



22

(a1)

<u>MIKES BIKES</u> ✕	
Stock number	<input type="text"/>
Quantity	<input type="text"/>
<input type="button" value="Enter"/>	

Principles:
legibility - serif fonts
consistency - fonts
• Buttons

2)

Input	Processes	Output
Stock number	Identify stock item. [Binary search]	Updated file
Quantity	Calculate difference to quantity. Make quantity changes	Inventory file.

(iii) BEGIN Update with Transaction file & Inventory file

INITIALISE

index as integer = 0

count as integer = 0

found as boolean = false

END INITIALISATION

WHILE (Transaction.Stock-Number[index] <> 999)

found = false

WHILE (count < 999)

IF (Transaction.Stock-Number[index] =

Inventory.^{Quantity}~~Stock-Number~~[count] THEN

Inventory.Quantity[count] = Inventory.Quantity[count] +
Transaction.Stock-Quantity[index]

found = true

END IF

count = count + 1

END WHILE

```
IF (found = false)
```

```
    Error message: Stock not found!
```

```
END IF
```

```
index = index + 1
```

```
END WHILE
```

```
index = 0
```

```
WHILE (index < 999)
```

```
    IF (Inventory.Quantity(index) < 3)
```

```
        Warning: Low Stock!
```

```
    END IF
```

```
    index = index + 1
```

```
END WHILE
```

```
END
```

N.B There has been an assumption that no more than 999 entries exist in both files.

b) ~~purpose~~ A gantt chart ~~is~~ ^{created} ~~used~~ during the problem definition and planning/design stages. It ensures that the software solution is implemented in an appropriate time frame. It outlines which ~~people or teams are responsible~~ ^{tasks are completed before} other tasks can be completed. For example, when building a sub-marine, it is vitally important that the engines and interiors are installed BEFORE the top is welded closed. Although re-engineering of software is not quite as costly as this, it is more efficient to get the correct tasks done in the correct order. e.g. implementation before testing. Also gantt charts let people know the various deadlines and scheduling details for sections of the software.

^{user manual}
A ~~test plan~~ is a piece of documentation vital to users and is developed in the ^{implementation} ~~testing~~ stage. It shows all the functions and operations from the users perspective and explains how to use the program efficiently. It also usually contains brief instructions on ~~the~~ troubleshooting (sometimes included in the troubleshooting guide, another form of user documentation) and a licence agreement and installation tips (sometimes separately as an installation guide).
Often sections like keyboard shortcuts, hotkeys or user tips are included in the user manual.