

1. Record Nr.	UNINA9910967785903321
Autore	Muller Max
Titolo	Essentials of inventory management // Max Muller
Pubbl/distr/stampa	New York, : American Management Association, c2003
ISBN	1-60119-853-1 0-8144-2703-0
Edizione	[1st ed.]
Descrizione fisica	xii, 243 p. : ill
Disciplina	658.7/87
Soggetti	Inventory control
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from title screen.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- CONTENTS -- ABOUT THIS BOOK -- CHAPTER 1 Inventory as Botha Tangible and an Intangible Object -- CHAPTER 2 Inventory as Money -- CHAPTER 3 Physical Location and Control of Inventory -- CHAPTER 4 The Basics of Bar Coding -- CHAPTER 5 Planning and Replenishment Concepts -- CHAPTER 6 Why Inventory Systems Fail and How to Fix Them -- CHAPTER 7 Protecting Inventory -- APPENDIX A - INVENTORY -- APPENDIX B - FORMULAE -- BIBLIOGRAPHY -- INDEX.
Sommario/riassunto	"Most inventory professionals would gladly trade all the ""latest thinking"" books for a guide they could use to do their jobs better right now. Essentials of Inventory Management presents ready-to-use information in key areas from physical control and layout to problem identification and resolution. Concentrating on daily-use inventory concepts, this practical workplace companion specifically addresses: * Forecasting and replenishment strategies * Differences between finished-goods (retail) inventories and materials or work-in-process (manufacturing) inventories. * Materials requirements planning (MRP) and just-in-time (JIT) inventory systems * Managing inventory as both a physical object and a monetary value * Applying simple formulas to calculating quantities * Analyzing and remedying dysfunction Plus, the book covers theft prevention, legal obligations, and the management of natural, technological, and incited emergencies. In all, it's the most thorough introduction available to the inventory management profession."

