WAREHOUSE MANAGEMENT SYSTEM

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Project Description

Write a 32-bit assembly language that interacts with a User and processes a variety of transactions, acting like an inventory program. Your inventory program must be able to keep track of eight (8) different products that are stored at six (6) different warehouses.

Your program must welcome the User and describe any procedures for using your program. The User should then be prompted for a choice of actions from the following list:

I - INITIALIZE the number of all of the products stored at all of the warehouses to zero (0).

R - RECEIVE a quantity of a product at a warehouse.

S - SHIP a quantity of a product from a warehouse.

T - TRANSFER a quantity of a product from one warehouse to another.

P - PUBLISH a report showing how many of each product is stored at each warehouse.

F - FILE processing of a series of transaction codes and their associated parameters. [Use any way you want, but you should show me all transactions you did].

X - EXIT choice.

Some of the actions selected by the User require no additional input, while others require multiple interactions to identify the parameters of the transaction requested by the USER.

For example, if the User inputs a "T" for TRANSFER, your program must ask the User to identify the product number, the quantity of the product that is to be transferred, the warehouse that is the source of the transfer, and the warehouse that is the destination of the transfer. Your program must also be able to identify and report error conditions such as a request to Transfer more of a product than is stored at the source warehouse.

Your program must keep track of each transaction by adding to or subtracting from the inventory levels for each product in each warehouse.

The quantity of any product must never become a negative number as a result of a transaction.