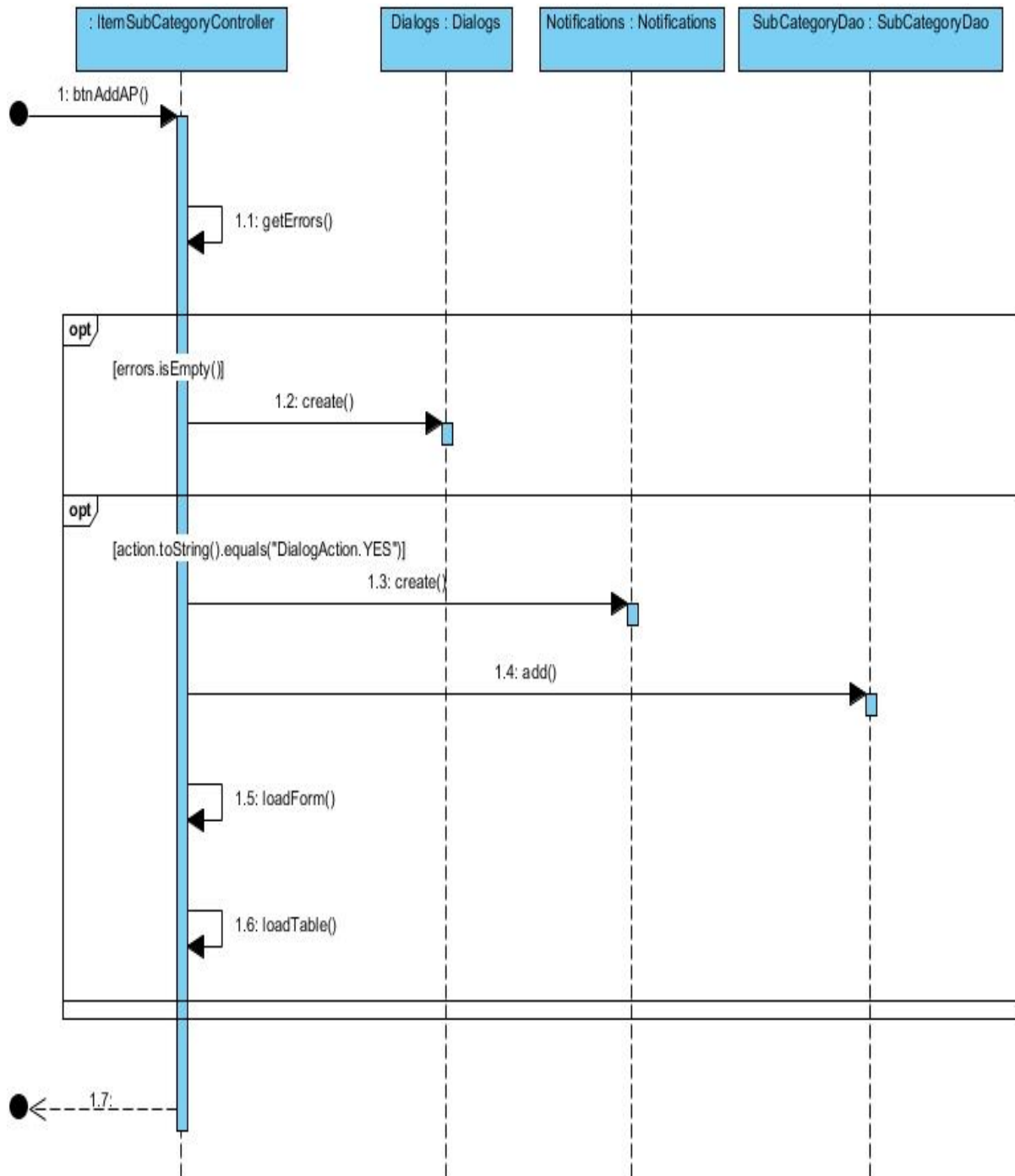


Figure 3. 10: Sequence diagram for Add Item Subcategory

Following shows sequence diagram of add Customer for system.

Following figure 3.11 shows sequence diagram of add Customer for system

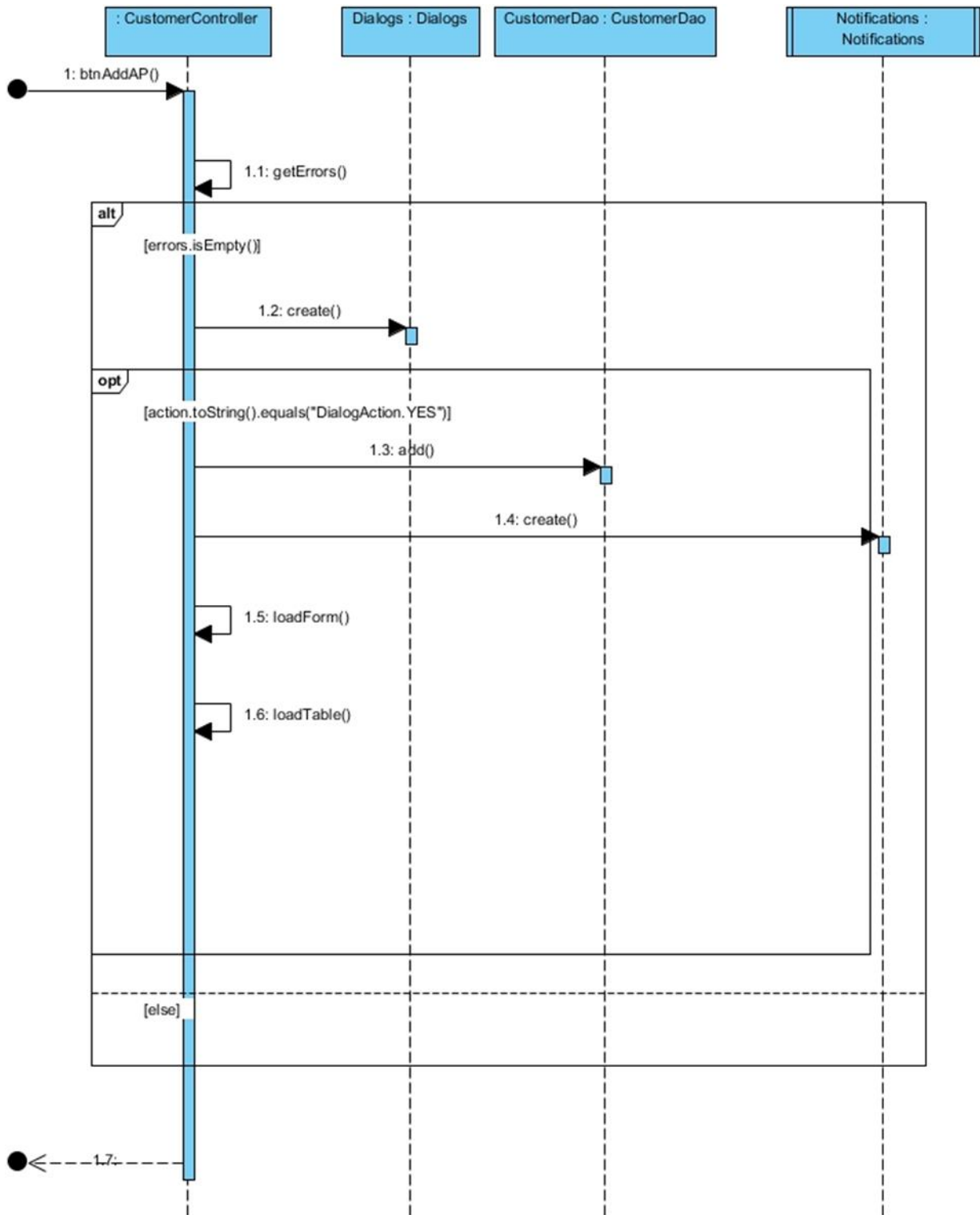


Figure 3. 11: Sequence diagram for Add Item Subcategory

3.4. User Interfaces design

User Interface Design focuses on anticipating what users might need to do and ensuring that interface has elements that are easy to access, understand, and use to facilitate those actions. The goal of the user interface design is to make the user's interaction as simple and efficient as smooth possible, in terms of accomplishing user goals. The purpose of UI design is to clearly convey the intention or message to the user without distracting the user unnecessarily. Following best practices were considered when designing user interfaces.

Simple interface - Instead of complex, messy interfaces which mislead the user, the system was created with simple user interfaces which user can understand clearly. Below figure 3.12 describes the Customer management of the company. It is used a simple structure design which user can understand.

The screenshot displays the 'Customer Management' interface. On the left is a sidebar with navigation icons for Home, Customer, Item, Customer Order, Invoice, and Deliverd Order. The main area is divided into two sections. The left section is a form for adding a new customer, with fields for Name, Address, Contact Person, Mobile, Land, Email, and Status. The right section is a search and list area, featuring a search bar and a table of existing customers.

Name	Address	Land	E-mail
Gemunu Textile	No.80, Pamunugama Road, ...	0723655555	gemunu@gmail.com
Perera fashion house	Stanly Thilakarathna mawath...	0773659888	perera@gmail.com
Nimal Textile	NO,25, Kaudana Raod, Dehi...	0723659878	nimal@gmail.com
Prasad Fashion House	Sir saranankara Road, Kalu...	0723659888	prasad@gmail.com
Norwood Fashions PVT LTD	NO 425, Negambo Rd, Pali...	0779974492	oshank@norwoodfashion.com

Figure 3. 12 :Customer Management

The figure 3.12 shows the user interface which will be used as Main Window. It provides a tab pane for link with each category of the system & allows users to navigate through the system easily. According to the user logged into the system main window control the accessibility of modules by deactivating the unnecessary links. Also it shows current user, role as well as the notifications.

Following figure 3.13 shows main window.

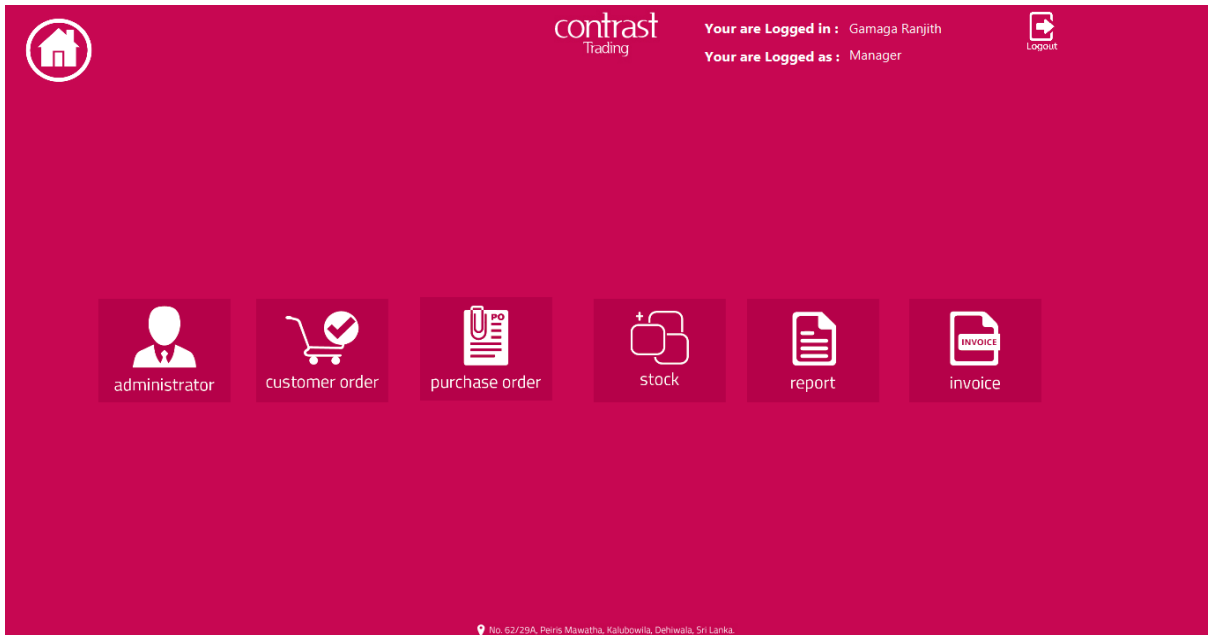


Figure 3. 13:: Main Window

The figure 3.14 shows the user interface which will be used for entering the product Supplier details. Supplier form provides the facility to insert, update, delete product details & it is given to retrieve one or more Suppliers. Following figure 3.11 shows Supplier form.

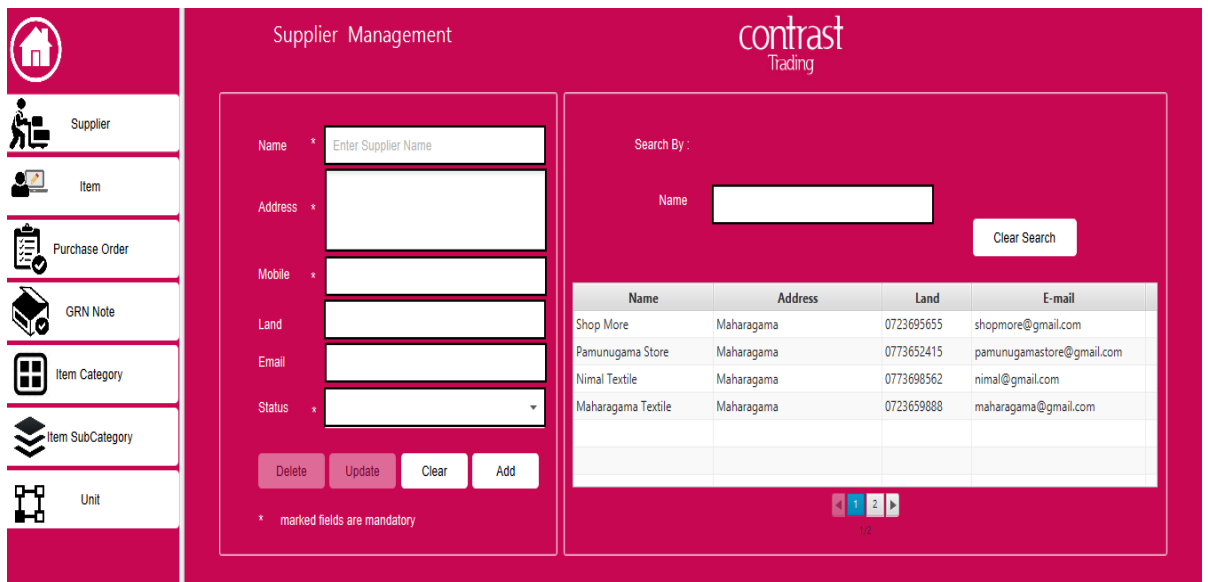


Figure 3. 14: Supplier Window

3.4.1 System Notifications (Design of the messages)

Before saving, updating, deleting record, system checks authorization from the user. Following figure 3.15, 3.16, 3.17 shows the confirmation messages and warning messages which is displaying relevant authorization status.

Following figure 3.15 shows Interface design for Error notification of supplier module



Figure 3. 15: Interface design for Error notification

Following figure 3.16 shows Interface design for update confirm notification of supplier module

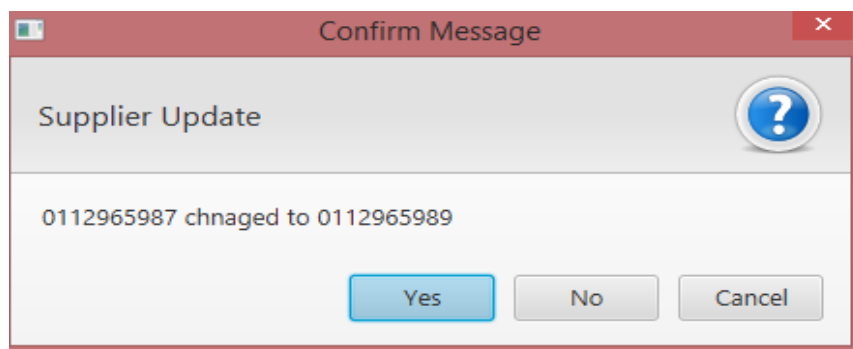


Figure 3. 16: Interface design for update confirm notification

Following figure 3.17 shows Interface design for search clear notification of supplier module.

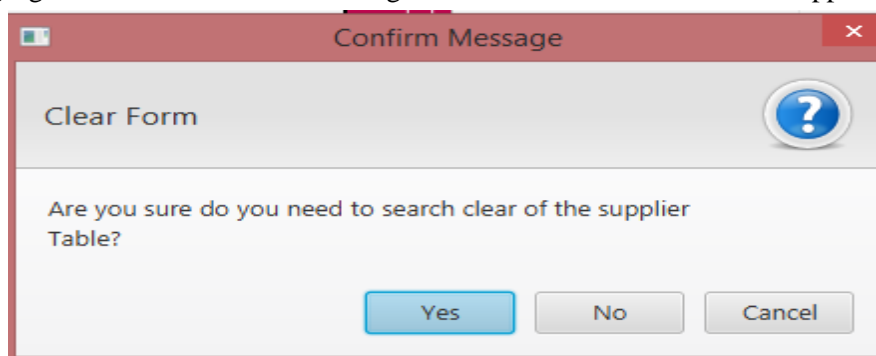


Figure 3. 17: Interface design for update confirm notification

Chapter 04- Implementation

After end of the design phase, implementation phase of the system initiates allowing to what the design phase was scheduled by using suitable techniques, strategies and tools.

The major purpose of this chapter is to discover about the implementation environment, techniques, tools and also the modularized components used to develop the system. Hardware, software and used technologies, reused existing code, development tools used platform dependence and also all major code and module structure.

4.1 Implemented Environment

The environment of the business organization and the functional & non-functional requirements of the intended system were taken into consideration when the selection of the set of software tools & other resources. Ensure of the high performance, technology feasibility, maintainability & the user friendliness was the important aspects of the selection process.

The environment of the business organization and the functional & non-functional requirements of the intended system were taken into consideration when the selection of the set of software tools & other resources. Ensure of the high performance, technology feasibility, maintainability & the user friendliness was the important aspects of the selection process.

The hardware and software environment is listed in table 4.1

Hardware Environment	Software Environment
Intel(R) Core(TM) i3 – 5005u @ CPU 2.0 GHz	<ul style="list-style-type: none">• MySQL Server 5.5• MySQL Workbench 6.3CE• MySQL Query Browser• NetBeans IDE 8.1• JavaFX Scene Builder 2.0• Adobe Photoshop CS6• Microsoft Office Package 2010• Windows 8.1
4GB RAM	
500 GB Hard Disk	

Table 4. 1: Implementation Environment

4.2 Implemented Environment

4.2.1 Netbeans IDE 8.1

Following figure 4.1: shows Netbeans IDE 8.1

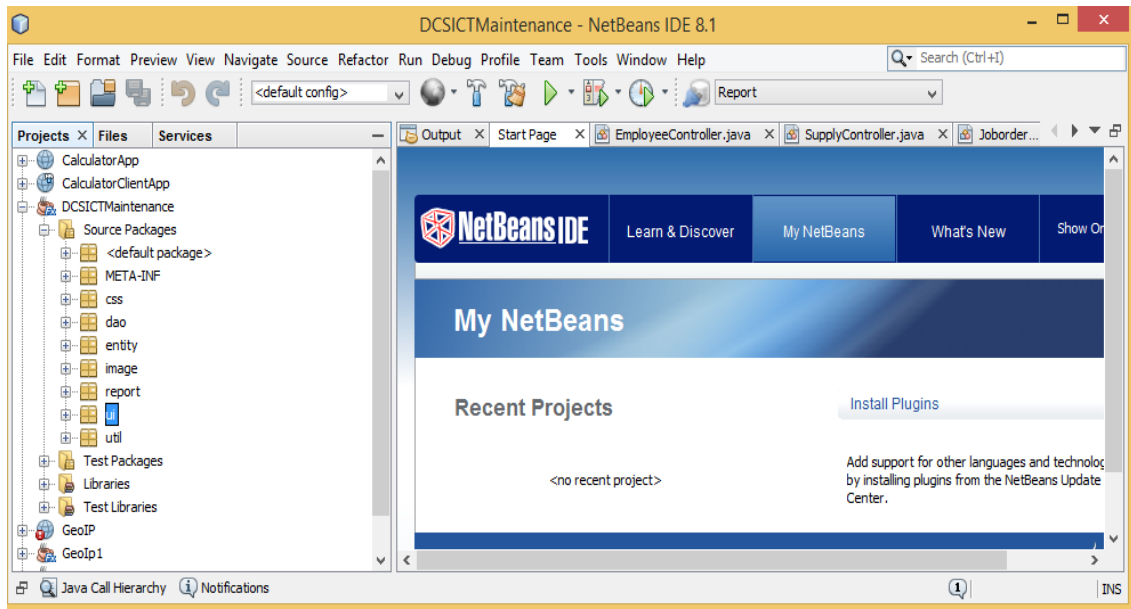


Figure 4 1: Netbeans IDE 8.1

The NetBeans IDE is an award-winning integrated development environment available for Windows, Mac, Linux, and Solaris. The NetBeans project consists of an open-source IDE and an application platform that enable developers to rapidly create web, enterprise, desktop, and mobile applications using the Java platform, as well as PHP, JavaScript and Ajax, Groovy and Grails, and C/C++. [9]

Here are reasons to use the NetBeans IDE:

- Free and Open Source.
- Connected Developer.
- Powerful GUI Builder.
- Support for Java Standards and Platforms.
- Dynamic Language Support

4.2.2 JavaFX Scene Builder 2.0

Following figure 4.2: shows JavaFX Scene Builder

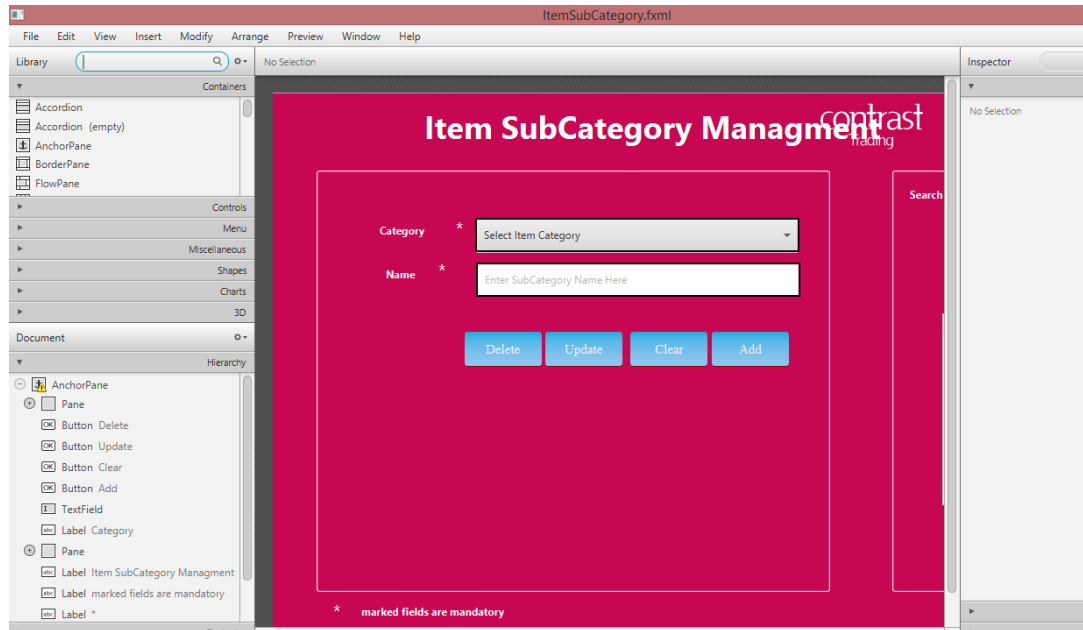


Figure 4 2: JavaFX Scene Builder

JavaFX Scene Builder is a visual layout tool that lets users quickly design JavaFX application user interfaces, without coding. Users can drag and drop UI components to a work area, modify their properties, apply style sheets, and the FXML code for the layout that they are creating is automatically generated in the background. The result is an FXML file that can then be combined with a Java project by binding the UI to the application's logic. Builder is entirely developed with JavaFX 2.0 APIs to discover and study about JavaFX stuffs.[10]

4.2.3 Java Programming Language

Java is a general-purpose computer programming language that is concurrent, class-based, object-oriented, and specifically designed to have as few implementation dependencies as possible. It is intended to let application developers "write once, run anywhere" (WORA), meaning that compiled Java code can run on all platforms that support Java without the need for recompilation. Java applications are typically compiled to byte code that can run on any Java virtual machine (JVM) regardless of computer architecture. "As of 2016, Java is one of the most popular programming languages in use, particularly for client-server web applications, with a reported 9 million developers." Java was originally developed by James Gosling at Sun

Microsystems (which has since been acquired by Oracle Corporation) and released in 1995 as a core component of Sun Microsystems' Java platform. The language derives much of its syntax from C and C++, but it has fewer low-level facilities than either of them. [11]

Java Version

- JDK 1.0 (January 21, 1996)
- JDK 1.1 (February 19, 1997)
- J2SE 1.2 (December 8, 1998)
- J2SE 1.3 (May 8, 2000)
- J2SE 1.4 (February 6, 2002)
- J2SE 5.0 (September 30, 2004)
- Java SE 6 (December 11, 2006)
- Java SE 7 (July 28, 2011)
- Java SE 8 (March 18, 2014)

4.2.4 MySQL 5.5 Database

MySQL is a fast, easy-to-use RDBMS being used for many small and big businesses. MySQL is developed, marketed, and supported by MySQL AB, which is a Swedish company.

Why MySQL is becoming so popular:

- Released under an open-source license. So you have nothing to pay to use it.
- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
- MySQL uses a standard form of the well-known SQL data language.
- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA, etc.
- MySQL works very quickly and works well even with large data sets.
- MySQL is very friendly to PHP, the most appreciated language for web development.
- MySQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase this (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB).

- MySQL is customizable. The open-source GPL license allows programmers to modify the MySQL software to fit their own specific environments. [12]

4.2.5 MySQL Workbench 6.3 CE

MySQL Workbench is a visual database design tool that integrates SQL development, administration, database design, creation and maintenance into a single integrated development environment for the MySQL database system. [13]

4.2.6 MySQL Query Browser

The MySQL Query Browser is a graphical tool for creating, executing, and optimizing queries in a graphical environment. The MySQL Query Browser is designed to help query and analyze data stored within MySQL database.

4.2.7 Visual Paradigms

Figure 4.3: shows Visual Paradigm

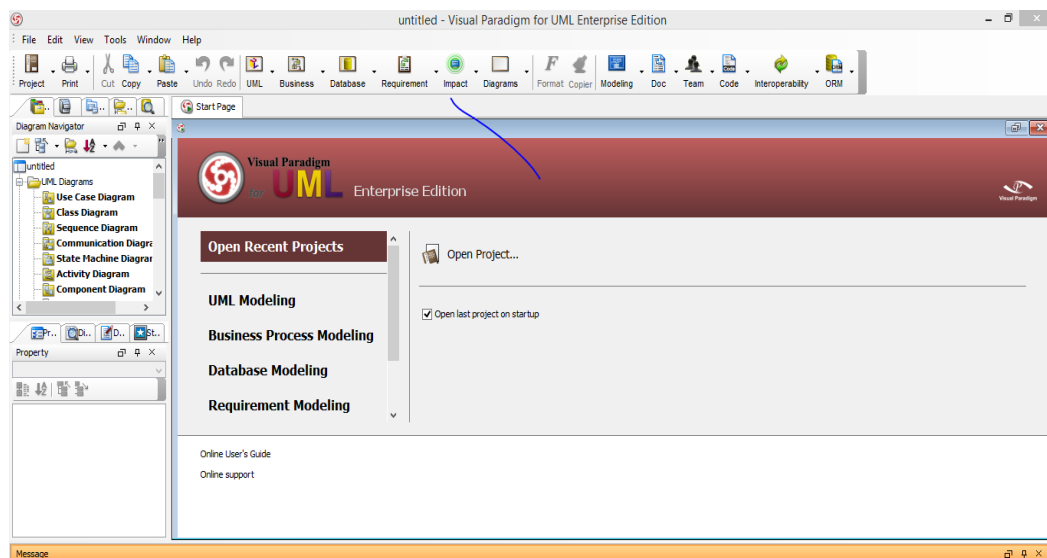


Figure 4 3: Visual Paradigm

“Visual Paradigm for UML is a CASE tool with various selections for modelling with UML2 diagrams as well as supports SysML requirements diagrams and ER diagrams. The tool has a virtuous working environment, which enables inspecting and influence of the modelling project. It is a professional tool and also helps precise changes to source code of several programming languages such as C++ and Java [14].

4.2.8 Hibernate

Hibernate is an object-relational mapping (ORM) library for the Java language, providing a framework for mapping an object-oriented domain model to a traditional relational database. Hibernate solves object-relational impedance mismatch problems by replacing direct persistence-related database accesses with high-level object handling functions.

HQL is abbreviation of Hibernate Query Language. HQL is SQL inspired language provided by hibernate. Developer can write SQL like queries to work with data objects. [15]

Figure 4.1 shows the architecture of Hibernate.

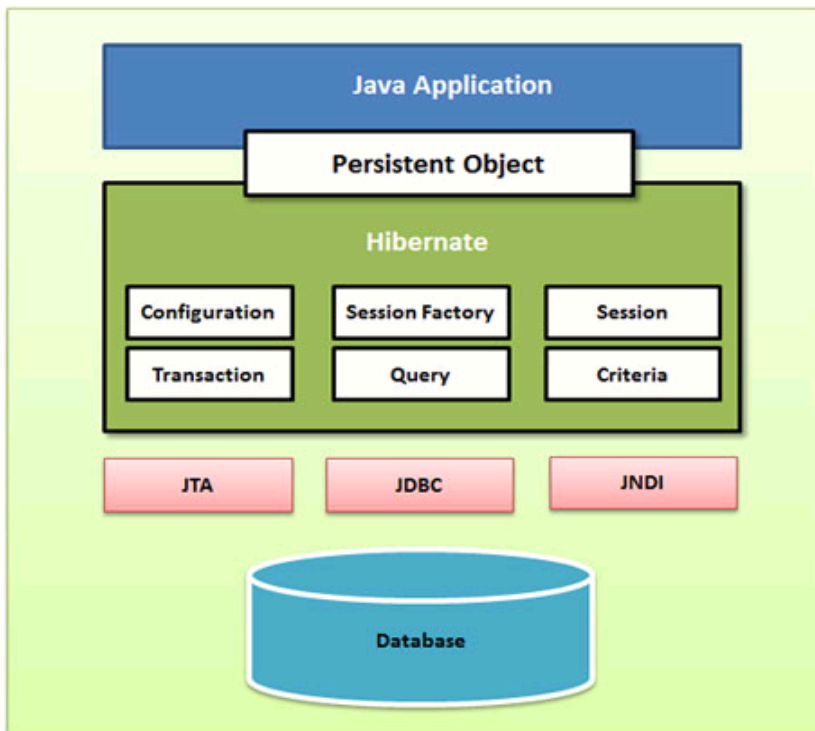


Figure 4. 4 : Hibernate Framework

4.2.9 Jasper Reports

Jasper Reports provides necessary features to generate dynamic reports, including data retrieval using JDBC (Java Database Connectivity), as well as support for parameters, expressions, variables, and groups. Jasper Reports also includes advanced features, such as custom data sources, script lets, and sub reports.

4.3 Implementation

The Architecture used to develop the system was MVC model. Model–view–controller (MVC) is a software architectural pattern for implementing user interfaces. MVC is a most applying design pattern because of its flexibility & other central usages. It is reusable & expressive that allows more readable & mobile. The following Figure 4.2 shows MVC architecture.

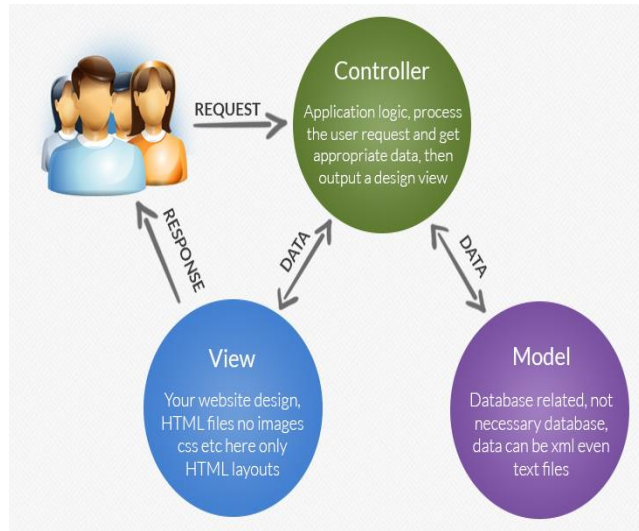


Figure 4. 5: MVC Architecture

Model - This is the layer which switches data in the system. It realizes all facts about data which required being presented. It also controls the rules to entree the data objects and complete any kind of operation on them. This layer is liberated from other system layers such as, View and Controller. Model denotes an object or JAVA POJO carrying data. It can also have logic to modify controller if its data modifications. [15].

View: This is the layer which uses Model's data querying methods to obtain the data for the purpose of presenting. This layer is independent from application logic. A view must ensure that its appearance reflects the state of the model. Whenever the model's data changes, the model notifies views that depend on it.

Controller - Controller acts on both model and view. It controls the data stream into model object and updates the view whenever data changes. It keeps view and model separate. [15].

4.3.1 Code Module Structure

The following Figure 4.3 shows the main structure of the codes in Net Beans.

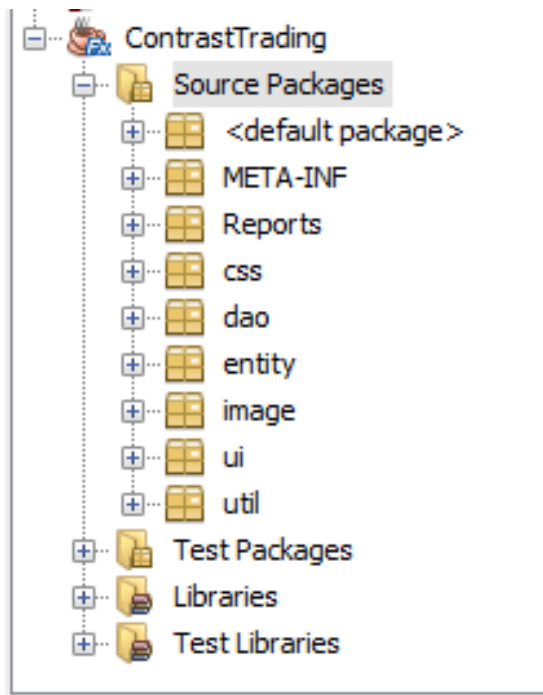


Figure 4. 6: Structure of codes

According to that there are main packages as Dao, Entity, UI, Image and Report.

4.4 Data Layer Implementation

In this layer there are tables and relations between them one-to-one, one-to-many, many-to-many, etc. It allows perform CRUD operations in order to insert data for the database, retrieve data from them as rows, update the table data, & also delete the Unnecessary data.

Hibernate is concerned with data persistence as it applies to relational databases(RDBMS) and it facilities to arrange one-to-one, one-to-many and many-to-many relationships between classes are provided. In addition to managing associations between objects, Hibernate can also manage reflexive associations where an object has a one-to-many relationship with other instances of its own type.

4.4.1 Hibernate Configuration

Hibernate requires to identify in advance where to discover the mapping information that determines how your Java classes transmit to the database tables. Hibernate also needs a set of configuration settings linked to database and other related parameters. All such information is typically supplied as usual Java properties file termed hibernate. Properties or as an XML file named hibernate.cfg.xml. following Figure 4.7 shows the hibernate.cfg.xml.

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE hibernate-configuration PUBLIC "-//Hibernate/Hibernate Configuration
DTD 3.0//EN" "http://hibernate.sourceforge.net/hibernate-configuration-3.0.dtd">
<hibernate-configuration>
  <session-factory>
    <property>
      name="hibernate.dialect">org.hibernate.dialect.MySQLDialect</property>
    <property>
      name="hibernate.connection.driver_class">com.mysql.jdbc.Driver</property>
    <property>
      name="hibernate.connection.url">jdbc:mysql://localhost:3306/Contrast?zeroDateTimEB
ehavior=convertToNull</property>
    <property name="hibernate.connection.username">root</property>
    <property name="hibernate.connection.password">1234</property>
    <mapping class="entity.Civilstatus"/>
    <mapping class="entity.Designation"/>
    <mapping class="entity.Employee"/>
    <mapping class="entity.Employeestatus"/>
    <mapping class="entity.Gender"/>
    <mapping class="entity.Module"/>
    <mapping class="entity.Privilage"/>
    <mapping class="entity.Role"/>
    <mapping class="entity.User"/>
    <mapping class="entity.Userstatus"/>
    <mapping class="entity.Category"/>
    <mapping class="entity.Item"/>
    <mapping class="entity.Itmecolor"/>
    <mapping class="entity.Itmestatus"/>
    <mapping class="entity.Itmeunit"/>
    <mapping class="entity.Subcategory"/>
    <mapping class="entity.Customer"/>
    <mapping class="entity.Customerstatus"/>
    <mapping class="entity.Supplier"/>
    <mapping class="entity.Supplierstatus"/>
    <mapping class="entity.Customerorder"/>
    <mapping class="entity.Customerorderdetails"/>
  </session-factory>
</hibernate-configuration>
```

Figure 4. 7 : hibernate.cfg.xml

4.4.2 Java Entities with Annotations and Named Queries

Java entities whose objects or instances will be warehoused in database tables are called persistent classes in Hibernate. Hibernate works best if these entities follow some simple rules, also known as the Plain Old Java Object (POJO)

programming model. An annotation, in the Java computer programming language, is a form of syntactic metadata that can be added to Java source code. Classes, methods, variables, parameters and packages may be annotated. Following Figure 4.8 shows the entity class of Category.

```

@Entity
@Table(name = "category")
@XmlRootElement
@NamedQueries({
    @NamedQuery(name = "Category.findAll", query = "SELECT c FROM Category c"),
    @NamedQuery(name = "Category.findById", query = "SELECT c FROM Category c WHERE c.id = :id"),
    @NamedQuery(name = "Category.findByName", query = "SELECT c FROM Category c WHERE c.name = :name")
})
public class Category implements Serializable {

    private static final long serialVersionUID = 1L;
    @Id
    @GeneratedValue(strategy = GenerationType.IDENTITY)
    @Basic(optional = false)
    @Column(name = "id")
    private Integer id;
    @Column(name = "name")
    private String name;
    @OneToMany(mappedBy = "categoryId", fetch = FetchType.LAZY)
    @Fetch(FetchMode.SELECT)
    private List<Subcategory> subcategoryList;

    public Category() {
    }

    public Category(Integer id) {
        this.id = id;
    }

    public Integer getId() {
        return id;
    }

    public void setId(Integer id) {
        this.id = id;
    }

    public String getName() {
        return name;
    }

    public boolean setName(String name) {
        boolean validity = !name.isEmpty() && CategoryDao.getByname(name).isEmpty();
        if (validity) {
            this.name = name;
        } else {
            this.name = null;
        }
        return validity;
    }

    @XmlTransient
    public List<Subcategory> getSubcategoryList() {
        return subcategoryList;
    }

    public void setSubcategoryList(List<Subcategory> subcategoryList) {

```

Figure 4. 8: Entity class of Category

4.5 User Interface Layer Implementation

User interfaces simplify users to do required operations using forms as well as loading views. JavaFX Scene Builder designer view was used for the construction of the user interfaces and to add controls. Adobe Photoshop/Gimp/Illustrator was used to make and modify necessary images. To enhance controllers to the user interface designer view offers with the drag and drop functionality and then the component can be setup as the xml code for that, which reduces the developing time significantly.

When developer adds a new component to the user interface JavaFX Scene Builder will automatically generates the necessary xml code for that, which saves the developing time drastically.

Following figure 4.9 shows the auto generated xml codes for creating item category interface using JavaFX Scene Builder. Following Figure 4.9 shows the entity UI class of Category.

```
<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.paint.*?>
<?import javafx.scene.text.*?>
<?import java.lang.*?>
<?import java.util.*?>
<?import javafx.scene.*?>
<?import javafx.scene.control.*?>
<?import javafx.scene.layout.*?>

<AnchorPane id="AnchorPane" prefHeight="259.0" prefWidth="741.0" styleClass="background" xmlns="http://javafx.com/javafx/8" >
  <children>
    <Pane prefHeight="249.0" prefWidth="741.0">
      <children>
        <Button fx:id="btnClear" layoutX="302.0" layoutY="105.0" mnemonicParsing="false" onAction="#btnClearAP" />
        <ListView fx:id="lstCategory" layoutX="516.0" layoutY="26.0" onMouseClicked="#lstCategoryMC" prefHeight="45.0" />
        <Label layoutX="21.0" layoutY="45.0" text="Category" />
        <Button fx:id="btnAdd" layoutX="395.0" layoutY="105.0" mnemonicParsing="false" onAction="#btnAddAP" />
        <Button fx:id="btnUpdate" layoutX="205.0" layoutY="105.0" mnemonicParsing="false" onAction="#btnUpdateAP" />
        <TextField fx:id="txtCategory" layoutX="113.0" layoutY="41.0" onKeyReleased="#txtCategoryRR" prefHeight="32.0" />
        <Button fx:id="btnDelete" layoutX="113.0" layoutY="105.0" mnemonicParsing="false" onAction="#btnDeleteAP" />
        <Label layoutX="103.0" layoutY="177.0" prefHeight="32.0" prefWidth="179.0" styleClass="labelText" text="Category Name" />
        <Label layoutX="75.0" layoutY="174.0" prefHeight="39.0" prefWidth="21.0" styleClass="star" text="*" />
        <Label layoutX="76.0" layoutY="36.0" prefHeight="44.0" prefWidth="21.0" styleClass="star" text="*" />
      </children>
    </Pane>
    <Label layoutX="144.0" prefHeight="39.0" prefWidth="339.0" text="Item Category Managment" textFill="#610909">
      <font>
        <Font name="System Bold" size="20.0" />
      </font>
    </Label>
  </children>
</AnchorPane>
```

Figure 4. 9: UI class for Category

Below represents the java code segment which use for the controller class. Following Figure 4.10 shows the java code use for the controller class for ItemCategory classes.

```

public class ItemCategoryController implements Initializable {

    @FXML
    private Button btnClear;
    @FXML
    private ListView<Category> lstCategory;
    @FXML
    private Button btnAdd;
    @FXML
    private Button btnUpdate;
    @FXML
    private TextField txtCategory;
    @FXML
    private Button btnDelete;
    //</editor-fold>

    //<editor-fold defaultstate="collapsed" desc="Module_Data">

    Category category;
    Category Oldcategory;

    private String valid;
    private String invalid;
    private String updated;
    private String initial;

    //</editor-fold>

    @Override
    public void initialize(URL url, ResourceBundle rb) {
        // TODO
        loadForm();
    }

    private void loadForm() {

        initial = Style.initial;
        valid = Style.valid;
        invalid = Style.invalid;
        updated = Style.updated;

        category = new Category();
        oldCategory = null;

        lstCategory.getItems().clear();
        lstCategory.setItems(CatergoryDao.getAll());

        txtCategory.setText("");

        dissableButtons(false, false, true, true);
        setStyle(initial);

    }

    private void dissableButtons(boolean select, boolean insert, boolean update, boolean
        btnAdd.setDisable(insert || !privilage.get("ItemCategory_insert"));
        btnUpdate.setDisable(update || !privilage.get("ItemCategory_update"));
        btnDelete.setDisable(delete || !privilage.get("ItemCategory_delete"));
    }
}

```

```

private void setStyle(String style) {
    txtCategory.setStyle(style);
}
//</editor-fold>
//<editor-fold defaultstate="collapsed" desc="Data-Setting-Methods">
@FXML
private void txtCategoryKR(KeyEvent event) {
    if (category.setName(txtCategory.getText().trim())) {
        if (oldCategory != null && !category.getName().equals(oldCategory.getName()))
            txtCategory.setStyle(updated);
        } else {
            txtCategory.setStyle(valid);
        }
    } else {
        txtCategory.setStyle(invalid);
    }
}
@FXML
private void txtCategoryKR(KeyEvent event) {
    if (category.setName(txtCategory.getText().trim())) {
        if (oldCategory != null && !category.getName().equals(oldCategory.getName()))
            txtCategory.setStyle(updated);
        } else {
            txtCategory.setStyle(valid);
        }
    } else {
        txtCategory.setStyle(invalid);
    }
}
//</editor-fold>
//<editor-fold defaultstate="collapsed" desc="Form Operation-Methods">
private String getErrors() {
    String errors = "";
    try {
        if (category.getName() == null) {
            errors = errors + "Category \t\tis Invalid\n";
        }
    } catch (Exception e) {
        System.out.println("\n\n-----Error Cheking Error-----");
    }
}

```

```

        System.out.println(e.getClass());
        System.out.println("\n-----\n\n");
        JOptionPane.showMessageDialog(null, e.getClass(), "Error Cheking Error", JOptionPane.ERROR_MESSAGE)
    }
    return errors;
}
] private String getUpdates() {
    String updates = "";
    try {
        if (oldCategory != null) {
            if (category.getName() != null && !category.getName().equals(oldCategory.getName())) {
                updates = updates + oldCategory.getName() + " chnaged to " + category.getName() + "\n";
            }
        }
    } catch (Exception e) {

        System.out.println("\n\n-----Update Cheking Error-----\n\n");
        System.out.println(e.getClass());
        System.out.println("\n-----\n\n");
        JOptionPane.showMessageDialog(null, e.getClass(), "Update Cheking Error", JOptionPane.ERROR_MESSAGE)
    }
    return updates;
}
] private void fillForm() {
    if (lstCategory.getItems() != null) {
        dissableButtons(false, true, false, false);
        setStyle(valid);

        oldCategory = CategaryDao.getById(lstCategory.getSelectionModel().getSelectedItem().getId());
        category = CategaryDao.getById(lstCategory.getSelectionModel().getSelectedItem().getId());
        txtCategory.setText(category.getName());
    }
}
] @FXML
private void lstCategoryMC(MouseEvent event) {
    fillForm();
}
] @FXML
] private void btnDeleteAP(ActionEvent event) {
    Action action = Dialogs.create().title("Category Delete").masthead(category.getName() + " Delete ?").message("Delete Category?");

    if (action.toString().equals("DialogAction.YES")) {

        if (ItemDao.getAllByCategory(category).isEmpty()) {

            CategaryDao.delete(category);
            Notifications.create().title("Successs").text("Category " + category.getName() + " deleted.").show();
            loadForm();
        } else {
            Dialogs.create().title("Category Delete").masthead(oldCategory.getName() + " Delete ?").message("Delete Category?");
        }
    } else {
        Dialogs.create().title("Category Delete").masthead(oldCategory.getName() + " Delete ?").message("Delete Category?");
    }
}
]

```



```

@FXML
private void btnUpdateAP(ActionEvent event) {
    String errors = getErrors();

    if (errors.isEmpty()) {

        String updates = getUpdates();

        if (!updates.isEmpty()) {

            Action action = Dialogs.create().title("Confirm Message").masthead("Category Update").message(updates);
            if (action.toString().equals("DialogAction.YES")) {
                Notifications.create().title("Successs").text("Category " + category.getName() + " updated.").publish();
                CategoryDao.update(category);
                loadForm();
            }
        } else {
            Dialogs.create().title("Information Message").masthead("Category Update").message("Nothing Updated").show();
        }
    } else {
        Dialogs.create().title("Error Message").masthead("Category Update").message(getErrors()).showError();
    }
}

@FXML
private void btnClearAP(ActionEvent event) {
    Action action = Dialogs.create().styleClass("dlg").title("Confirm Message").masthead("Clear Form").message("Clear Form");

    if (action.toString().equals("DialogAction.YES")) {
        loadForm();
    }
}

@FXML
private void btnAddAP(ActionEvent event) throws DaoException {
    String errors = getErrors();

    if (errors.isEmpty()) {

        String conformation = "Ara you sure you need to add this Category \n "
            + "\nCategory : \t\t" + category.getName();

        Action action = Dialogs.create().title("Confirm Message").masthead("Category Add").message(conformation);
        if (action.toString().equals("DialogAction.YES")) {
            Notifications.create().title("Successs").text("Category " + category.getName() + " Saved.").publish();
            CategoryDao.add(category);
            loadForm();
        }
    }
}

```

Figure 4. 10 : ItmeCatergory UI Controller.java

Following figure 4.11: shows the CSS code use for the fxml class to decorate.

```
.background{
    -fx-background-image:url(../image/ContrastMain.jpg);
}
.Loginbackground{
    -fx-background-image:url(../image/ContrastLogging.PNG);
}
.mainbackground{-fx-background-image:url(../image/backGround2.png);
}
.toppane{ -fx-background-image:url(../image/bar2.png);
}

.Combo{
    -fx-background-color:#fff;
    -fx-text-fill:black;
    -fx-font: 15px "Arial";
    -fx-background-radius: 4, 3, 4, 5;
    -fx-font-weight:Regular;
}
.star{
    -fx-font: 14px "Calibry" ;
    -fx-text-fill:White;
}

.pane{-fx-border-color:white;
    -fx-border-radius:3px;-fx-border-width: 1px;}

.Button{
    -fx-background-color:#990000, linear-gradient(#22abde 0%, #55b8e9 25%, #8
    -fx-text-fill:whitesmoke;
    -fx-font: 15px "Times New Roman";
```

Figure 4. 11 : CSS code for Style

4.6 Control Layer Implementation

Control layer is the link between data layer & the interface layer. Here logical concept is, Parse a user request (i.e., "read" it), validate the user request (i.e., assure it on forms to application's requirements), determine what the user is trying to do (based on form elements), obtain data from the Model (if necessary) to include in response to user, select the next View the client should see.

The arrangement of calls to the Model (business-logic layer), and/or the arrangement of views and an input from the user expresses the application's

workflow. Workflow is accordingly defined in the Controller layer of the application.

4.6.1 Hibernate Sessions

The Session Factory is the perception that is a single data collection and thread safe. Since of this feature, many threads can access this simultaneously and the sessions are requested, and also the cache that is immutable of compiled mappings for a specific database. A Session Factory will be constructed only at the time of its start-up. In order to access it in the application code, it should be enclosed in singleton. This covering creates the easy approachability to it in an application code.

Following figure 4.12 shows fragment code is for create session factory.

```
package util;

import org.hibernate.cfg.AnnotationConfiguration;
import org.hibernate.SessionFactory;

/** Hibernate Utility class with a convenient method to get Session Factory ...6 lines */
public class HibernateUtil {

    private static final SessionFactory sessionFactory;

    static {
        try {
            // Create the SessionFactory from standard (hibernate.cfg.xml)
            // config file.
            sessionFactory = new AnnotationConfiguration().configure().buildSessionFactory();
        } catch (Throwable ex) {
            // Log the exception.
            System.err.println("Initial SessionFactory creation failed." + ex);
            throw new ExceptionInInitializerError(ex);
        }
    }

    public static SessionFactory getSessionFactory() {
        return sessionFactory;
    }
}
```

Figure 4. 12 : HibernateUtil.java

4.6.2 Dao (Data Access Objects)

data access object (DAO) is an object that provides an abstract interface to some type of database or persistence mechanism, providing some specific operations without exposing details of the database. It provides a mapping from application calls to the persistence layer. This isolation separates the concerns of what data accesses the application needs, in terms of domain-specific objects and data types (the public interface of the DAO), and how these needs can be satisfied with a specific DBMS, database schema, etc. (the implementation of the DAO).

Following figure 4.13 shows the summary for CategoryDao classes.

```
public class CategoryDao {  
  
    public static ObservableList getAll(){  
  
        return CommonDao.select("Category.findAll");  
    }  
  
    public static void add(Category category) throws DaoException {  
        CommonDao.insert(category);  
    }  
  
    public static void update(Category category) {  
        CommonDao.update(category);  
    }  
  
    public static void delete(Category category) {  
        CommonDao.delete(category);  
    }  
  
    public static ObservableList getByName(String name) {  
        HashMap hmap = new HashMap();  
        hmap.put("name", name);  
  
        return CommonDao.select("Category.findByName", hmap);  
    }  
  
    public static Category getById(Integer id) {  
        HashMap hmap = new HashMap();  
        hmap.put("id", id);  
  
        return (Category) CommonDao.select("Category.findById", hmap).get(0);  
    }  
}
```

Figure 4.13:CategoryDao.java

4.7 Acknowledgement of Reused Code Modules

Some tutorials were referred from the internet to learn Java, JavaFX and Hibernate. When developing this system I am using few libraries and classes for Netbeans IDE because I wanted to add more functionality to the system. Client's requirement also driven me to use some external libraries which do not exist as built in libraries in Netbeans IDE.

My system used Jasper Report API to generate reports of the system. Because of that system facilitates report generating task for users when they need reports to analyse their business and achieve goals. Also I have used hibernate ORM to build up database connection of my system.

Chapter 5- Evaluation

This chapter describe about the evaluation of the project. Evaluation as a general endeavour can be characterized by the following features Evaluation is a task, which results in one or more reported outcomes. Evaluation is an aid for planning, and therefore the outcome is an evaluation of different possible actions. Evaluation is goal oriented. The primary goal is to check results of actions or interventions, in order to improve the quality of the actions or to choose the best action alternative.

Software testing involves the execution of a software component or system component to evaluate one or more properties of interest. In general, these properties indicate the extent to which the component or system under test:

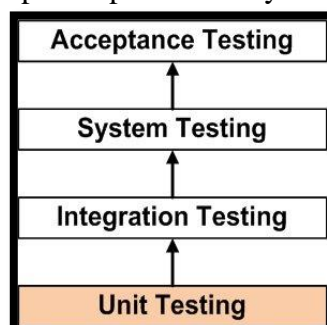
- Meets the requirements that guided its design and development,
- responds correctly to all kinds of inputs,
- performs its functions within an acceptable time,
- is sufficiently usable,
- can be installed and run in its intended environments and
- achieves the general result its stakeholders desire.[16]

5.1 The Objectives of Testing

The main objectives of the testing are that the functions are developed according to the specification, the identification and reporting of error that occur in the system and correcting them as needed and improving the performance and efficiency of the system.

5.2 Testing Methods

There are generally four recognized levels of tests: unit testing, integration testing, system testing, and acceptance testing. Tests are frequently grouped by where they are added in the software development process or by the level of specificity of the test.



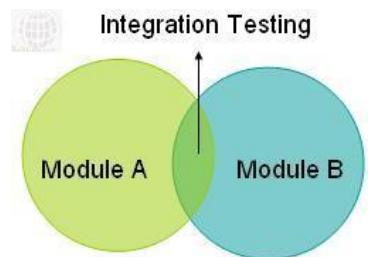
5.2.1 Unit Testing

Unit testing is a level of software testing where individual units/ components of software are tested. The purpose is to validate that each unit of the software performs as designed. A unit is the smallest testable part of software. It usually has one or a few inputs and usually a single output. In procedural programming a unit may be an individual program, function, procedure, etc. In object-oriented programming, the smallest unit is a method, which may belong to a base/ super class, abstract class or derived/ child class. (Some treat a module of an application as a unit. This is to be discouraged as there will probably be many individual units within that module). [17]

Ex: Purchaseorder Module is tested by adding new item, deleting and updating item.

5.2.2 Integration testing

Integration testing tests integration or interfaces between components, interactions to different parts of the system such as an operating system, file system and hardware or interfaces between systems. Also after integrating two different components together we do the integration testing. As displayed in the image when two different modules 'Module A' and 'Module B' are integrated then the integration testing is done. [18]



Ex: Further Testing is done by integrating item, Purchaseorder and GRN modules.

5.2.3 System testing

In system testing the behavior of whole system/product is tested as defined by the scope of the development project or product. It may include tests based on risks and/or requirement specifications, business process, use cases, or other high level descriptions of system behavior, interactions with the operating systems, and system resources. System testing is most often the final test to verify that the system to be delivered meets the specification and its purpose.[19]

Example: Integrate all the modules in the system and check whether the whole procedure is run correctly.

There are several techniques of testing used in each testing levels. Black-box testing and white-box testing are the mostly used testing techniques.

- Black-box testing

Black-box testing treats the software as a "black box", examining functionality without any knowledge of internal implementation. The testers are only aware of what the software is supposed to do, not how it does it. Black-box testing methods include: equivalence partitioning, boundary value analysis, all-pairs testing, state transition tables, decision table testing, fuzz testing, model-based testing, use case testing, exploratory testing and specification-based testing. Following Figure 5.1 shows black box testing

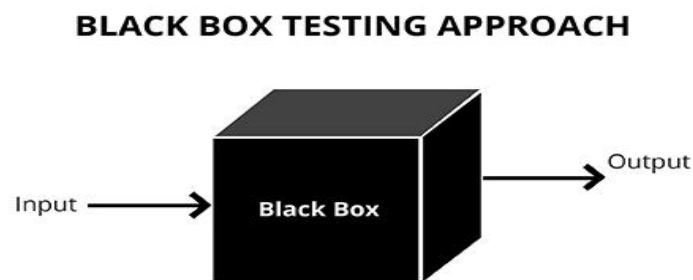


Figure 5 1: Black box testing

- White-box testing

White-box testing (also known as clear box testing, glass box testing, transparent box testing, and structural testing) is a method of testing software that tests internal structures or workings of an application, as opposed to its functionality (i.e. black-box testing). In white-box testing an internal perspective of the system, as well as programming skills, are used to design test cases. The tester chooses inputs to exercise paths through the code and determine the appropriate outputs.

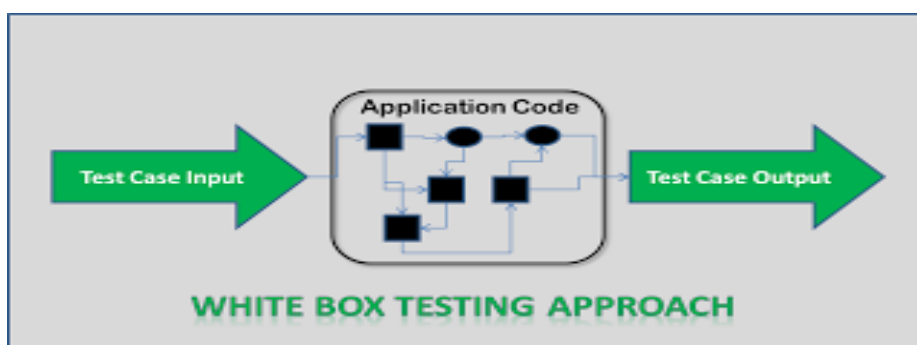


Figure 5 2: White box testing

5.3 Test Plan and Test Cases

5.3.1 Test Plan

A test specification is called a test plan. The developers are well aware what test plans will be executed and this information is made available to management and the developers. The idea is to make them more cautious when developing their code or making additional changes.

5.3.2 Test Cases

A test case normally consists of a unique identifier, requirement references from a design specification, preconditions, events, a series of steps (also known as actions) to follow, input,

Table 5.1: shows Test cases Structure

NO	Test Cases	Expected Output	Actual Output	Status

Table 5. 1 :Test Cases Structure

Test cases table has test no, description, expected result and the actual result generated by

Test Cases for Customer Registration

Following Table 5.2 shows test cases for Customer.

No	Test Cases	Expected Output	Actual Output	Status
1	All fields are filled.	Show message "Inserted successful" when click the "Add" button and add the record to the table	Show message "Inserted successful" when click the "Add" button and add the record to the table	Pass
2	All fields are not filled.	Show error message	Show error message	Pass
3	Entering invalid formats telephone no and email	Show error messages when clicking the "Add" button and red colour the field	Show error messages when clicking the "Add" button and red colour the field	Pass

4	Entering non-numeric values for telephone.	Show error messages when clicking the “Add” button and red colour the field	Show error messages when clicking the “Add” button and red colour the field	Pass
5	Clicking the update button on table	Load the values to the text fields relevant to that field	Load the values to the text fields relevant to that field	Pass
6	Clicking the delete button on table	Check again whether it Will be wanted to delete from a message. When click “Yes” that record will be deleted Otherwise not.	Check again whether it Will be wanted to delete from a message. When click “Yes” that record will be deleted Otherwise not.	Pass

Table 5. 2: Test Cases for Customer module

Test Cases for Purchase Order

Following Table 5.3 shows test cases for purchase order.

No	Test Cases	Expected Output	Actual Output	Status
1	Select Supplier in supplier combo.	Fill item combo with that’s supplier item. Color of the background green	Fill item combo with that’s supplier item. Color of the background green.	Pass
2	Not fill quantity field and then press add button in inner table	Show error message	Show error message	Pass
3	Insert invalid quantity	Text field background colour changed to red.	Text field background colour changed to red.	Pass

4	Not fill item combo and then press add button in inner table	Show error message	Show error message	Pass
5	Click delete button inner table	Remove item row from the inner table	Remove item row from the inner table	Pass
6	Click "Add to Purchaseorder" without selecting Supplier combo.	Message box will be shown as "Please select the Supplier	Message box will be shown as "Please select the Supplier	Pass
7	Click "Add to Purchaseorder" without add any item in inner table	Message box will be shown as "Please add item details.	Message box will be shown as "Please add item details	Pass
8	Click "Add to Purchaseorder" without fill Po status combo	Show error message	Show error message	Pass
9	Insert valid quantity	Text field background colour changed to green.	Text field background colour changed to green.	Pass
10	Click "Add to Purchaseorder" With all details.	Message box will be shown as "New Purchase order added" And add new row to the previous Purchaseorder table.	Message box will be shown as "New Purchase order added" And add new row to the previous Purchaseorder table.	Pass

Table 5. 3: Test Cases for Purchase Order

5.3 Acceptance testing

Contrast IT Solution System was tested by the client the user acceptance testing was carried out by implementing the system at the real working environment along with the real test data & available conditions in the actual background.

End user satisfied with systems. Acceptance testing, a testing technique performed to determine whether or not the software system has met the requirement specifications.

The main purpose of this test is to evaluate the system's compliance with the business requirements and verify if it has met the required criteria for delivery to end users. There are various forms of acceptance testing: [20]

User acceptance testing

- Business acceptance Testing
- Alpha Testing
- Beta Testing

Following Figure 5.3 shows User Evaluation Form.

Name of the Employee : Mr. Chanaka Kumara

Designation : Director

No	Questions	Very good	Good	Average	Weak
01	Availability & Correctness of the System		✓		
02	Efficiency of the System		✓		
03	User – friendliness of the System	✓			
04	Reliability of the System		✓		
05	details of the System		✓		
06	Employee Management of the System	✓			
07	Customer Management of the system	✓			
08	User access levels of the system		✓		
09	Supply Management of the System	✓			
10	Item Management of the system	✓			
11	Purchase Order Management of the System	✓			
12	Customer Order Management of System	✓			
13	Invoice Management of System	✓			
14	Stock Management of System	✓			
15	GRN Management of System	✓			
16	Generate reports of the System		✓	✓	
17	Run in low configuration machines		✓		
18	Data backups and utility functions in the system			✓	

01) What do you think about the new system ?

New System we can achieve new targets and goals by avoiding Problems ocured when we do manual transaction. The new system helps to save the time and efficient Sales. with less hassle.

02) What things should improve further in the system? Give your suggestions.

System should be developed Online facility. It helps us to improve our Sales target.

Date : 11/1/2017

Signature : Chanaka

Designation : Director

Figure 5 3: User Evaluation Form

	User 1	User 2	User 3	
Very Good	10/18	12/18	13/18	65%
Good	7/18	6/18	5/18	32%
Average	2/18	0	0	3%
Bad	0	0	0	0
Very Bad	0	0	0	0

Table 5. 4: User Feedback answer

5.4.1 Summary of the User Evaluation

According to above mention table (Figure 5.3) some of features like User-friendliness, stock management, and Employee management are in excellent level. And also features like Availability & Correctness of the system & User access levels of the are in good level. Ultimately users satisfy about the system by considering both functional and non-functional requirements which are provided by the system. From the feedback forms 93% were in a satisfied situation about the system. Their answers were evaluated and the result was as follow in Table 5.4 and Figure 5.4.

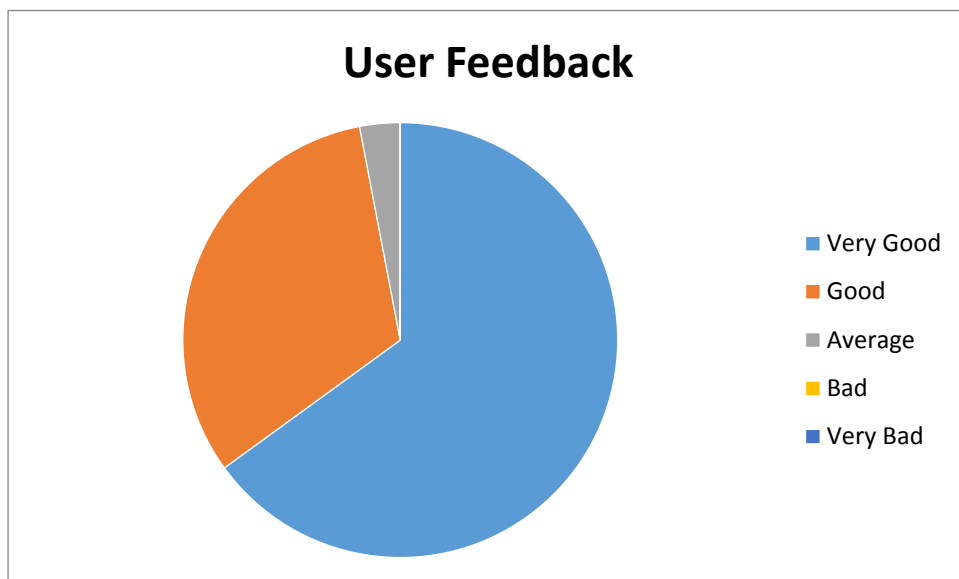


Figure 5 4: User Feedback answer chart

Chapter 6 – Conclusion

The final chapter of the dissertation brings the evaluation of previous chapters whilst discussing the possibilities for realization of objectives and how the system could be further developed. Also the problem beyond the control of the candidate and its effect on the progress of work are also discussed. It is a pleasure to mention that the project ended success. What so ever have learnt to complete task in time and to communicate with people and so on. The simple and user-friendly interfaces have been designed and developed. It was easy for the staff at any level to learn and follow.

6.1 Critical Assessment

Proposed system was intended to develop to help Order Management activities of Contrast Trading. For system analysis, different fact gathering methods were used and interviews, scenarios and observation were used as main techniques. The major requirement I got from the top management was to improve the employee's efficiency through the introduced the System. Firstly, the feasibility study was conducted to ensure the benefits and deliverables of the project are justifiable before moving into other phases of development. Higher efficiency level of the employees was a major need to uplift the productivity of the company. Frequent requirement reviews were conducted to ensure accuracy of gathered requirements. Considerable amount of project time period was devoted for system analysis and design phases.

Using some diagrams were drawn at the design phase such as use sequence diagrams, case diagrams, activity diagrams etc. to cover all major functional areas of Inventory and sales management system. RUP methodology and Object Oriented modelling approach along with MVC pattern were selected to design according to third normalization form and database diagram was drawn to reflect relationships among tables. Simple and consistent theme was applied to reduce the complexity of interfaces.

Database was developed using MySQL and reports were generated using Jasper Report. System was developed using java language and security, platform independency and object oriented support were considered when selecting java

language. Those were selected because they have great support to java language. Hibernate framework were used when developing to simplify the effort.

System testing was started in development phase, although test cases were developed in design phase. Unit testing was carried out in parallel with the system development and other test phase such as system testing; acceptance testing etc. were conducted in evaluation phase. Test cases were documented and expected outcome was compared with actual outcome to ensure that the system is operating as intended.

6.2 Problem Encountered

Huge problem encountered during the development of the system was the lack of knowledge regarding the development language and tools. Some books, Online training tutorials, on javafx were used to get required knowledge. In the requirement gathering phase, it was difficult to gather clear and accurate information about the requirement of the client. New requirements can be arisen even in the middle of the development process when a new system in being introduced to the company.

Main problem encountered is that the lack of a systematic procedure of the existing system. Most important requirements are presented when clients came across a specific incident. This situation made the Design of the project really difficult. As well as the arising of new requirements, clients are changing their requirements even in the implementation phase. Since it was a completely manual system it was difficult to convert all the tasks to an automated system. Huge work had to be done in the designing phase.

6.3 Lessons Learnt

As an undergraduate the knowledge gained throughout the project was really valuable. A step by step approach was taken in developing the system. Learning a new language was a lesson experienced in the project which allows getting extensive knowledge of the java language, JavaFX, XML, Hibernate, MVC, MySQL, NetBeans and many more languages, tools and technologies. And also it helped to test and implement most important theories and technologies learnt throughout the BIT degree program.

Project planning is another lesson, before the start of the project a feasible project plan was developed. The experience of the Stressful work load is another example of the lesson, in the industry a developer always needs to meet various deadlines works according to strict schedules. Through the development of the project faced many difficulties in managing time but was able to resolve them as more experience was gained. The experience of writing a formal Project Dissertation was another lesson leant in this project.

6.4 Future Improvements

In future following features are planned to add to the newly built system as further improvements the system.

- Web based Contrast IT Solution System will be introduced.
- Allow online customers to get their service through the system and deliver orders just after when they make online payment.
- System will be expanded in the future to handle attendance and payments of the online system.

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APPENDIX-A

SYSTEM DOCUMENTATION

This segment includes significance information for administrators, users and anyone who desires to carry on this System. This includes information and steps about installation, configuration.

The hardware and software environment which is needed to implement the system in client's site is listed in table A.1

Following Table A.1 shows hardware requirements for client application.

Hardware Equipment	Recommended Requirement level
Processor	Pentium 4 (2.2Ghz) or above
Memory	1 GB or above
Hard Disk	20GB free space
Screen Resolution	1366 x 768

Table A. 1 : Hardware Requirements for client application

Following Table A.2 shows software requirements for client application.

Software Equipment	Recommended Requirement level
Operating System	<ul style="list-style-type: none">• Windows 7 or above
Java	<ul style="list-style-type: none">• jdk1.8.0 or above
DBMS	<ul style="list-style-type: none">• MySQL Server 5.5 or above
DBMS Tools	<ul style="list-style-type: none">• MySQL Query Browser 5.0 or above
Other Software	<ul style="list-style-type: none">• Microsoft Office Package 2010

Table A. 2 : Software Requirements for client application

A.1 HOW TO SETUP

A.1.1 Install Java Run Time on Client Machine

Below are some significant screenshots of installing JAVA runtime on client machine. In here the installation order is showed as step by step.

A.1 shows java setup welcome screen in the installation wizard of JRE



Figure A 1. Installation Wizard of JRE (step 1)

A.2 shows **destination** folder changing screen in the installation wizard of JRE. Click Next button.

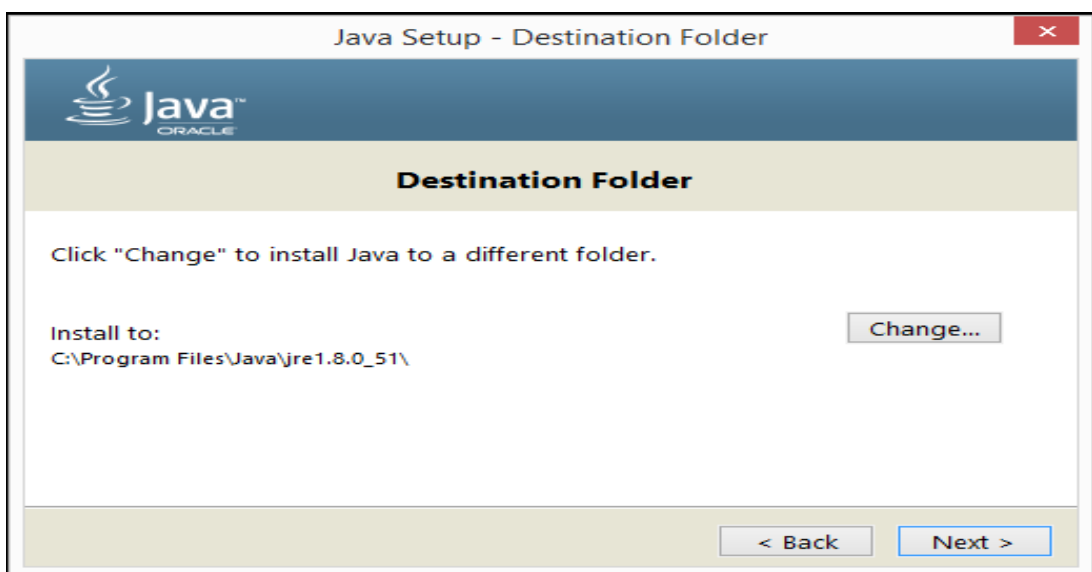


Figure A 2. Installation Wizard of JRE (Step 2)

A.3 shows installation progress in the installation wizard of JRE



Figure A 3. Installation Wizard of JRE (Step 3)

A.4 shows **completion screen** in the installation wizard



Figure A 4. Installation Wizard of JRE (Step 4)

A.1.2 Installing MySQL Server 5.5

Step 1: Download MySQL Community Server 5.5 installation file appropriate for the platform. Open installation files for MySQL Community Server and press “Next”.

A.5 shows the **welcome screen** in the installation wizard of MySQL Server click “Next” button.



Figure A 5. Installation Wizard of MySQL Server (Step 1)

A.6 Chose setup type the installation wizard click Typical

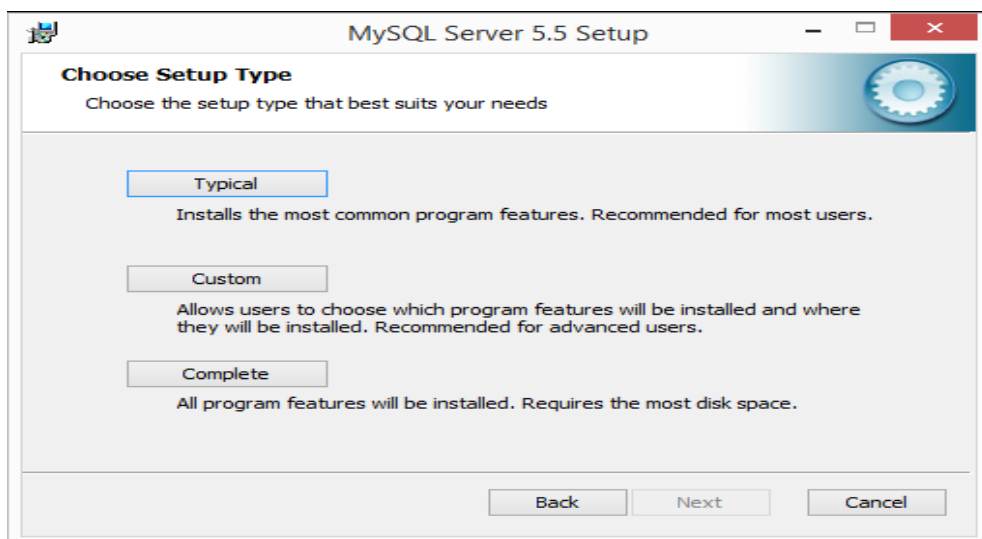


Figure A 6. Installation Wizard of MySQL Server (Step 2)

Step 3: After installation process is completed, check “Launch the MySQL Instance Configuration Wizard” and click “Finish”.

A.7 shows completed the MySQL Server screen in the installation wizard

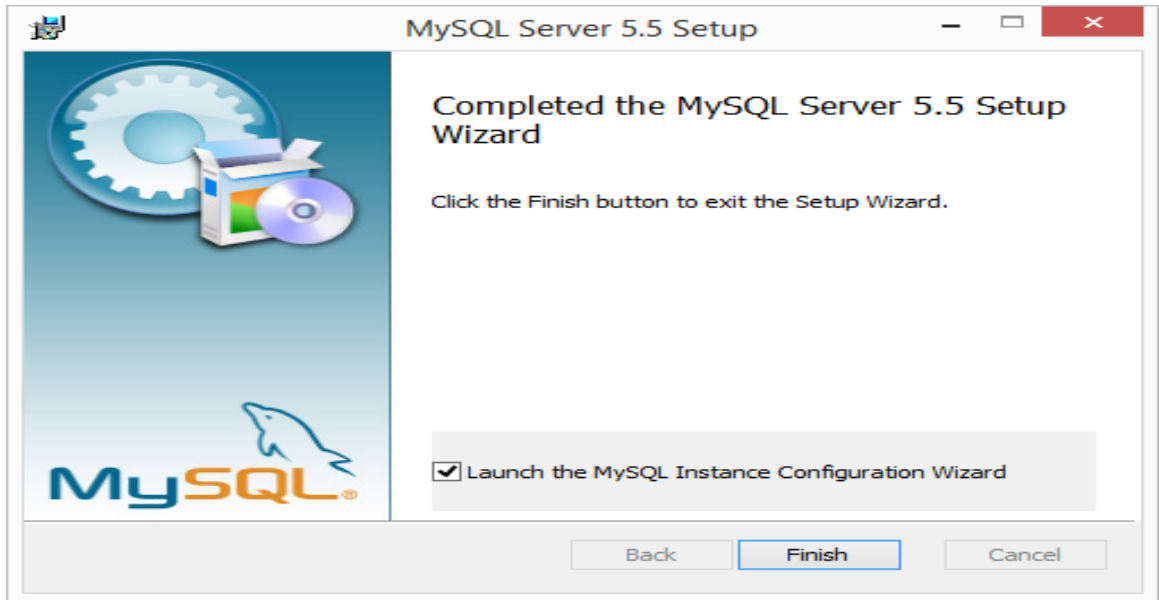


Figure A 7. Installation Wizard of MySQL Server (Step 3)

Step 4: In “Configuration Wizard” click “Next”.

A.8 shows **welcome screen** in the installation wizard of MySQL Server Instance Configuration as

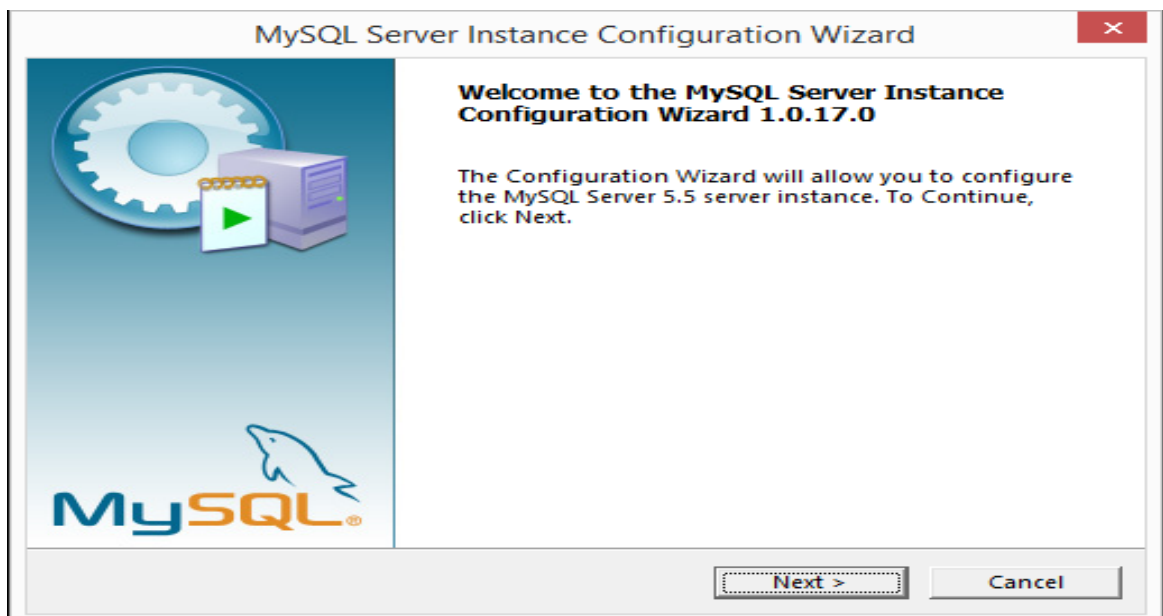


Figure A 8. Installation Wizard of MySQL Server (Step 4)

Step 5: Choose “Detailed Configuration” and click “Next”.

A.9 Shows the **Instance Configuration Wizard**

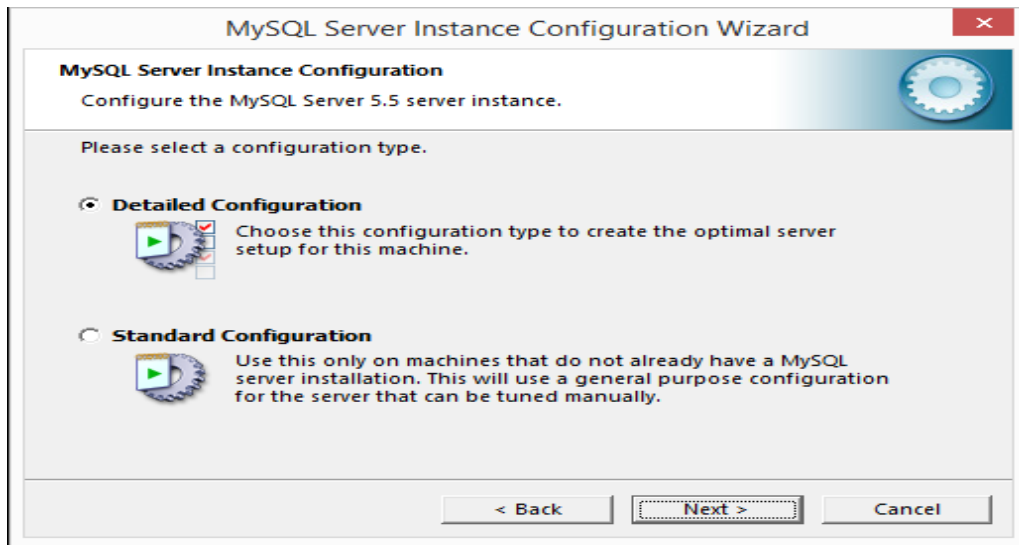


Figure A 9. Installation Wizard of MySQL Server (Step 5)

Step 6: Check “Install as Windows Service”, select service name “MySQL”. Check “Launch the MySQL Server automatically” (this feature will run service automatically after installation), check to “Include Bin Directory in Windows PATH” and click “Next”.

A.10 shows **windows options** screen in the installation wizard of MySQL Server Instance Configuration

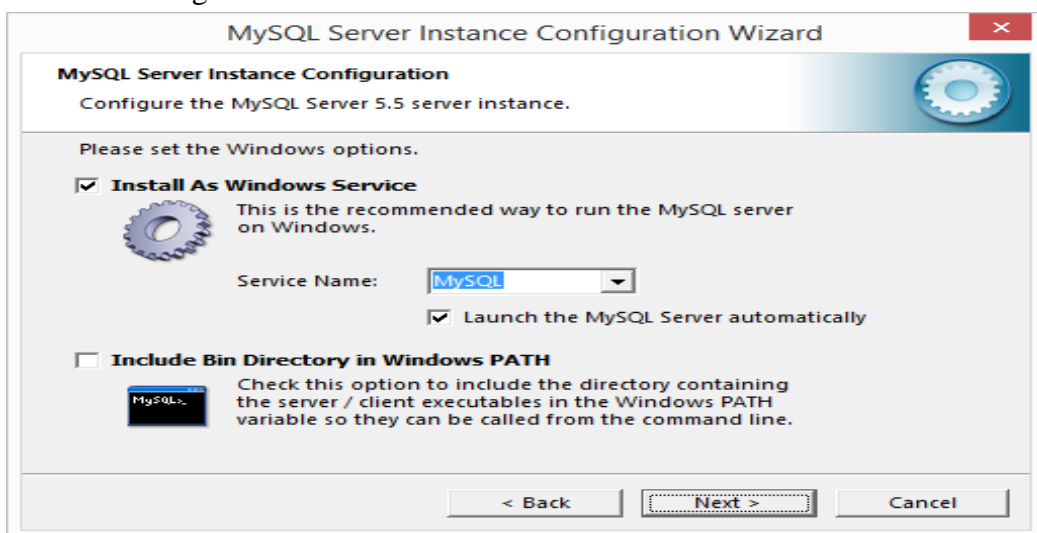


Figure A 10. Installation Progress MySQL Server (Step 6)

Step 7: Set a password as you like but it should be very strong. For the “root” user, check “Enable root access from remote machines” and do not create an Anonymous account. Click “Next” and then “Execute”.

A.11 shows **security options** screen in the installation wizard of MySQL Server Instance Configuration

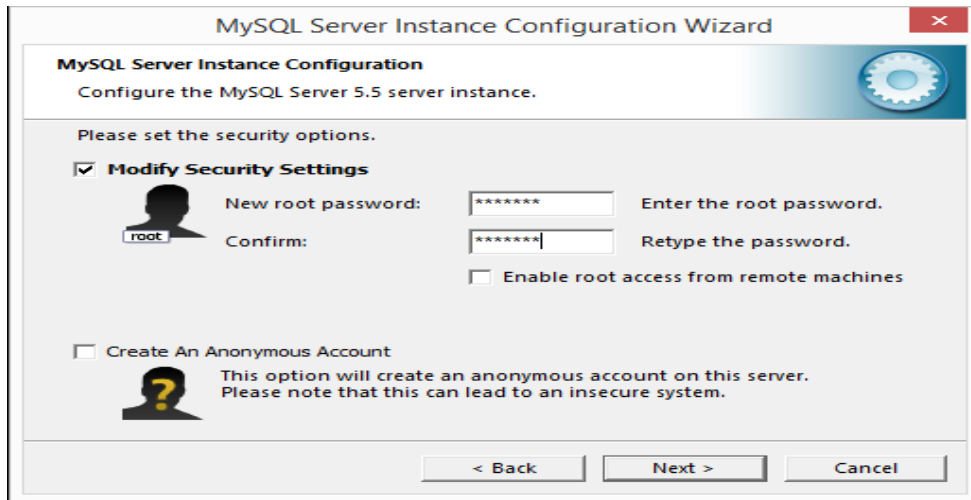


Figure A 11. Installation Wizard of MySQL Server (Step 7)

Step 8: After configuration process is completed click “Finish”.

A.12 shows **processing configuration** screen in the installation wizard of MySQL Server Instance Configuration

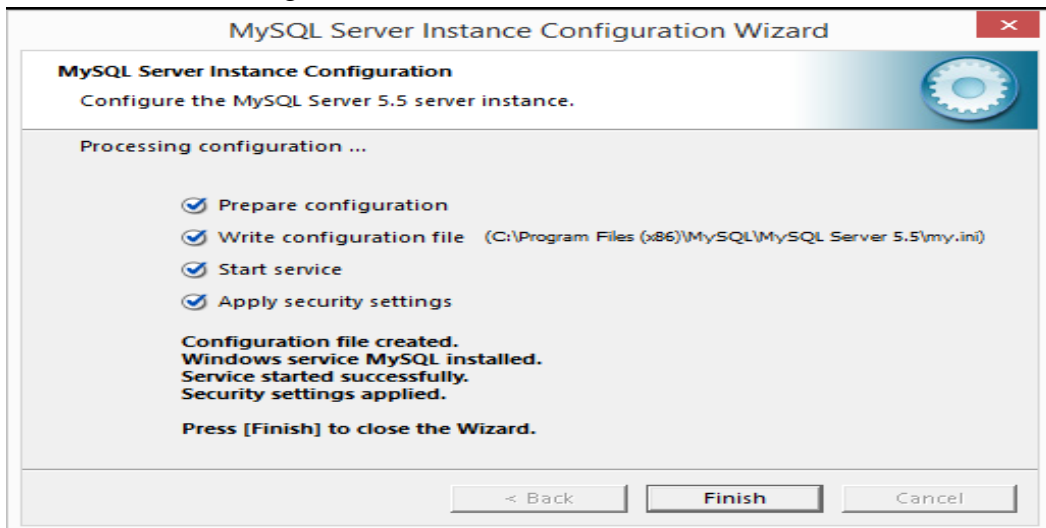


Figure A 12. Installation Wizard of MySQL Server (Step 8)

A.1.3 Installing MySQL Query Browser

Some screen shots of installing MySQL Query Browser on client machine. It is Graphical User Interface based query manipulation application. In here the installation order is showed as step by step.

A.13 shows **welcome screen** in the installation wizard of MySQL Query Browser



Figure A 13. Installation Wizard of MySQL Query Browser (Step 1)

A.14 shows **license agreement** screen in the installation wizard of MySQL Query Browser as (Step 2)

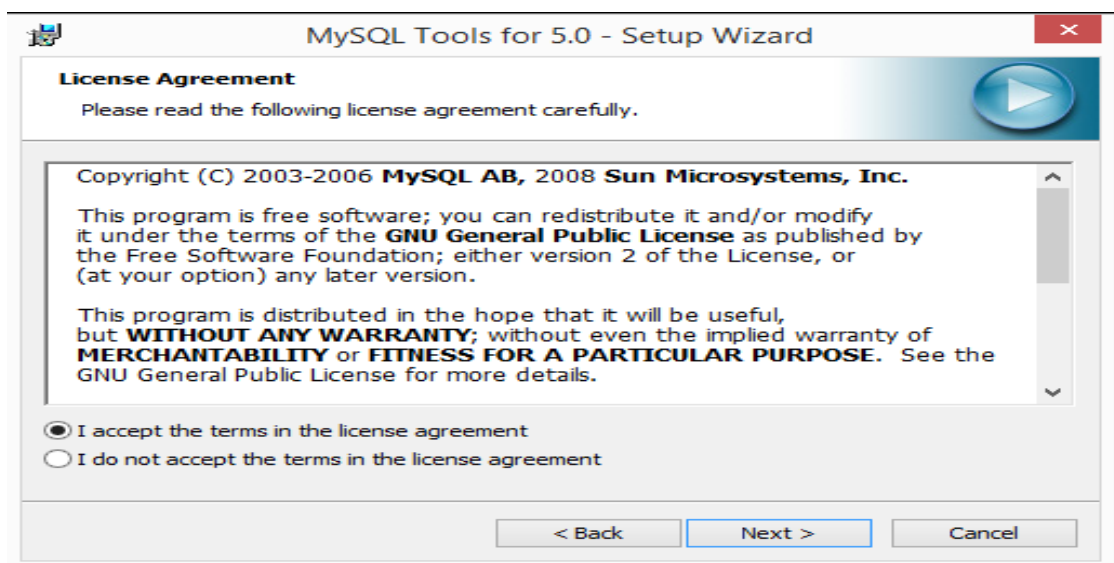


Figure A 14. Installation Wizard of MySQL Query Browser (Step 2)

A.15 shows **destination folder** changing screen in the installation wizard

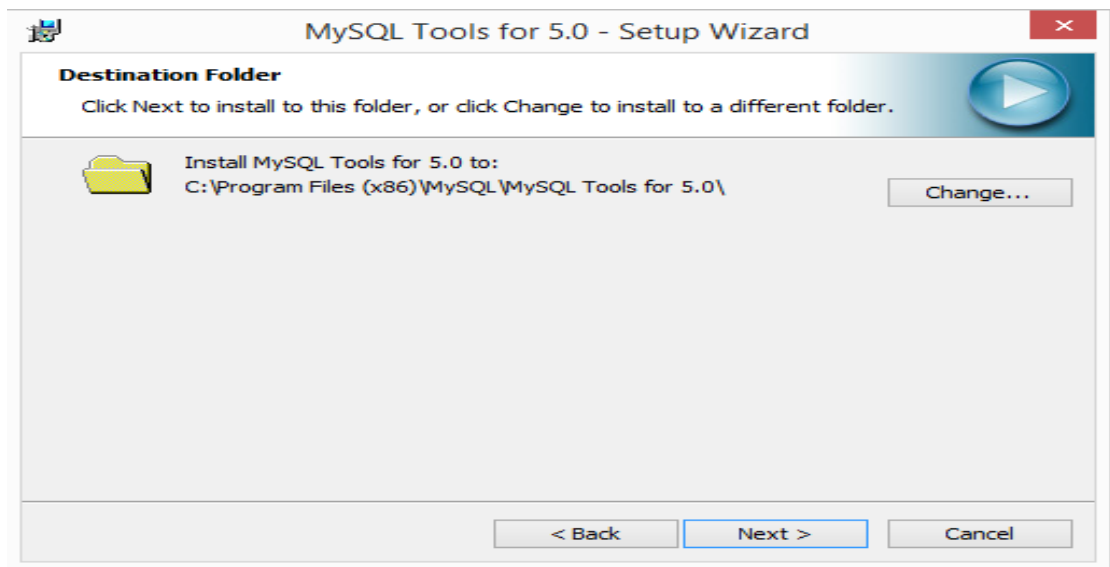


Figure A 15. Installation Wizard of MySQL Query Browser (Step 4)

A.16 shows **installation progress** in the installation wizard

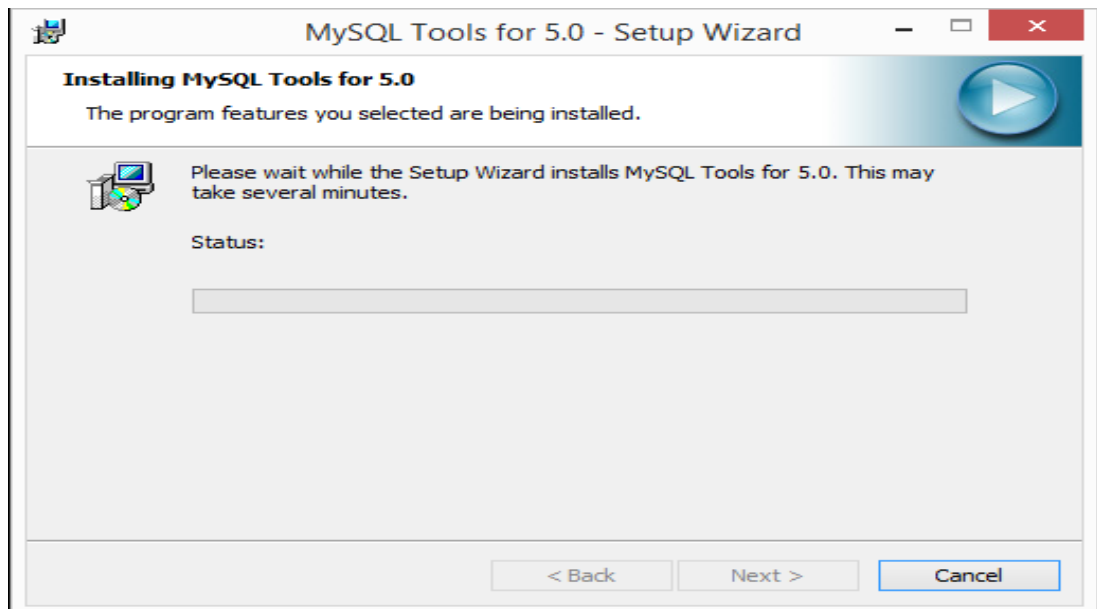


Figure A 16. Installation Wizard of MySQL Query Browser (Step 5)

A.17 shows login screen in the MySQL Query Browser. In here relevant host, username and password must provide to log to the MySQL Server.

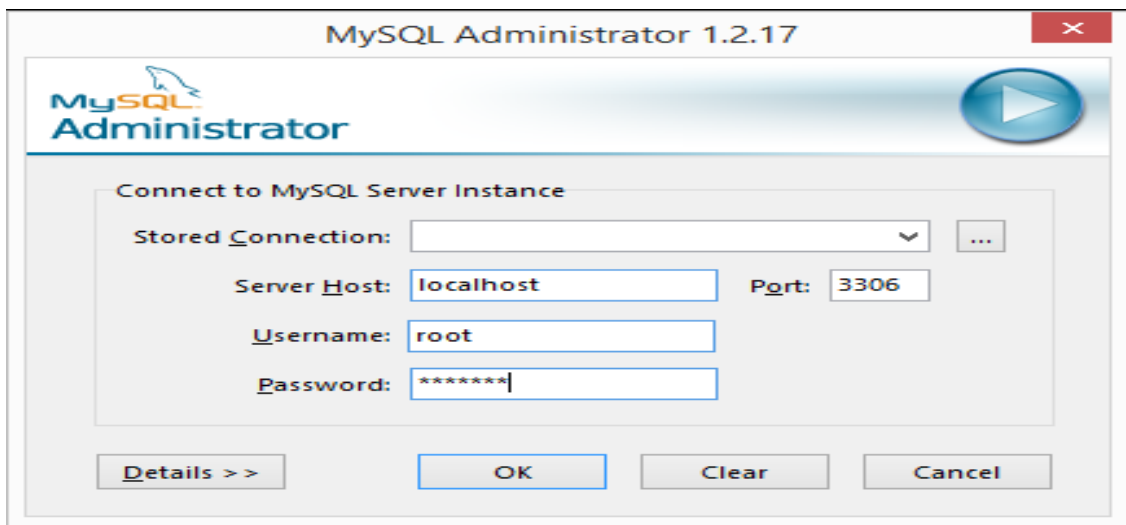


Figure A 17. Login Screen of MySQL Query Browser (Step 6)

A.18 shows **Server Information** in the MySQL Query Browser. In here view relevant host, username, server IP, MySQL version.

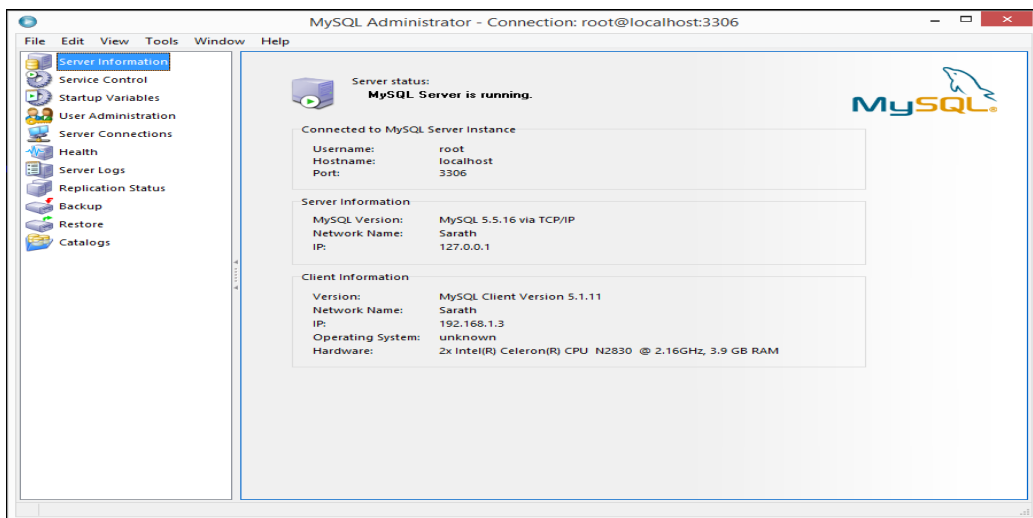


Figure A 18. Server Information Screen of MySQL Query Browser (Step 7)

A.1.4 Installing Contrast IT Solution System

After setting up the database, Select from device

Click Add &

Browse the **Contrast IT Solution System** file from CD Run the setup.exe file located in CD.

APPENDIX-B

DESIGN DOCUMENTATION

B.1 Activity diagram

Following figure B.1 represents the activity diagram for user login. For successful login, user has to complete defined activities.

Figure B.1 Shows Activity Diagram for user login

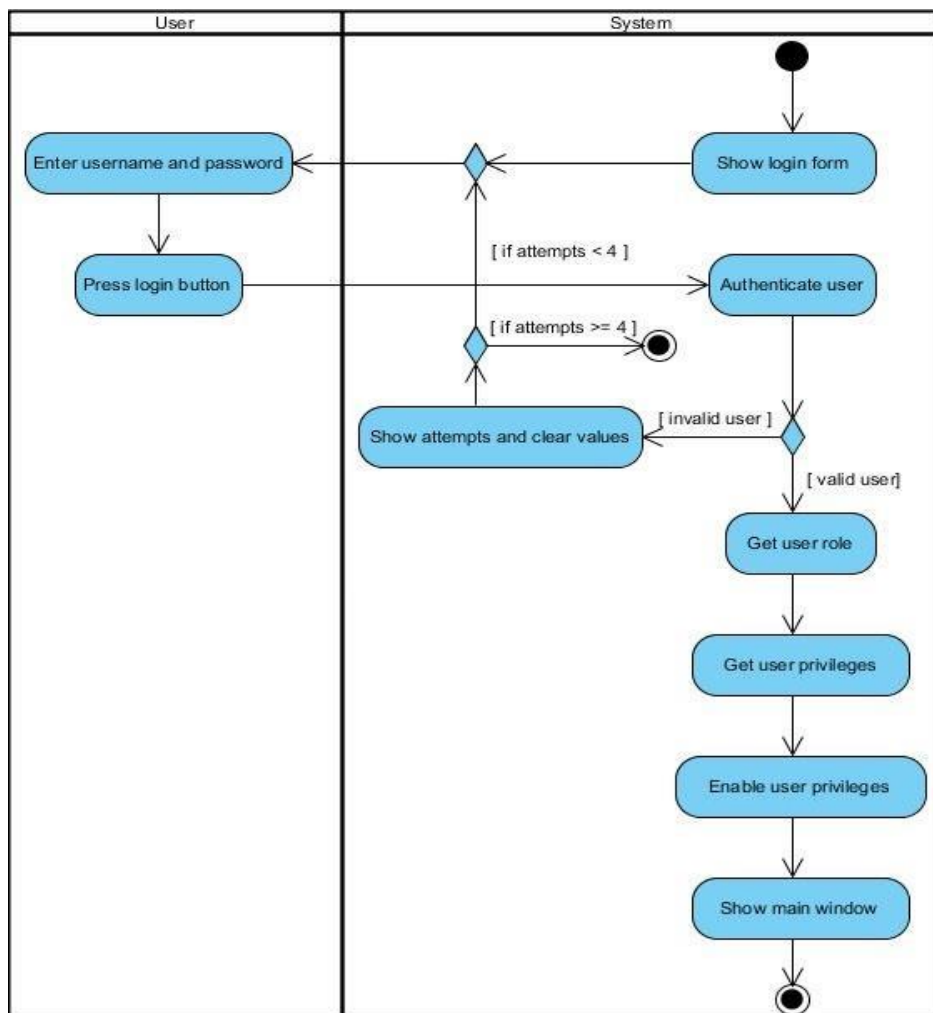


Figure B 2: Activity diagram for user login

B.2 Use case Diagram

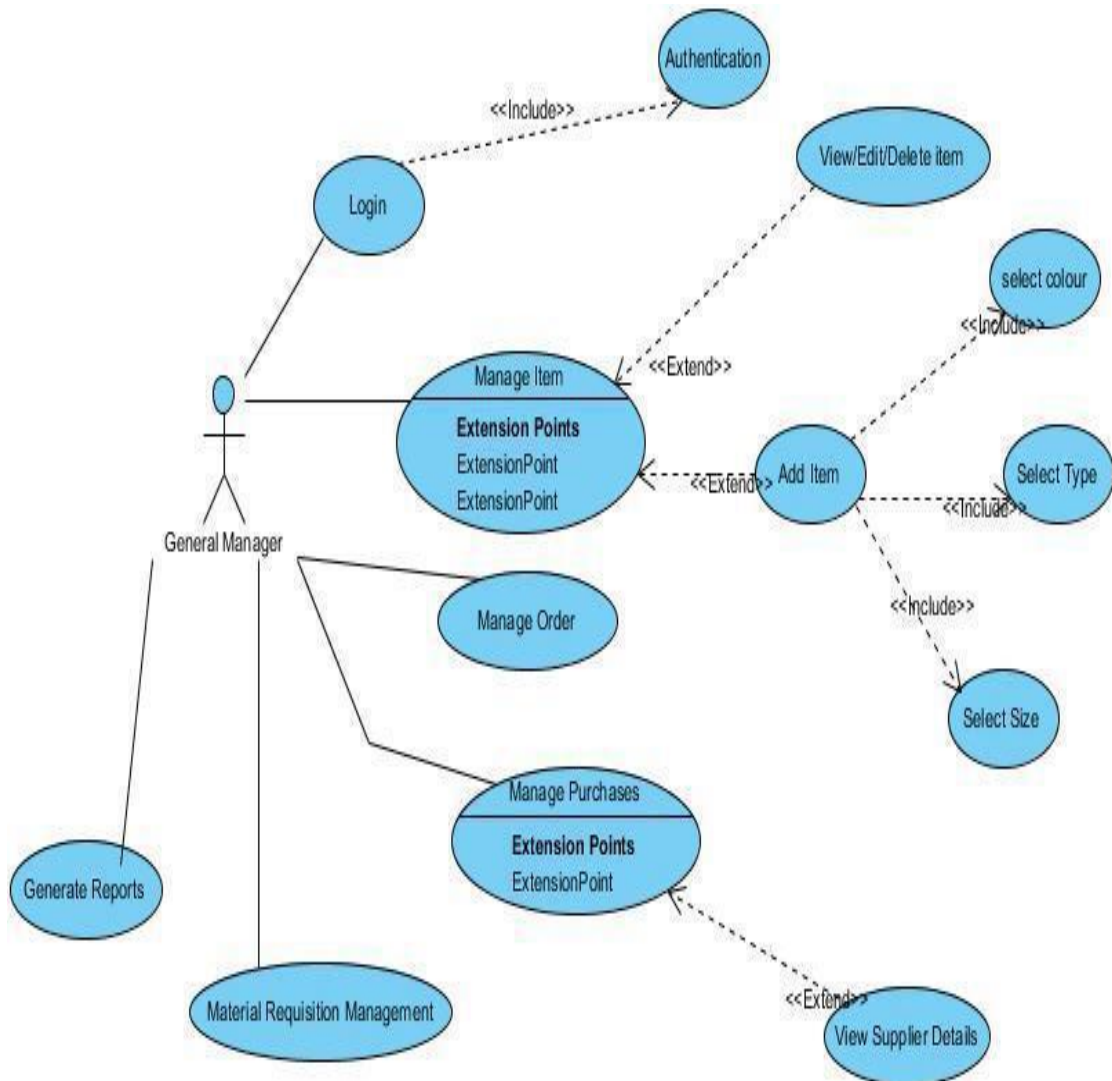


Figure B 3 :Use Case diagram for Manager

B.2 Sequence diagrams

A sequence diagram is a kind of interaction diagram that shows how processes operate with one another and in what order. A sequence diagram shows object interactions arranged in time sequence. It depicts the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario.

Figure B.3. Shows a sequence diagram for login scenario.

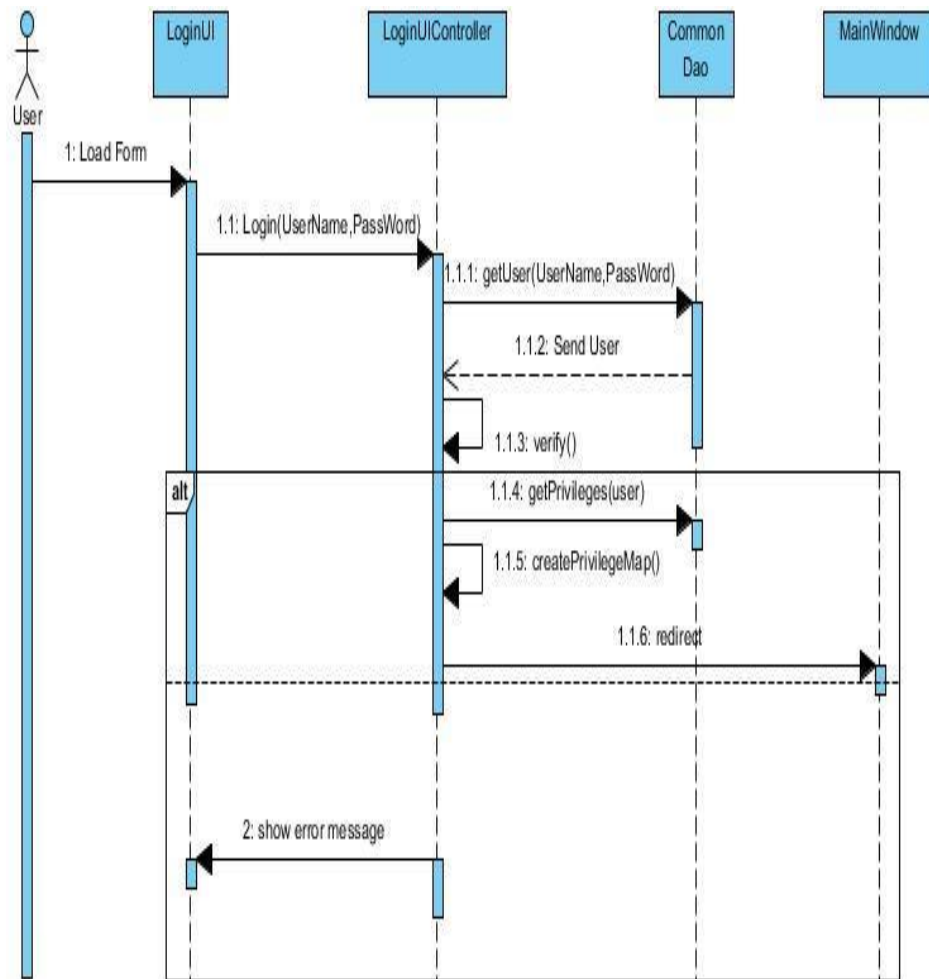


Figure B 4: Sequence Diagram for Login

B.1 Database Design

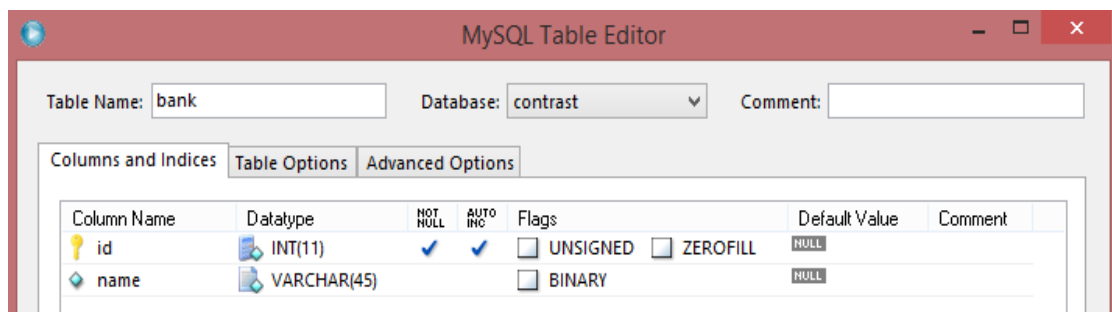


Figure B 5: Bank Table

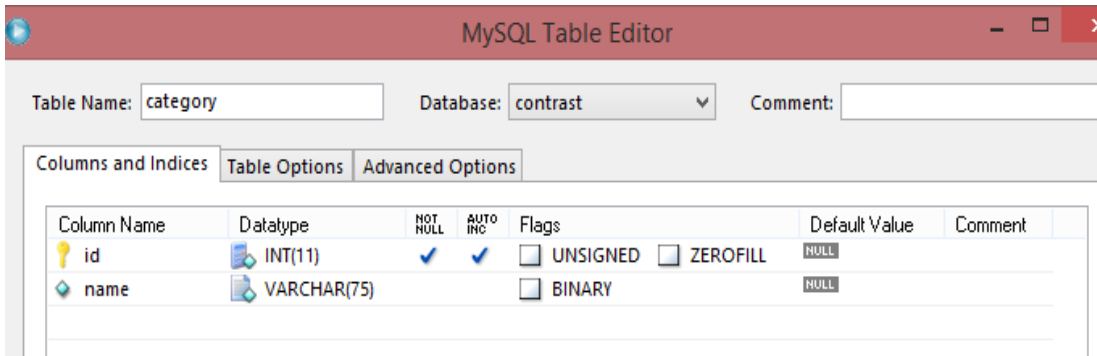


Figure B 6: Category table

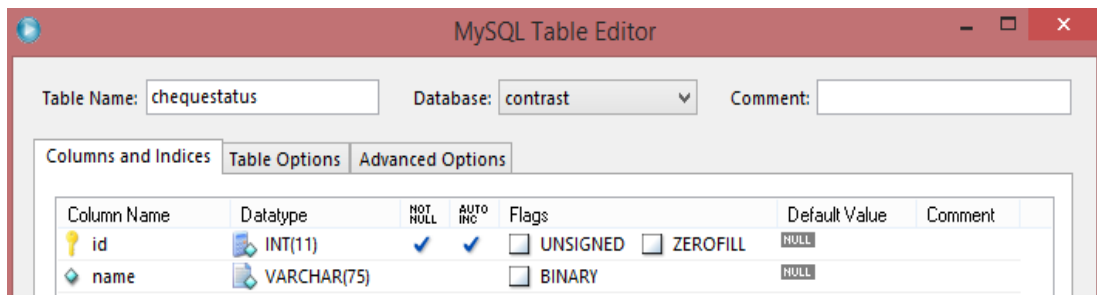


Figure B 7 : Chequestatus table

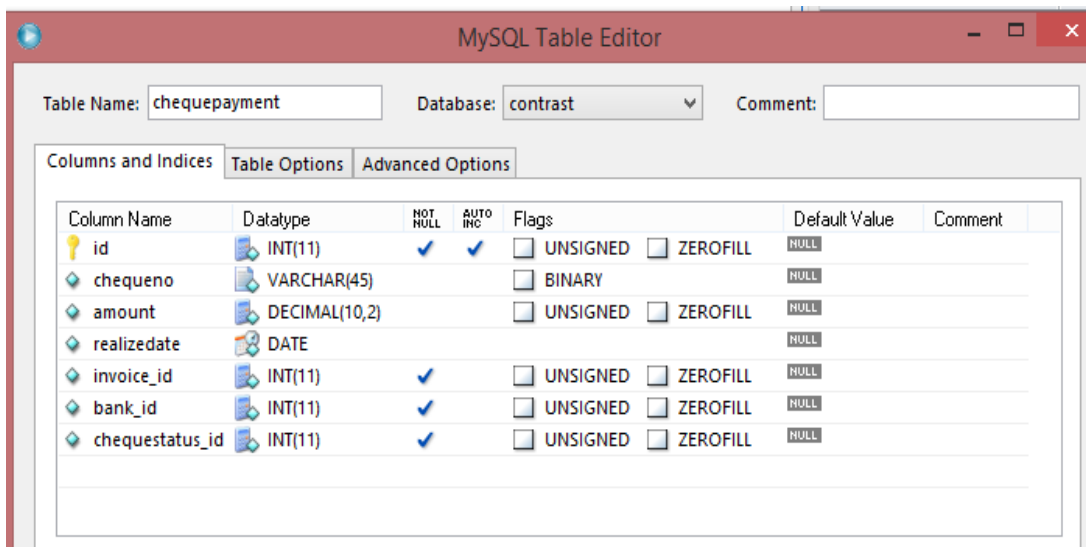


Figure B 8: Chequepayment table

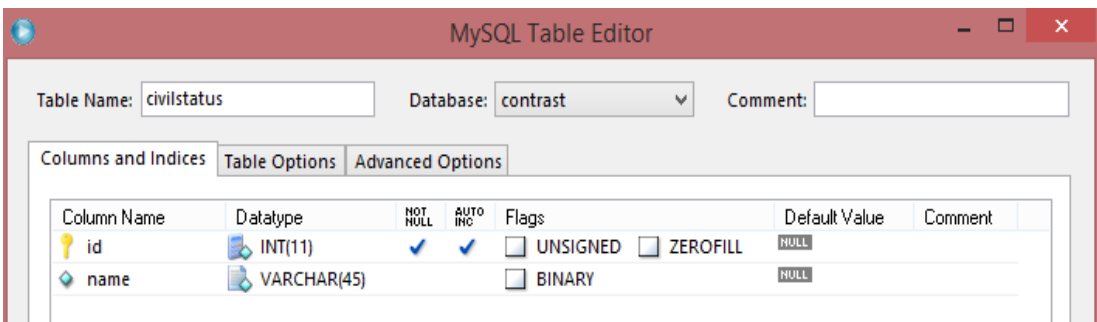


Figure B 9: Civilstatus table

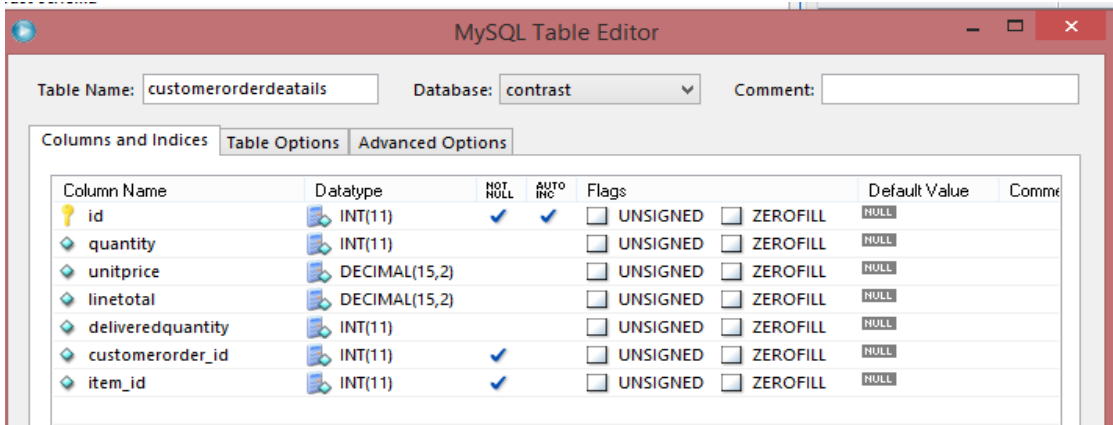


Figure B 10: Customerorderdetails table

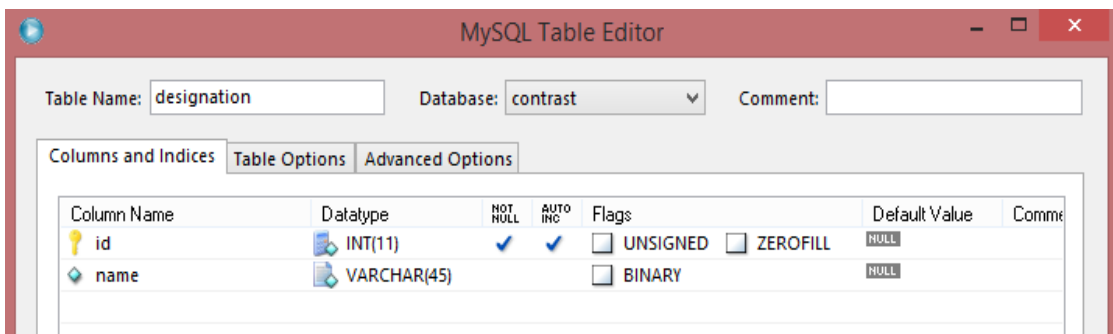


Figure B 11: Designation table

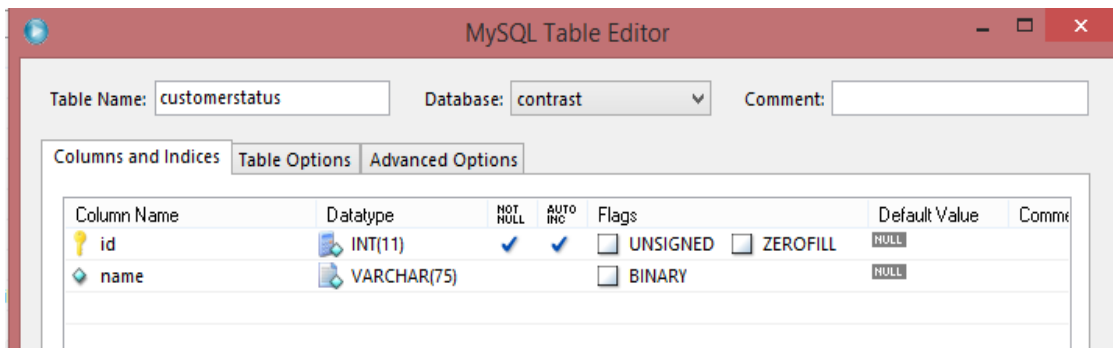


Figure B 12: Customerstatus table

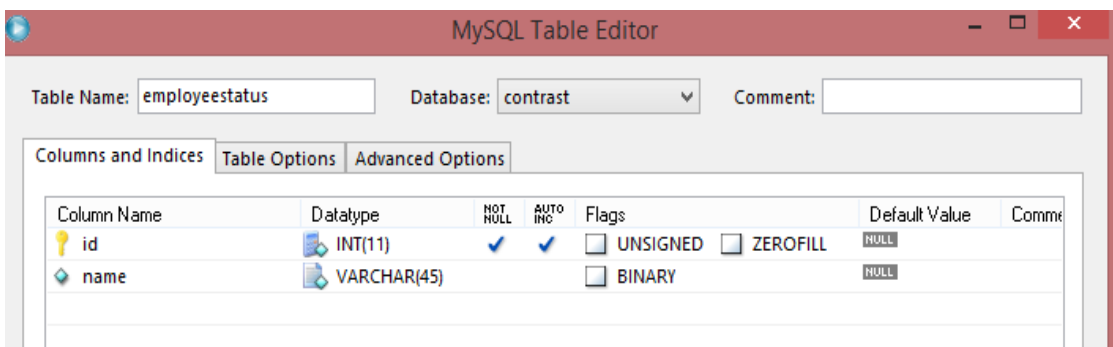


Figure B 13: Employeeestatus table

MySQL Table Editor

Table Name: Database: Comment:

Columns and Indices | Table Options | Advanced Options

Column Name	Datatype	NOT NULL	AUTO INC	Flags	Default Value	Comments
name	VARCHAR(100)			<input type="checkbox"/> BINARY	NULL	
gender_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
dob	DATE				NULL	
nic	CHAR(10)			<input type="checkbox"/> BINARY <input type="checkbox"/> ASCII <input type="checkbox"/> UNICODE	NULL	
civilstatus_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
address	TEXT				NULL	
mobile	CHAR(10)			<input type="checkbox"/> BINARY <input type="checkbox"/> ASCII <input type="checkbox"/> UNICODE	NULL	
land	CHAR(10)			<input type="checkbox"/> BINARY <input type="checkbox"/> ASCII <input type="checkbox"/> UNICODE	NULL	
designation_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
employeestatus_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
email	VARCHAR(100)			<input type="checkbox"/> BINARY	NULL	

Figure B 14: Employee table

MySQL Table Editor

Table Name: Database: Comment:

Columns and Indices | Table Options | Advanced Options

Column Name	Datatype	NOT NULL	AUTO INC	Flags	Default Value	Comments
id	INT(11)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
orderno	VARCHAR(100)			<input type="checkbox"/> BINARY	NULL	
date	DATE				NULL	
deliverydate	DATE				NULL	
ordertotal	DECIMAL(15,2)			<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
invoicetotal	DECIMAL(15,2)			<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
employee_order	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
customer_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
customerorderstatus_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
employee_assign	INT(11)			<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	

Figure B 15: Customerorder table

MySQL Table Editor

Table Name: Database: Comment:

Columns and Indices | Table Options | Advanced Options

Column Name	Datatype	NOT NULL	AUTO INC	Flags	Default Value	Comments
id	INT(11)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
image	MEDIUMBLOB				NULL	
code	VARCHAR(60)			<input type="checkbox"/> BINARY	NULL	
quantity	INT(11)			<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
subcategory_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
itmeunit_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
itmeunit_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
itmeunit_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
itmeunit_id	INT(11)	<input checked="" type="checkbox"/>		<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	
rop	INT(11)			<input type="checkbox"/> UNSIGNED <input type="checkbox"/> ZEROFILL	NULL	

Figure B 16: Item table

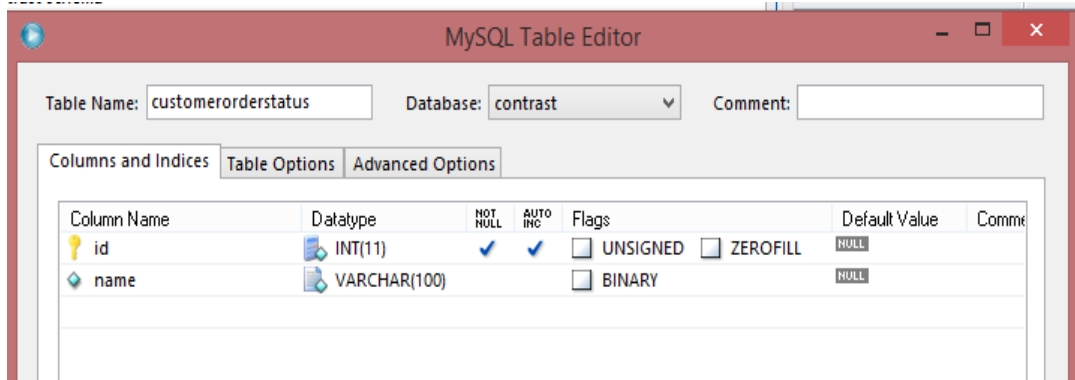


Figure B 17: Customerorderstatus table

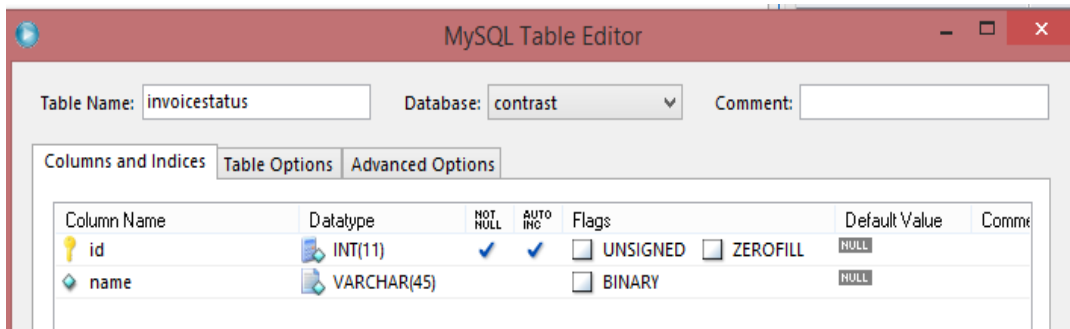


Figure B.16Figure B 18: Invoicestatus table

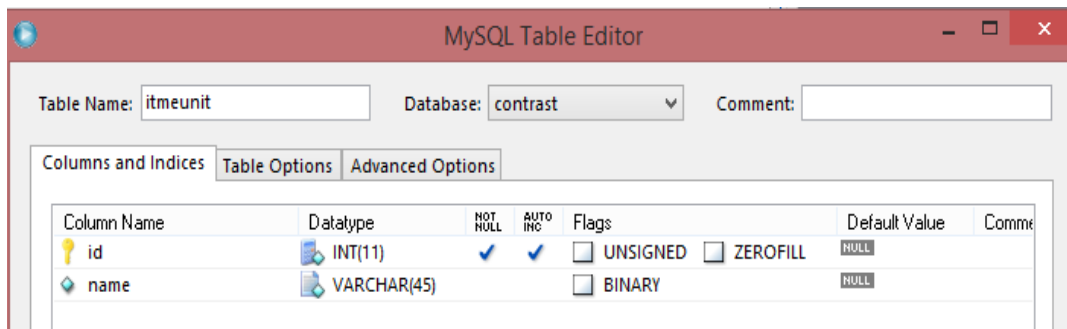


Figure B 19: Itmeunit table

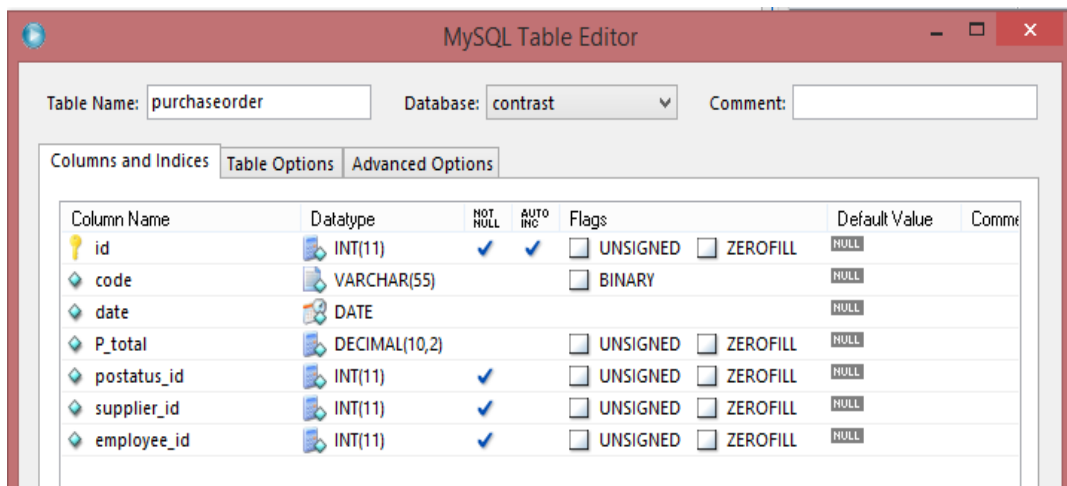


Figure B 20: Purchaseorder table

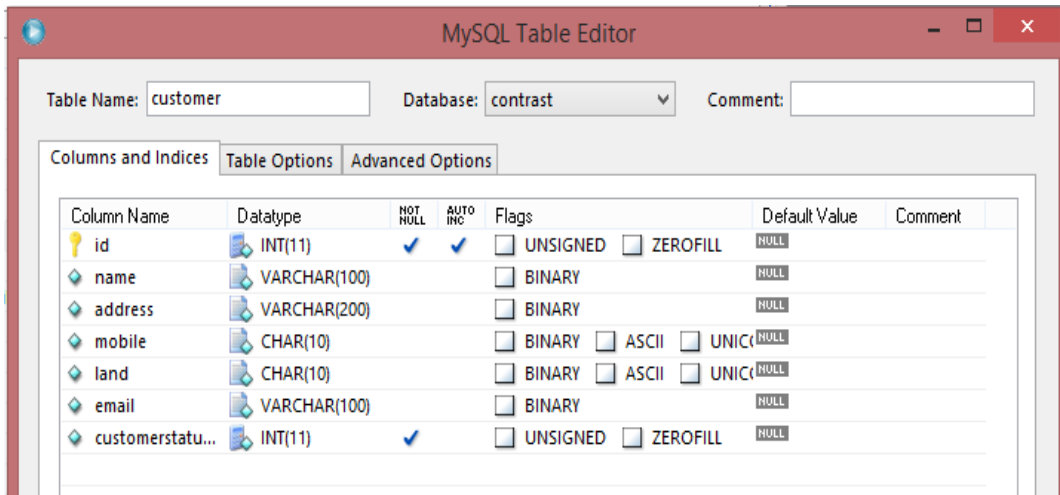


Figure B 21: Customer table

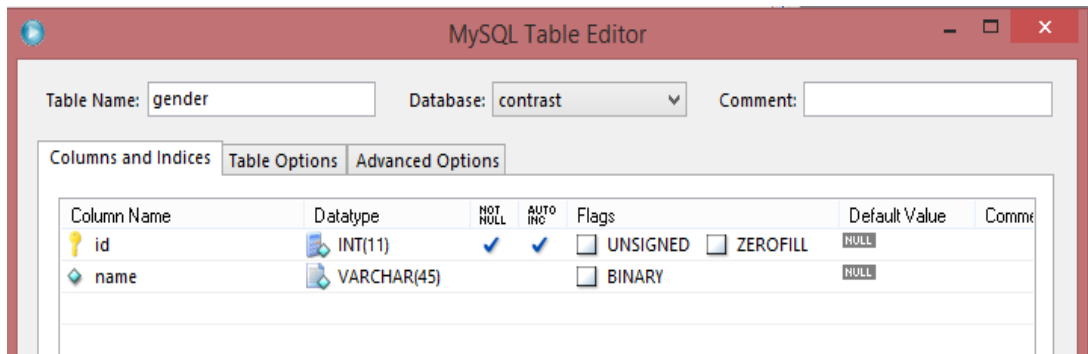


Figure B 22: Gender table

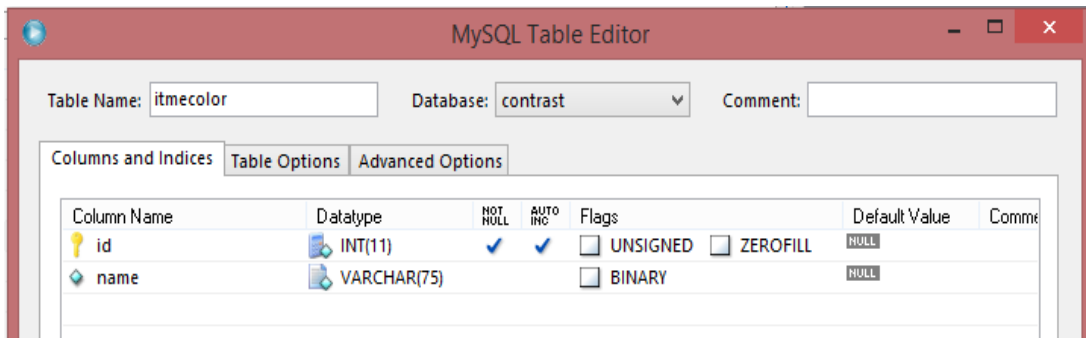


Figure B 23: Itmecolor table

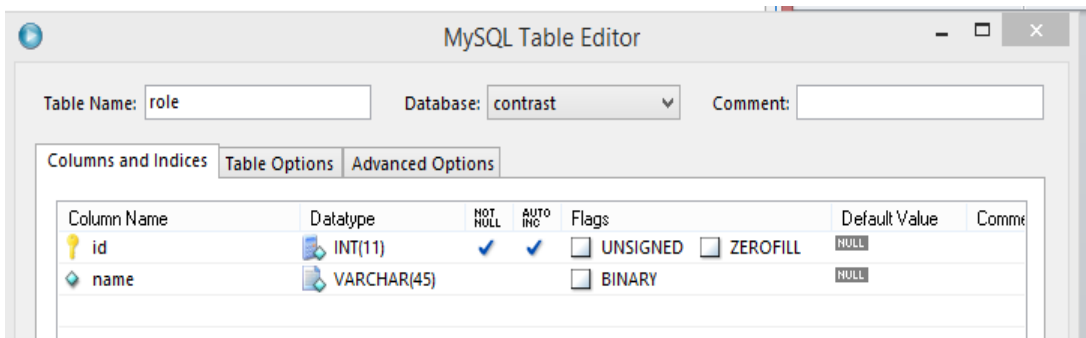


Figure B 24: Role table

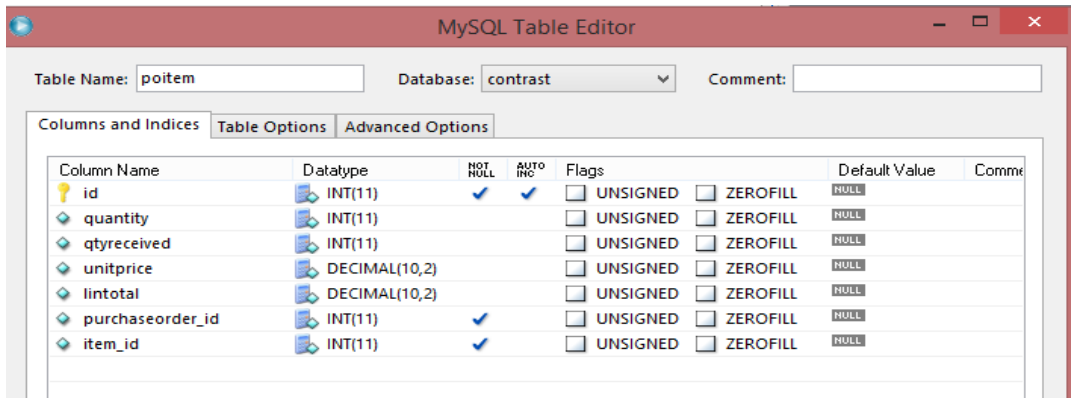


Figure B 25: Poitem table

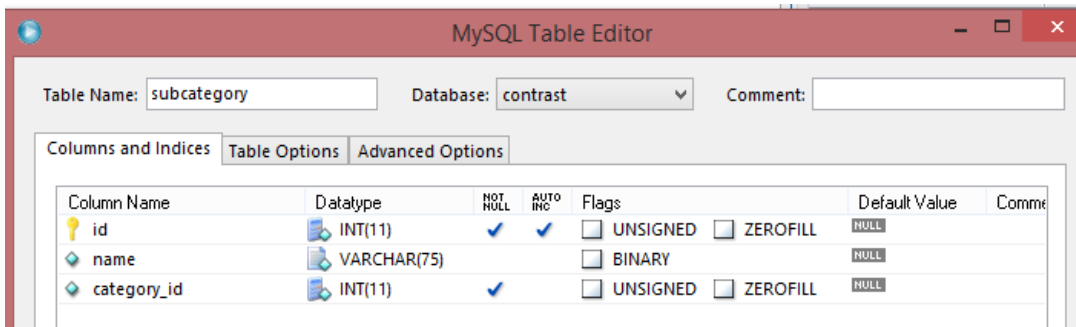


Figure B 26: Subcategory table

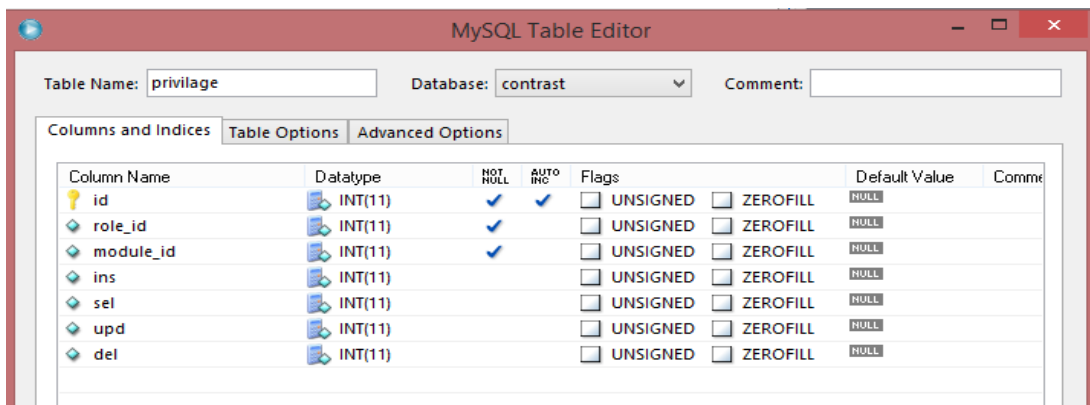


Figure B 27: Privilage table

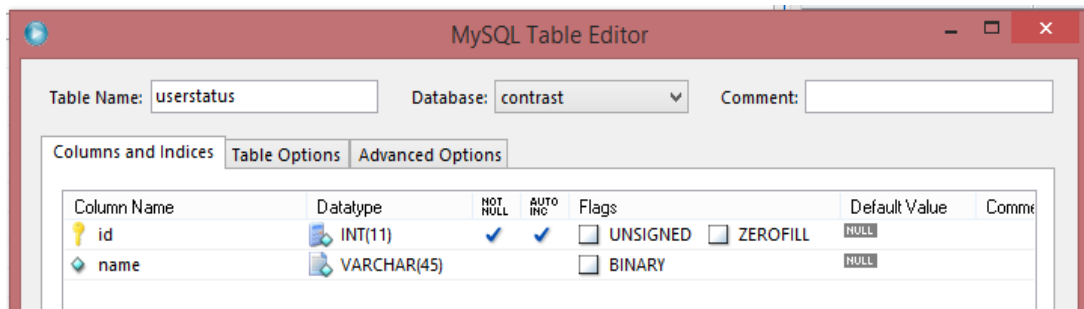


Figure B 28: Userstatus table

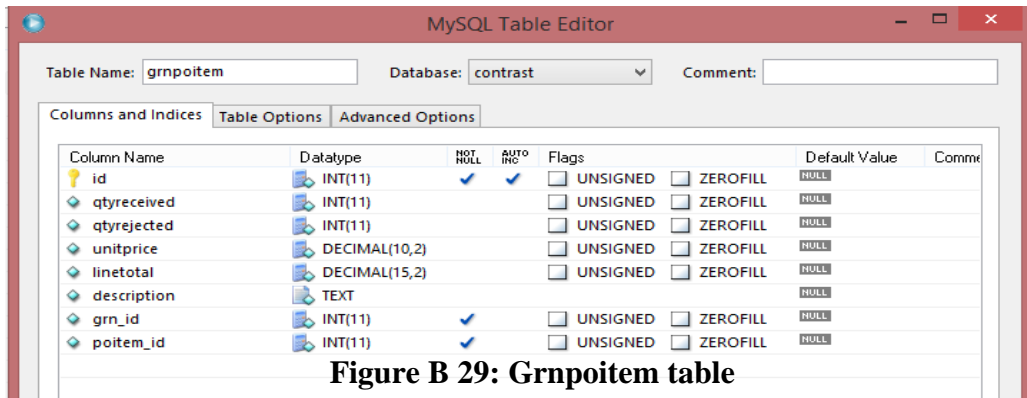


Figure B 29: Grnpoitem table

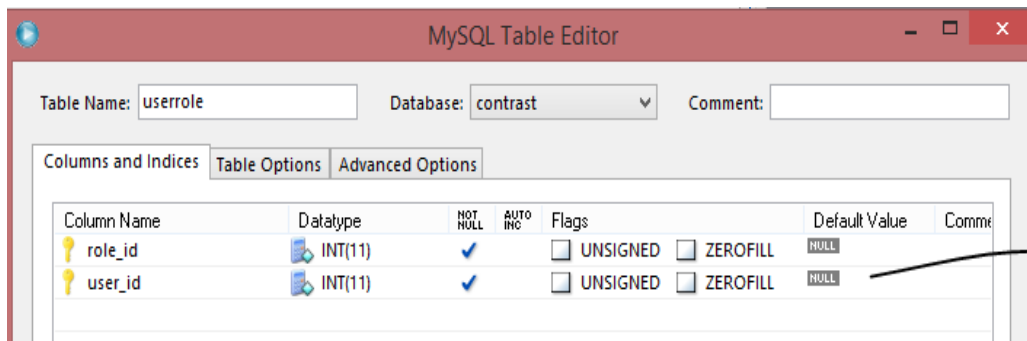


Figure B 30: Userrole table

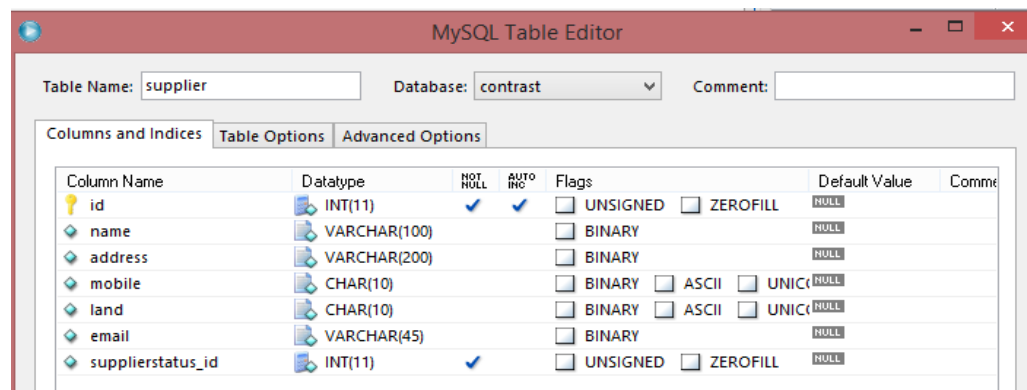


Figure B 31: Supplier table

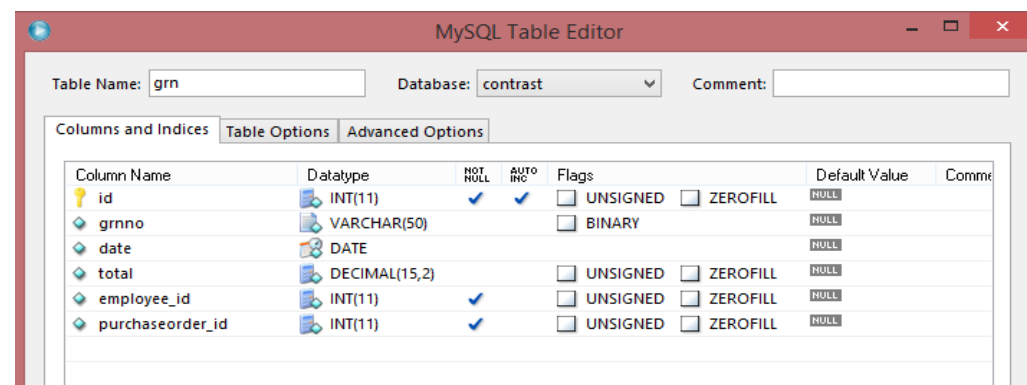


Figure B 32: GRN table

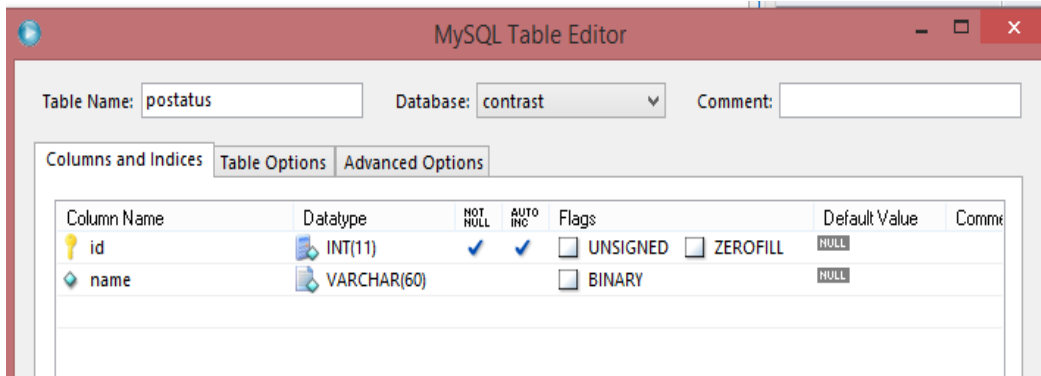


Figure B 33: Postatus table

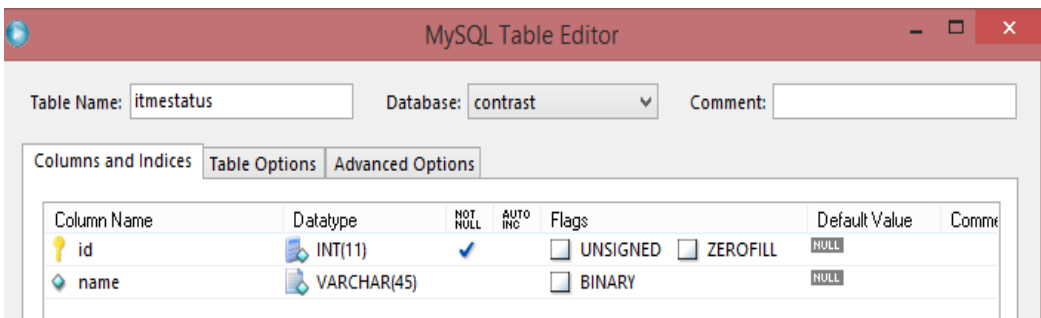


Figure B 34: Itmestatus table

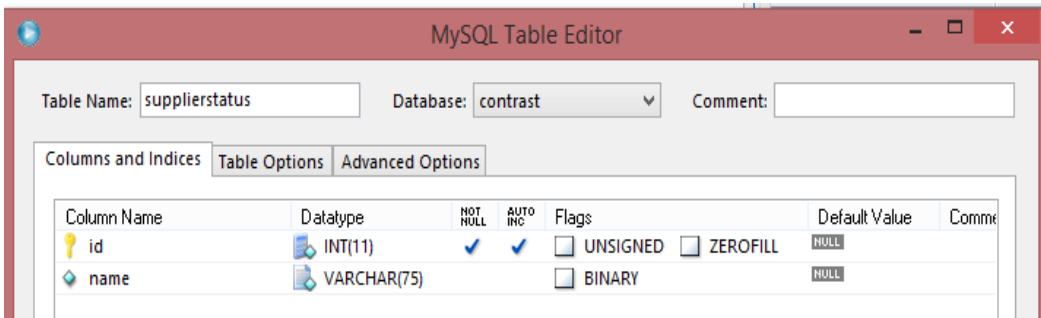


Figure B 35: Supplierstatus table

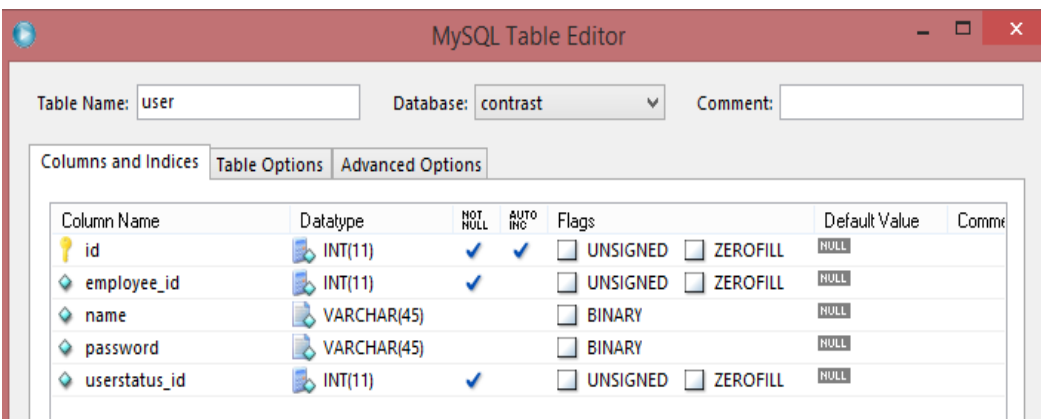


Figure B 36: User table

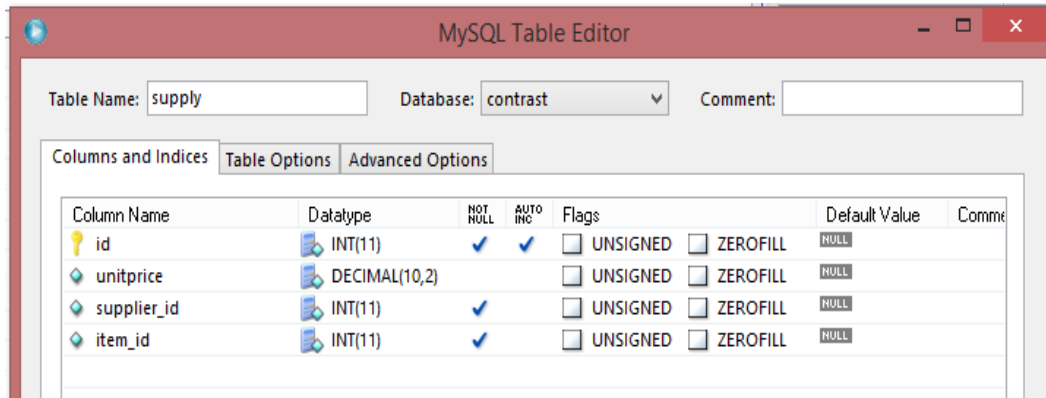


Figure B 37: Supply table

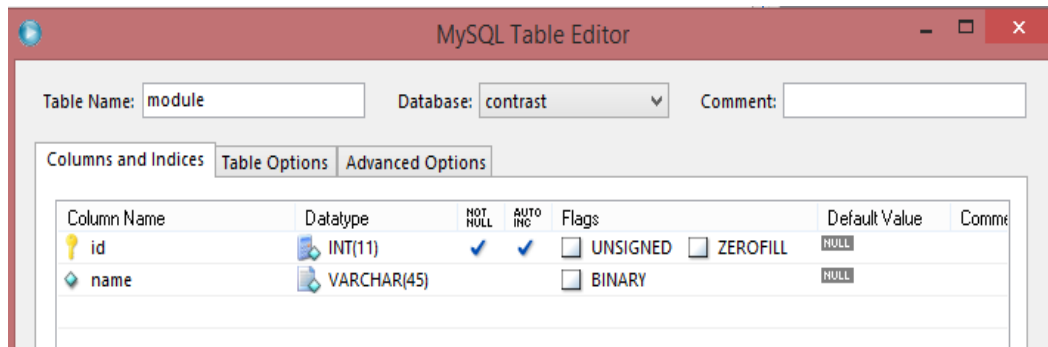


Figure B 38: Module table

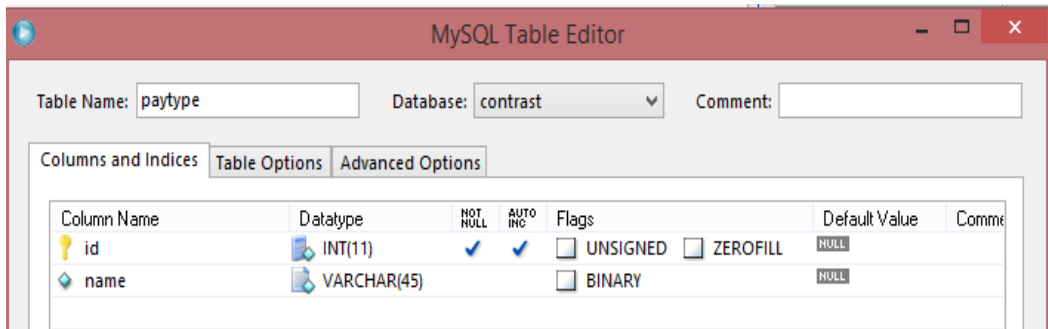


Figure B 39: Paytype table

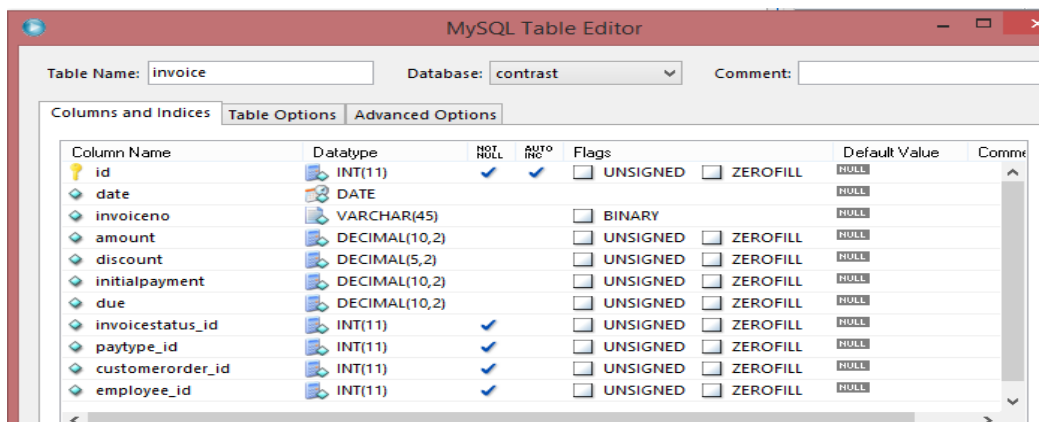


Figure B 40: Invoice table

Appendix – C

User Documentation

Contrast IT Solution System of Contrast Trading has been developed with lots of functions and features in order to carry out their day to day process in a systematic way. In order to get the maximum from the developed system, it is very important for a user to identify all the features of the system and how to use these functions and features efficiently. User documentation provides initial overview knowledge on using the Customer Order Processing and Stock Controlling System step by step.

Add a new employee to the system:

The user should provide correct username and password to gain authorized access to the system by using this login form (Figure C.1). Once logged in, the user is directed to the home page (Figure C.2).

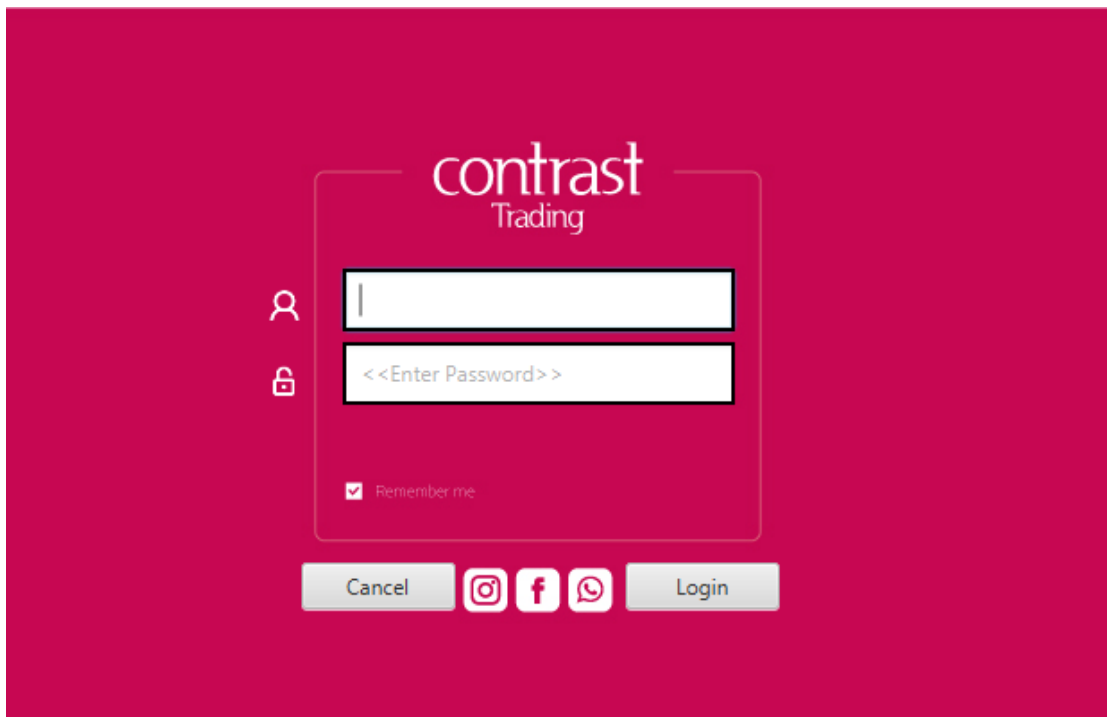


Figure C. 1 : Login page

After given correct user name & password logging on the home page. Home page shows main tabs, login user name, and notification shown in below (Figure C.2)

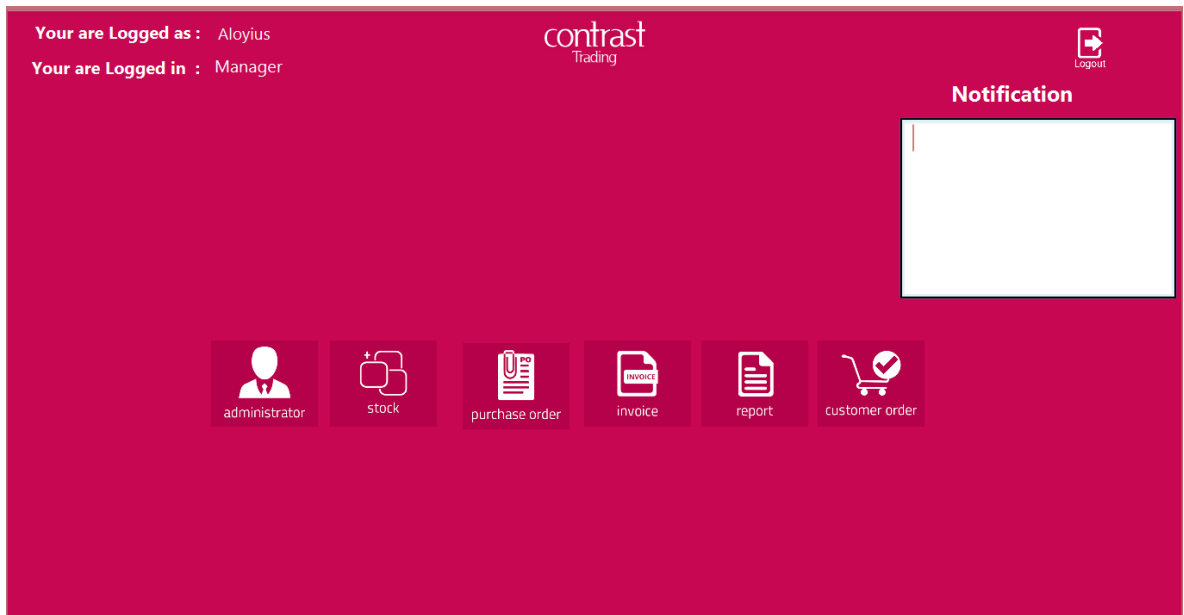


Figure C. 2 : Home page

The System divided into six main categories administrator, purchase order, invoice, and customer order, and report, stock as shown in below (Figure C.3)

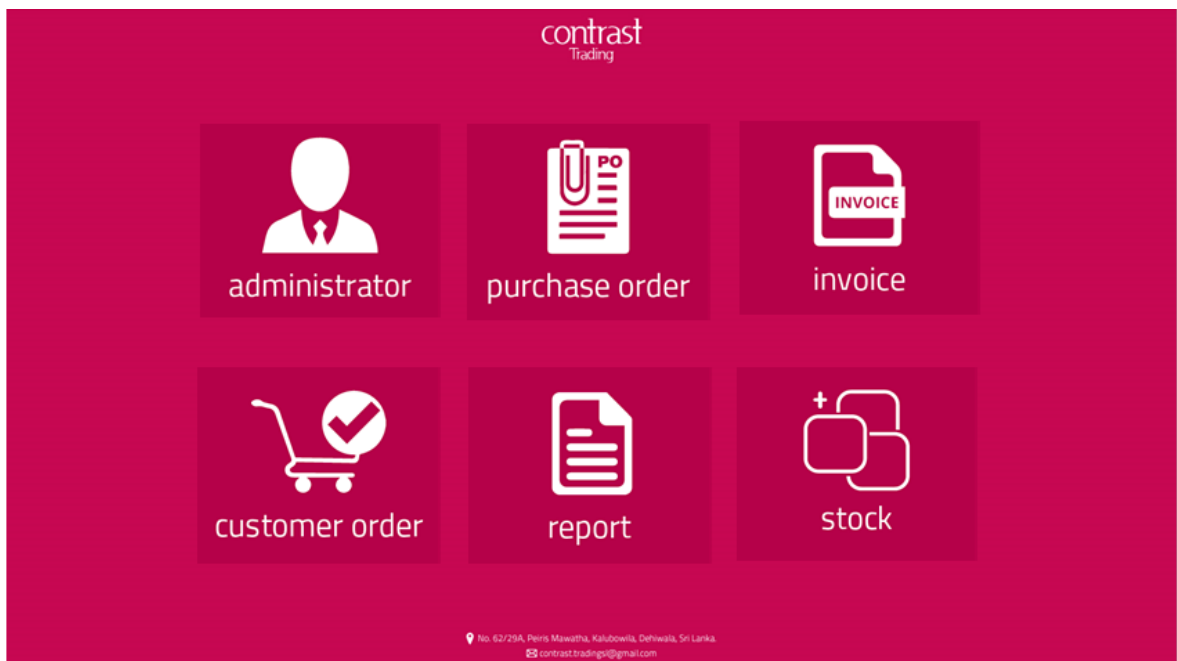


Figure C. 3 : Main tabs

When click the main administrator tab, then you can have the window like below on left side in your home window (Figure C.4)

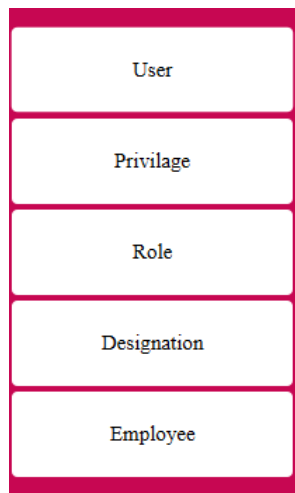


Figure C. 4 : Administration tab icons

If you want to add new employee you can click Employee icon. Now you can see a window like following (Figure C.5)

Employee Management

Name:

Gender:

Date of Birth:

NIC No.:


Civilstatus:

Address:

Mobile:

Land:

Email:

Photo: 

Designation: New

Assigned Date:

Status:

contrast
Trading

Date of Birth:

Search By Status:

Search By Designation:

Name	Status	Designation	Mobile	email
Aloysius	Working	Manager	0755516214	sahanjayakody@yma...
Asanka	Working	Department Ma...	0656313213	asdasdaj@hskjdfs.sdfs
Niroshan	Working	Receptionist	0752526543	bnprm00@gmail.com
Kamal	Working	Lecture	0752526543	bnprm00@gmail.com

1/2

Figure C. 5 : Employee Window

Here you have employee form. Fill data and click Add button can to enter a new employee to the database.

Appendix - D

Management Reports

System allows users such as managers, administrators and secretary to generate various types of reports in order to use for the decision making process of the business. As system gives daily, monthly & yearly reports after manipulating them management can use them to analyse & identify the trends, patterns & seasonal variations of the business & forecast future business situations.

Following figure D.1 shows all stocks details reports.

Contrast Trading		
		Item Details
category_name	subcategory_name	unit_name
Mobilon	White #FFFFFF	1mm
Mobilon	White #FFFFFF	1mm
Mobilon	linen	1mm
Mobilon	shiffon	1mm
Mobilon	CM40	1mm
Button	Rounded	3 mm
Button	Square	3 mm
Button	Square	5mm
Mobilon	White #FFFFFF	5mm

Figure D 1: Item Report

Following figure D.2 shows all purchase order report from 2016/10/01 to 2016/10/31.

Contrast Trading				
				Purchase Order Report
Code	Date	Supplier	Employee	Po Status
PO-20161204-18	2016/10/04	Shop More	Gamaga Ranjith	Ongoing
PO-20161206-22	2016/10/06	Shop More	Gamaga Ranjith	Ongoing
PO-20161210-29	2016/11/10	Shop More	Gamaga Ranjith	Ongoing
PO-20161210-31	2016/11/10	Shop More	Gamaga Ranjith	Ongoing
PO-20161210-33	2016/11/10	Shop More	Gamaga Ranjith	Ongoing
PO-20161210-34	2016/12/10	Shop More	Gamaga Ranjith	Ongoing
PO-20161206-20	2016/10/06	Pamunugama Store	Gamaga Ranjith	Ongoing
PO-20161210-30	2016/11/10	Pamunugama Store	Gamaga Ranjith	Ongoing
PO-20161210-27	2016/11/10	Nimal Textile	Gamaga Ranjith	Ongoing
PO-20161210-32	2016/11/10	Nimal Textile	Gamaga Ranjith	Ongoing
PO-20161210-23	2016/10/10	Maharagama Textile	Gamaga Ranjith	Ongoing


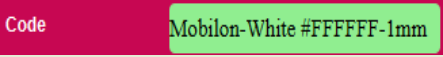
Figure D 2: Purchase Order report

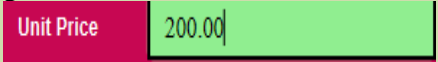


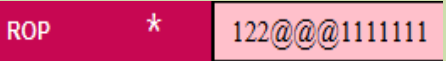
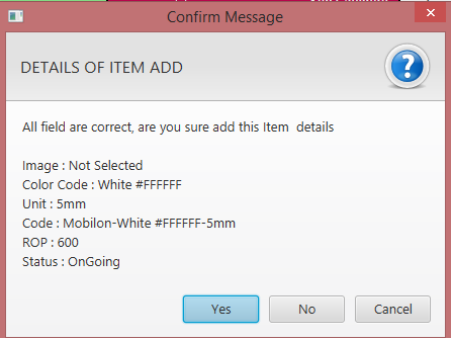
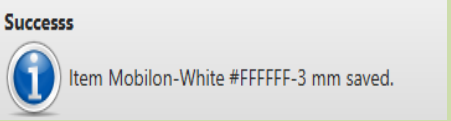
Appendix – E

Test Results

E.1 Test Case for Item Module

Test cases and test results for Item module are listed in table E.1 the table has test no, description, expected result and the actual result generated by each test case.

Test No	Test Description	Expected Result	Pass/Fail
01	Image Selection	Select Image button and brows file select image add to interface	pass
02	Select the Category from category combo box	Combo filed selected category with background colour change to green. 	pass
02	Select a Colour Code type from Colour code Combo box	Combo box Field selected Colour type item with background colour change to green	pass
03	Select a Unit size from Unit combo box	Combo box Field selected Unit size with background colour change to green	pass
04	Auto Generate Code	After select the category, colour code, unit size combo automatically generate the code 	pass
05	Select the Supplier combo in the of supplier inter table	Combo box Field selected Supplier with background colour change to green	Pass

06	Enter Text value in the “Unit Price” field	<p>Enter correct value to Unit price Text filed background colour changed green colour</p>  <p>Enter incorrect value to Unit price Text field background colour changed to pink.</p> 	Pass
07	Enter Text value in the “ROP” field	<p>Enter correct value to ROP Text filed background colour changed green colour</p>  <p>Enter incorrect value to ROP Text field background colour changed to pink.</p> 	Pass
08	Select a Colour Code type from Colour code Combo box	Text field background colour changed to green	Pass
09	All fields are filled. And click ADD button		Pass
10	Show success message when click the “Add” button and add the record to the table	<p>Success</p>  <p>If success record add the item table.</p>	Pass

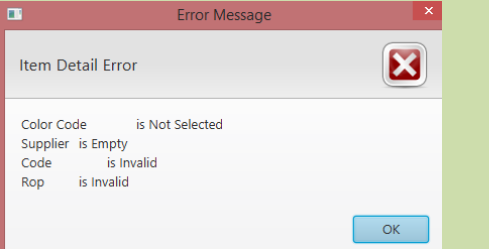
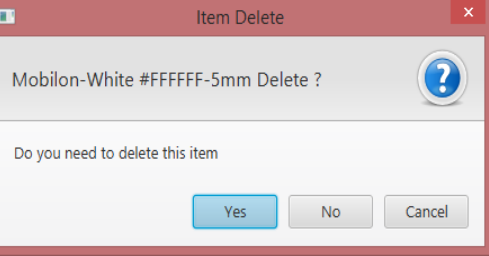
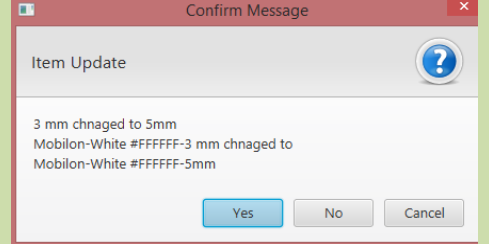
11	Field empty Show error message	 <p>If not filled the all fields the record pop up error message</p>	Pass
12	Select a row from the item table and click Delete button	 <p>Click delete button. it will be appear Delete confirmation message. When click “Yes” that record will be deleted Otherwise not.</p>	Pass
13	Select a row from the table and change the Item data and click Update button	 <p>Click delete button. it will be appear Delete confirmation message. When click “Yes” that record will be deleted Otherwise not.</p>	Pass
14	Enter Text value in the “Search by Code” field	Item table will refresh according to typed text values	pass
15	Click the Category or colour code button in the search area.	Item table will appear according to the selected search button .	Pass
16	Click the Clear Search Button in Item search Table	Item table will appear clear the entire search in the search table.	pass

Table E. 1: Test cases and results for Item module

E.2 Test Cases for Supplier Module.

No	Test Cases	Expected Output	Actual Output	Status
1	All fields are filled.	Show confirm message.		Pass
2	All fields are not filled.	Show error message		Pass
3	Enter incorrect value any text field	Text field background colour changed to pink.		pass
4	Enter correct value to any text field			pass


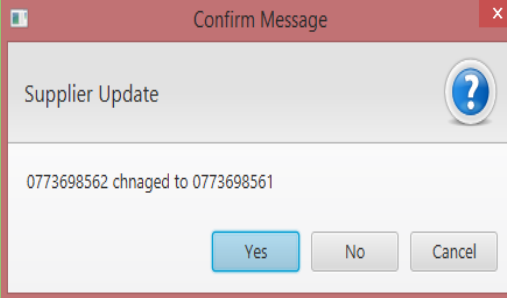
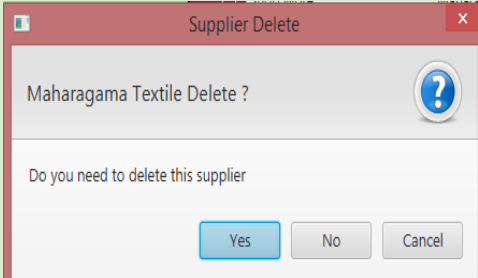
5	Select the Status Combo box	Combo filed selected category with background colour change to green.		pass
6	Clicking on the table.	Load the values to the text fields relevant to that field	Load the values to the text fields relevant to that field.	Pass
8	Clicking the update button on table.	Check again whether it Will be wanted to update from a message. When click “Yes” that record will be update Otherwise not.		Pass
9	Clicking the delete button on table	Check again whether it will be wanted to delete from a message. When click “Yes” that record will be deleted otherwise not.		Pass
	Enter Text value in the “Search by Name” field	Fill the table in to respect to searching criteria.	Item table will refresh according to typed text values	pass

Table E. 2 : Test Cases for Supplier Module

APPENDIX – F

CODE LISTING

Code for designation module

F.1 Code for Get All Objects

Following method can be used to get all table records as java objects to given query using Hibernate Session Factory. Hibernate maps the relations to relevant java objects.

```
public static ObservableList select(String nameQuery) {

    ObservableList obList = FXCollections.observableArrayList();
    List list = null;
    Session session = HibernateUtil.getSessionFactory().openSession();
    Transaction transaction = null;

    try {
        transaction = session.beginTransaction();
        Query query = session.getNamedQuery(nameQuery);
        list = (List) query.list();

        for (Object element : list) {
            obList.add(element);
        }
    } catch (HibernateException e) {
        System.out.println(e.getMessage());
        if (transaction != null) {
            transaction.rollback();
        }
    } finally {
        session.close();
    }
    return obList;
}
```

F.2 Codes for fill Table View

Following method can be used to fill table in all module. (In JavaFX a table is known as table view) It gets table records using control layer(Dao) access and sets to each table column with given data types. Following method can used to fill Customer

module

```
@FXML
private TextArea txtAddress;
@FXML
private Button btnAdd;
@FXML
private Button btnClear;
@FXML
private Button btnUpdate;
@FXML
private Button btnDelete;
@FXML
private TextField txtSearchName;
@FXML
private Button btnSearchClear;
@FXML
private Pagination pagination;
@FXML
private TableView<Customer> tblCustomer;
@FXML
private TableColumn<Customer, String> colName;
@FXML
private TableColumn<Customer, String> colAddress;
@FXML
private TableColumn<Customer, String> colLand;
@FXML
private TableColumn<Customer, String> colEmail;
@FXML
private TextField txtEmail;
```

F.3 Code for Fill Combo Box

Following method can be used to filled combo box which is a form control. It gets all modules using control layer (Dao) access and sets to the module combo box. Following

```
cmbStatus.getItems().clear();
cmbStatus.setItems(CustomerStatusDao.getAll());
cmbStatus.getSelectionModel().select(-1);
```

F.4 Entity class for Customer module

Following code can be used to entity class for category module

```
package entity;
```

```
import dao.CategoryDao;
import java.io.Serializable;
import java.util.List;
import javax.persistence.Basic;
import javax.persistence.Column;
```

```

import javax.persistence.Entity;
import javax.persistence.FetchType;
import javax.persistence.GeneratedValue;
import javax.persistence.GenerationType;
import javax.persistence.Id;
import javax.persistence.NamedQueries;
import javax.persistence.NamedQuery;
import javax.persistence.OneToMany;
import javax.persistence.Table;
import javax.xml.bind.annotation.XmlRootElement;
import javax.xml.bind.annotation.XmlTransient;
import org.hibernate.annotations.Fetch;
import org.hibernate.annotations.FetchMode;

/**
 *
 * @author Aloysius
 */
@Entity
@Table(name = "category")
@XmlRootElement
@NamedQueries({
    @NamedQuery(name = "Category.findAll", query = "SELECT c FROM Category c"),
    @NamedQuery(name = "Category.findById", query = "SELECT c FROM Category c
WHERE c.id = :id"),
    @NamedQuery(name = "Category.findByName", query = "SELECT c FROM Category c
WHERE c.name = :name")})
public class Category implements Serializable {

    private static final long serialVersionUID = 1L;
    @Id
    @GeneratedValue(strategy = GenerationType.IDENTITY)
    @Basic(optional = false)
    @Column(name = "id")
    private Integer id;
    @Column(name = "name")
    private String name;
    @OneToMany( mappedBy = "categoryId", fetch = FetchType.LAZY)
    @Fetch(FetchMode.SELECT)
    private List<Subcategory> subcategoryList;

    public Category() {
    }
    public Category(Integer id) {
        this.id = id;
    }
    public Integer getId() {
        return id;
    }
    public void setId(Integer id) {
        this.id = id;
    }
    public String getName() {
        return name;
    }

```

```

}
public boolean setName(String name) {
    boolean validity = !name.isEmpty() && CategoryDao.getByname(name).isEmpty();
    if (validity) {
        this.name = name;
    } else {
        this.name = null;
    }
    return validity;
}
@XmlTransient
public List<Subcategory> getSubcategoryList() {
    return subcategoryList;
}
public void setSubcategoryList(List<Subcategory> subcategoryList) {
    this.subcategoryList = subcategoryList;
}
@Override
public int hashCode() {
    int hash = 0;
    hash += (id != null ? id.hashCode() : 0);
    return hash;
}
@Override
public boolean equals(Object object) {
    // TODO: Warning - this method won't work in the case the id fields are not set
    if (!(object instanceof Category)) {
        return false;
    }
    Category other = (Category) object;
    if ((this.id == null && other.id != null) || (this.id != null && !this.id.equals(other.id))) {
        return false;
    }
    return true;
}
@Override
public String toString() {
    return name;
}

```

F.5 Codes for Customer module Controller

```

package ui;

import dao.CustomerDao;
import dao.CustomerStatusDao;
import dao.DaoException;
import entity.Customer;
import entity.Customerstatus;
import java.net.URL;
import java.util.ResourceBundle;
import javafx.collections.FXCollections;
import javafx.collections.ObservableList;
import javafx.event.ActionEvent;

```

```

import javafx.fxml.FXML;
import javafx.fxml.Initializable;
import javafx.geometry.Pos;
import javafx.scene.Node;
import javafx.scene.control.Button;
import javafx.scene.control.ComboBox;
import javafx.scene.control.Pagination;
import javafx.scene.control.ScrollPane;
import javafx.scene.control.TableColumn;
import javafx.scene.control.TableView;
import javafx.scene.control.TextArea;
import javafx.scene.control.TextField;
import javafx.scene.control.cell.PropertyValueFactory;
import javafx.scene.input.KeyEvent;
import javafx.scene.input.MouseEvent;
import javafx.util.Callback;
import javafx.util.Duration;
import org.controlsfx.control.Notifications;
import org.controlsfx.control.action.Action;
import org.controlsfx.dialog.Dialogs;
import static ui.LoginController.privilage;
public class CustomerController implements Initializable {

    //<editor-fold defaultstate="collapsed" desc="FXML-Data">
    @FXML
    private TextArea txtAddress;
    @FXML
    private Button btnAdd;
    @FXML
    private Button btnClear;
    @FXML
    private Button btnUpdate;
    @FXML
    private Button btnDelete;
    @FXML
    private TextField txtSearchName;
    @FXML
    private Button btnSearchClear;
    @FXML
    private Pagination pagination;
    @FXML
    private TableView<Customer> tblCustomer;
    @FXML
    private TableColumn<Customer, String> colName;
    @FXML
    private TableColumn<Customer, String> colAddress;
    @FXML
    private TableColumn<Customer, String> colLand;
    @FXML
    private TableColumn<Customer, String> colEmail;
    @FXML
    private TextField txtEmail;
    @FXML

```

```

private TextField txtLand;
@FXML
private TextField txtMobile;
@FXML
private TextField txtName;
@FXML
private ComboBox<Customerstatus> cmbStatus;
//</editor-fold>
//<editor-fold defaultstate="collapsed" desc="Module-Data">
//Color Indication of Input Controls
private String valid;
private String invalid;
private String updated;
private String initial;

//Binding with the Form
private Customer customer;

//Update Identification
private Customer oldCustomer;

//Table Row, Page Selected
private int page;
private int row;
//</editor-fold>
//<editor-fold defaultstate="collapsed" desc="Initialize-Methods">

/**
 * Initializes the controller class.
 */
@Override
public void initialize(URL url, ResourceBundle rb) {
    // TODO
    loadForm();
    loadTable();
}

private void loadForm() {

    initial = Style.initial;
    valid = Style.valid;
    invalid = Style.invalid;
    updated = Style.updated;

    customer = new Customer();
    oldCustomer = null;

    cmbStatus.getItems().clear();
    cmbStatus.setItems(CustomerStatusDao.getAll());
    cmbStatus.getSelectionModel().select(-1);
    txtName.setText("");

```

```

        txtAddress.setText("");
        txtMobile.setText("");
        txtLand.setText("");
        txtEmail.setText("");
        dissableButtons(false, false, true, true);
        setStyle(initial);
    }
    private void dissableButtons(boolean select, boolean insert, boolean update, boolean
delete) {
        btnAdd.setDisable(insert || !privilage.get("Customer_insert"));
        btnUpdate.setDisable(update || !privilage.get("Customer_update"));
        btnDelete.setDisable(delete || !privilage.get("Customer_delete"));

        txtSearchName.setDisable(select || !privilage.get("Customer_select"));
        btnSearchClear.setDisable(select || !privilage.get("Customer_select"));
    }
    private void setStyle(String style) {
        txtName.setStyle(style);
        txtMobile.setStyle(style);
        txtLand.setStyle(style);
        txtEmail.setStyle(style);
        cmbStatus.setStyle(style);

        if (!txtAddress.getChildrenUnmodifiable().isEmpty()) {
            ((ScrollPane)
txtAddress.getChildrenUnmodifiable().get(0)).getContent().setStyle(style);
        }
    }
    private void loadTable() {

        txtSearchName.setText("");
        colName.setCellValueFactory(new PropertyValueFactory("name"));
        colLand.setCellValueFactory(new PropertyValueFactory("mobile"));
        colEmail.setCellValueFactory(new PropertyValueFactory("email"));
        colAddress.setCellValueFactory(new PropertyValueFactory("address"));
        fillTable(CustomerDao.getAll());
        pagination.setCurrentPageIndex(0);
    }
    private void fillTable(ObservableList<Customer> customers) {
        if (privilage.get("Customer_select") && customers != null && customers.size() != 0) {

            int rowCount = 4;
            int pageCount = ((customers.size() - 1) / rowCount) + 1;
            pagination.setPageCount(pageCount);

            pagination.setPageFactory(new Callback<Integer, Node>() {
                @Override
                public Node call(Integer pageIndex) {
                    int start = pageIndex * rowCount;
                    int end = pageIndex == pageCount - 1 ? customers.size() : pageIndex * rowCount
+ rowCount;

```

```

tblCustomer.getItems().clear();
tblCustomer.setItems(FXCollections.observableArrayList(customers.subList(start,
end)));
return tblCustomer;
}
});
} else {
pagination.setPageCount(1);
tblCustomer.getItems().clear();
}
}
}

```

//</editor-fold>

//<editor-fold defaultstate="collapsed" desc="Data-Setting">

@FXML

private void txtAddressKR(KeyEvent event) {

```

if (customer.setAddress(txtAddress.getText().trim())) {
if (oldCustomer != null && !customer.getAddress().equals(oldCustomer.getAddress()))
{
((ScrollPane)
txtAddress.getChildrenUnmodifiable().get(0)).getContent().setStyle(updated);
} else {
((ScrollPane)
txtAddress.getChildrenUnmodifiable().get(0)).getContent().setStyle(valid);
}
} else {
((ScrollPane)
txtAddress.getChildrenUnmodifiable().get(0)).getContent().setStyle(invalid);
}
}
}

```

@FXML

private void cmbStatusAP(ActionEvent event) {

```

customer.setCustomerId(cmbStatus.getSelectionModel().getSelectedItem());
if (oldCustomer != null &&
!customer.getCustomerId().equals(oldCustomer.getCustomerId())) {
cmbStatus.setStyle(updated);
} else {
cmbStatus.setStyle(valid);
}
}

```

}

@FXML

private void txtEmailKR(KeyEvent event) {

```

if (customer.setEmail(txtEmail.getText().trim())) {
if (oldCustomer != null && oldCustomer.getEmail() != null && customer.getEmail() !=
null && oldCustomer.getEmail().equals(customer.getEmail())) {
txtEmail.setStyle(valid);
} else if (oldCustomer != null && oldCustomer.getEmail() != customer.getEmail()) {

```



```

        txtEmail.setStyle(updated);
    } else {
        txtEmail.setStyle(valid);
    }

} else {
    txtEmail.setStyle(invalid);
}
}

@FXML
private void txtLandKR(KeyEvent event) {

    if (customer.setLand(txtLand.getText())) {
        if (oldCustomer != null && oldCustomer.getLand() != null && customer.getLand() !=
null && oldCustomer.getLand().equals(customer.getLand())) {
            txtLand.setStyle(valid);
        } else if (oldCustomer != null && oldCustomer.getLand() != customer.getLand()) {
            txtLand.setStyle(updated);
        } else {
            txtLand.setStyle(valid);
        }
    } else {
        txtLand.setStyle(invalid);
    }
}

@FXML
private void txtMobileKR(KeyEvent event) {

    if (customer.setMobile(txtMobile.getText().trim())) {
        if (oldCustomer != null && !customer.getMobile().equals(oldCustomer.getMobile())) {
            txtMobile.setStyle(updated);
        } else {
            txtMobile.setStyle(valid);
        }
    } else {
        txtMobile.setStyle(invalid);
    }
}

@FXML
private void txtNameKR(KeyEvent event) {

    if (customer.setName(txtName.getText().trim())) {
        if (oldCustomer != null && !customer.getName().equals(oldCustomer.getName())) {
            txtName.setStyle(updated);
        } else {
            txtName.setStyle(valid);
        }
    } else {
        txtName.setStyle(invalid);
    }
}

```

```

    }

private String getErrors() {
    String errors = "";
    if (customer.getName() == null) {
        errors = errors + "Name \t\tis Invalid\n";
    }
    if (customer.getAddress() == null) {
        errors = errors + "Address \t\tis Invalid\n";
    }
    if (customer.getMobile() == null) {
        errors = errors + "Mobile No. \tis Invalid\n";
    }
    if (txtLand.getText() != null && !customer.setLand(txtLand.getText().trim())) {
        errors = errors + "Land No. \t\tis Invalid\n";
    }
    if (txtEmail.getText() != null && !customer.setEmail(txtEmail.getText().trim())) {
        errors = errors + "Email \t\tis Invalid\n";
    }
    if (customer.getCustomerId() == null) {
        errors = errors + "CustomerStatus \tis Invalid\n";
    }
    return errors;
}

private String getUpdates() {
    String updates = "";
    if (oldCustomer != null) {
        if (customer.getName() != null &&
!customer.getName().equals(oldCustomer.getName())) {
            updates = updates + oldCustomer.getName() + " chnaged to " + customer.getName()
+ "\n";
        }
        if (customer.getCustomerId() != null &&
!customer.getCustomerId().equals(oldCustomer.getCustomerId())) {
            updates = updates + oldCustomer.getCustomerId() + " chnaged to " +
customer.getCustomerId() + "\n";
        }

        if (!customer.getAddress().equals(oldCustomer.getAddress())) {
            updates = updates + oldCustomer.getAddress() + " chnaged to " +
customer.getAddress() + "\n";
        }

        if (!(oldCustomer.getLand() != null
&& customer.getLand() != null
&& oldCustomer.getLand().equals(customer.getLand()))) {
            if (oldCustomer.getLand() != customer.getLand()) {
                updates = updates + oldCustomer.getLand()
+ " chnaged to " + customer.getLand() + "\n";
            }
        }
    }
}

```

```

    }

    if (!(oldCustomer.getEmail() != null && customer.getEmail() != null &&
oldCustomer.getEmail().equals(customer.getEmail()))) {
        if (oldCustomer.getEmail() != customer.getEmail()) {
            updates = updates + oldCustomer.getEmail() + " chnaged to " +
customer.getEmail() + "\n";
        }
    }

    if (!customer.getMobile().equals(oldCustomer.getMobile())) {
        updates = updates + oldCustomer.getMobile() + " chnaged to " +
customer.getMobile() + "\n";
    }

}

return updates;
}

private void fillForm() {
    if (tblCustomer.getSelectionModel().getSelectedItem() != null) {
        dissableButtons(false, true, false, false);
        setStyle(valid);
        oldCustomer =
CustomerDao.getByld(tblCustomer.getSelectionModel().getSelectedItem().getId());
        customer =
CustomerDao.getByld(tblCustomer.getSelectionModel().getSelectedItem().getId());

        txtName.setText(customer.getName());
        txtAddress.setText(customer.getAddress());
        txtMobile.setText(customer.getMobile());
        txtLand.setText(customer.getLand());
        txtEmail.setText(customer.getEmail());
        cmbStatus.getSelectionModel().select(customer.getCustomerstatusld());
        page = pagination.getCurrentPageIndex();
        row = tblCustomer.getSelectionModel().getSelectedIndex();
    }
}

@FXML
private void btnAddAP(ActionEvent event) {

    String errors = getErrors();

    if (errors.isEmpty()) {

        String confermation = "Ara you sure you need to add this Customer with following
details\n "
            + "\nName : \t" + customer.getName()
            + "\nAddress : \t" + customer.getAddress()
            + "\nMobile No : \t" + customer.getMobile()

```

```

        + "\nLand : \t" + (customer.getLand() == null ? "Not Entered" :
customer.getLand())
        + "\nEmail : \t" + (customer.getEmail() == null ? "Not Entered" :
customer.getEmail())
        + "\nStatus : \t" + customer.getCustomerstatusId().getName());

        Action action = Dialogs.create().title("Confirm Message").masthead("Customer
Add").message(confermation).showConfirm();
        if (action.toString().equals("DialogAction.YES")) {

            try {
                CustomerDao.add(customer);
                Notifications.create().title("Successs").text("Customer " + customer.getName() + "
saved.").position(Pos.TOP_RIGHT).hideAfter(Duration.seconds(5.0)).showInformation();
                loadForm();
                loadTable();
                pagination.setCurrentPageIndex(pagination.getPageCount() - 1);
                tblCustomer.getSelectionModel().select(tblCustomer.getItems().size() - 1);

            } catch (DaoException ex) {
                Notifications.create().title("Un-Success").text("Customer " + customer.getName()
+ " not saved. \n Try
Again.").position(Pos.TOP_RIGHT).hideAfter(Duration.seconds(5.0)).showInformation();

            }

        } else {

            Dialogs.create().title("Error Message").masthead("Customer Detail
Error").message(errors).showError();

        }
    }

    @FXML
    private void btnClearAP(ActionEvent event) {

        Action action = Dialogs.create().styleClass("dlg").title("Confirm
Message").masthead("Clear Form").message("Are you sure you need to clear the
Form?").showConfirm();

        if (action.toString().equals("DialogAction.YES")) {
            loadForm();
        }
    }

    @FXML
    private void btnUpdateAP(ActionEvent event) {

        String errors = getErrors();

```

```

if (errors.isEmpty()) {

    String updates = getUpdates();

    if (!updates.isEmpty()) {

        Action action = Dialogs.create().title("Confirm Message").masthead("Customer
Update").message(updates).showConfirm();
        if (action.toString().equals("DialogAction.YES")) {
            CustomerDao.update(customer);
            Notifications.create().title("Successs").text("Customer " + customer.getName() + "
updated.").position(Pos.TOP_RIGHT).hideAfter(Duration.seconds(5.0)).showInformation();
            loadForm();
            loadTable();
            pagination.setCurrentPageIndex(page);
            tblCustomer.getSelectionModel().select(row);
        }
        } else {
            Dialogs.create().title("Information Message").masthead("Customer
Update").message("Nothing Updated").showWarning();
        }
        } else {
            Dialogs.create().title("Error Message").masthead("Customer
Update").message(getErrors()).showError();

        }
    }
}
@FXML
private void btnDeleteAP(ActionEvent event) {

    if (getUpdates().isEmpty() && getErrors().isEmpty()) {

        Action action = Dialogs.create().title("Customer
Delete").masthead(customer.getName() + " Delete ?").message("Do you need to delete this
customer").showConfirm();

        if (action.toString().equals("DialogAction.YES")) {
            if (!cmbStatus.getSelectionModel().getSelectedItem().equals(new
Customerstatus(1))) {
                CustomerDao.delete(customer);
                Notifications.create().title("Successs").text("Customer " + customer.getName() + "
deleted.").position(Pos.TOP_RIGHT).hideAfter(Duration.seconds(5.0)).showInformation();
                loadForm();
                loadTable();
                pagination.setCurrentPageIndex(page);
                tblCustomer.getSelectionModel().select(row);

            }
            Dialogs.create().title("Error Message").masthead(" You Can't delete
").message("This is onging Customer").showError();
        }
    }
}

```

```

    }
    } else {
        Dialogs.create().title("Customer Delete").masthead(oldCustomer.getName() + " Delete
        ?").message("You can't delete\nSome of the fields are updated").showInformation();

    }
}
@FXML
private void tblCustomerMC(MouseEvent event) {
    fillForm();
}
@FXML
private void tblCustomerKR(KeyEvent event) {
    fillForm();
}
private void updateTable() {

    String name = txtSearchName.getText().trim();
    boolean sname = !name.isEmpty();

    if (!sname) {
        fillTable(CustomerDao.getAll());
    }
    if (sname) {
        fillTable(CustomerDao.getAllByName(name));
    }

}

@FXML
private void txtSearchNameKR(KeyEvent event) {

    updateTable();
}

@FXML
private void btnSearchClearAP(ActionEvent event) {
    Action action = Dialogs.create().title("Confirm Message").masthead("Clear
    Form").message("Are you sure you need to clear the Table Search and the
    Form?").showConfirm();

    if (action.toString().equals("DialogAction.YES")) {
        loadTable();
    }

}
//</editor-fold>
}

```

Appendix - G

Client Certificate



No. 62/29A, Peiris Mawatha, Kalubowila, Dehiwala, Sri Lanka.
(+94) 77 3 331 446 contrast.trading@gmail.com

4st Novemer 2017
BIT Coordinator,
External Degree Center of UCSC,
No. 17, Swarna Road,
Colombo 06

Dear Madam/Sir,

LETTER OF CERTIFICATION FOR CONTRAST IT SOLUTION SYSTEM

This is to certify that the "Contrast IT Solution System" Develop by Mr. S.S. Aloysius (Registration No. R100378) has submitted successfully to us after granting the permission on the request for fulfillment of final project.

I am happy to inform that the developed system of the "Contrast IT Solution System" has fulfilled all the requirements that the company needed. The proposed system makes easier the operations of the business and enables decision making process to gain required goals.

I am happy to mention that the proposed system can be implemented successfully for the Contrast IT Solution System of our Company.

Thank you
Yours Faithfully.

A handwritten signature in blue ink, appearing to read "S.S. Aloysius", is written over a horizontal dotted line.

Director/Manager
Contrast Trading

Glossary

Backup – means keeping a copy of information as an external storage where usually keep in another central computer or in external disks.

Database - is an organized collection of data for one or more purposes, usually in digital form.

JVM. - A Java virtual machine is a virtual machine that can execute Java byte code. It is the code execution component of the Java platform.

JavaFX- is a software platform for creating and delivering rich internet applications (RIAs are) that can run across a wide variety of devices.

MySQL – One of most popular Database management system can handle big amount of data related to different types.

Object-relational mapping - is a programming technique for converting data between incompatible type systems in object-oriented programming languages.

OOAD - Object-oriented analysis and design

POJO - Plain Old Java Object

RUP – Stands for Rational Unified Process. RUP is a framework for Object Oriented software engineering using UML.

RAD - Rapid Application Development. The user is involved throughout the development process, which increases the likelihood of user acceptance of the final implementation.

UI – User Interface User have to operate various user interface.

UML – refers to Unified Modelling Language is a standardized general-purpose modelling language in the field of object-oriented engineering. This includes a set of graphic notation techniques to create visual models of object-oriented software intensive systems.

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