



SOFTWARE ENGINEERING
Lab06 - Modeling Class Diagram and
Activity Diagram (Point of Sale System)

Parthiv Vaghani -- 202201249

Task 1: Use Case Textual Descriptions for
"Process Sale" and "Handle Return" Use
Cases

★ Use Case: Process Sale

➤ Summary

- This use case describes the process of completing a sale transaction in the Point of Sale (POS) system.

➤ Actors

- Primary Actor: Cashier
- Secondary Actor: Customer

➤ Preconditions

- Cashier is authenticated in the POS system
- POS system is operational
- Customer has items to purchase

➤ Main Success Scenario

- Cashier initiates a new sale transaction
- Cashier scans the item's barcode
- System retrieves item details from the catalog
- System updates inventory

- System adds item to the current transaction
- System calculates the total amount
- Cashier applies any applicable coupons
- System recalculates the total if coupons are applied
- Customer selects payment method (cash, credit card, or check)
- Cashier processes the payment
- System validates the payment
- System records the transaction
- System prints the receipt

➤ Alternative Flows

- A1. Item not found in catalog
 - System displays an error message
 - Cashier manually enters item details
- A2. Payment validation fails
 - System displays an error message

➤ Postconditions

- Sale is recorded in the system
- Inventory is updated
- Receipt is printed
- Payment is processed

➤ **Special Requirements**

- Barcode scanner must be functional
- Receipt printer must be operational
- Payment processing system must be available

★ **Use Case: Handle Return**

➤ **Summary**

- This use case describes the process of handling a customer return in the Point of Sale (POS) system.

➤ **Actors**

- Primary Actor: Cashier
- Secondary Actor: Customer

➤ **Preconditions**

- Cashier is authenticated in the POS system
- POS system is operational

- Customer has items to return and original receipt

➤ Main Success Scenario

- Cashier initiates the return process
- Cashier scans or enters receipt details
- System retrieves the original transaction
- For each item to be returned: 4.1. Cashier scans item barcode 4.2. System verifies item was in the original transaction 4.3. Cashier verifies item condition 4.4. System updates inventory 4.5. System adds item to return transaction
- System calculates refund amount
- Cashier processes refund (cash, credit to card, or store credit)
- System records return transaction
- System prints return receipt

➤ Alternative Flows

- A1. Item not found in original transaction
 - System displays an error message
 - Cashier informs customer return cannot be processed without receipt
 - Use case ends

- A2. Item not found in original transaction
 - System displays an error message
 - Cashier informs customer item cannot be returned
 - Continue with next item or end return process

➤ Postconditions

- Return is recorded in the system
- Inventory is updated
- Refund is processed
- Return receipt is printed

➤ Special Requirements

- Barcode scanner must be functional
- Receipt printer must be operational
- Refund processing system must be available

Task 2: Identification of Entity, Boundary, and Control Objects

➤ Entity Objects:

- Sale
- Item
- Inventory
- Payment
- Coupon
- User (Cashier, Administrator)
- Return

➤ Boundary Objects:

- POS Terminal Interface
- Barcode Scanner
- Receipt Printer
- Payment Terminal

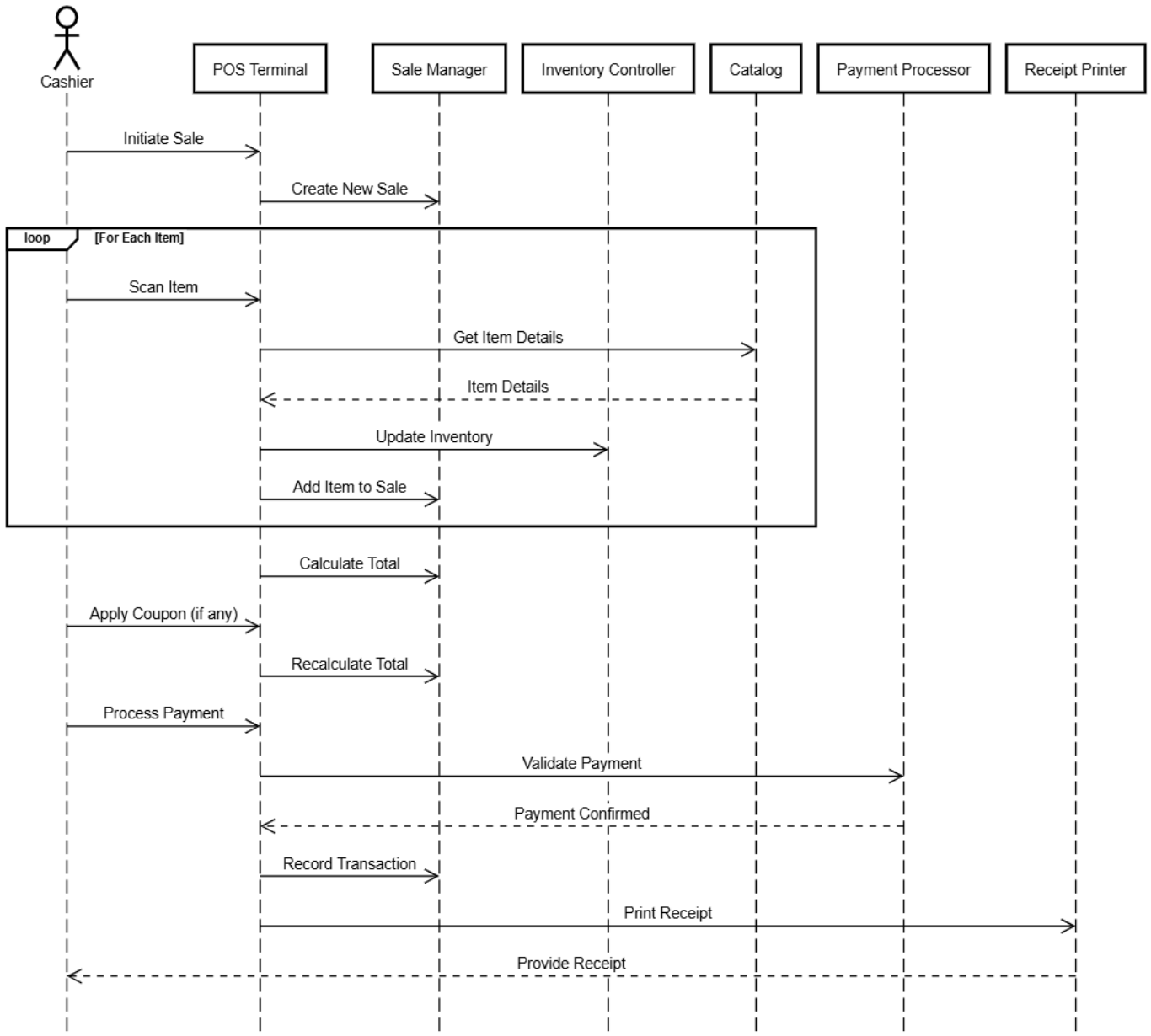
➤ Control Objects:

- Sale Manager
- Inventory Controller

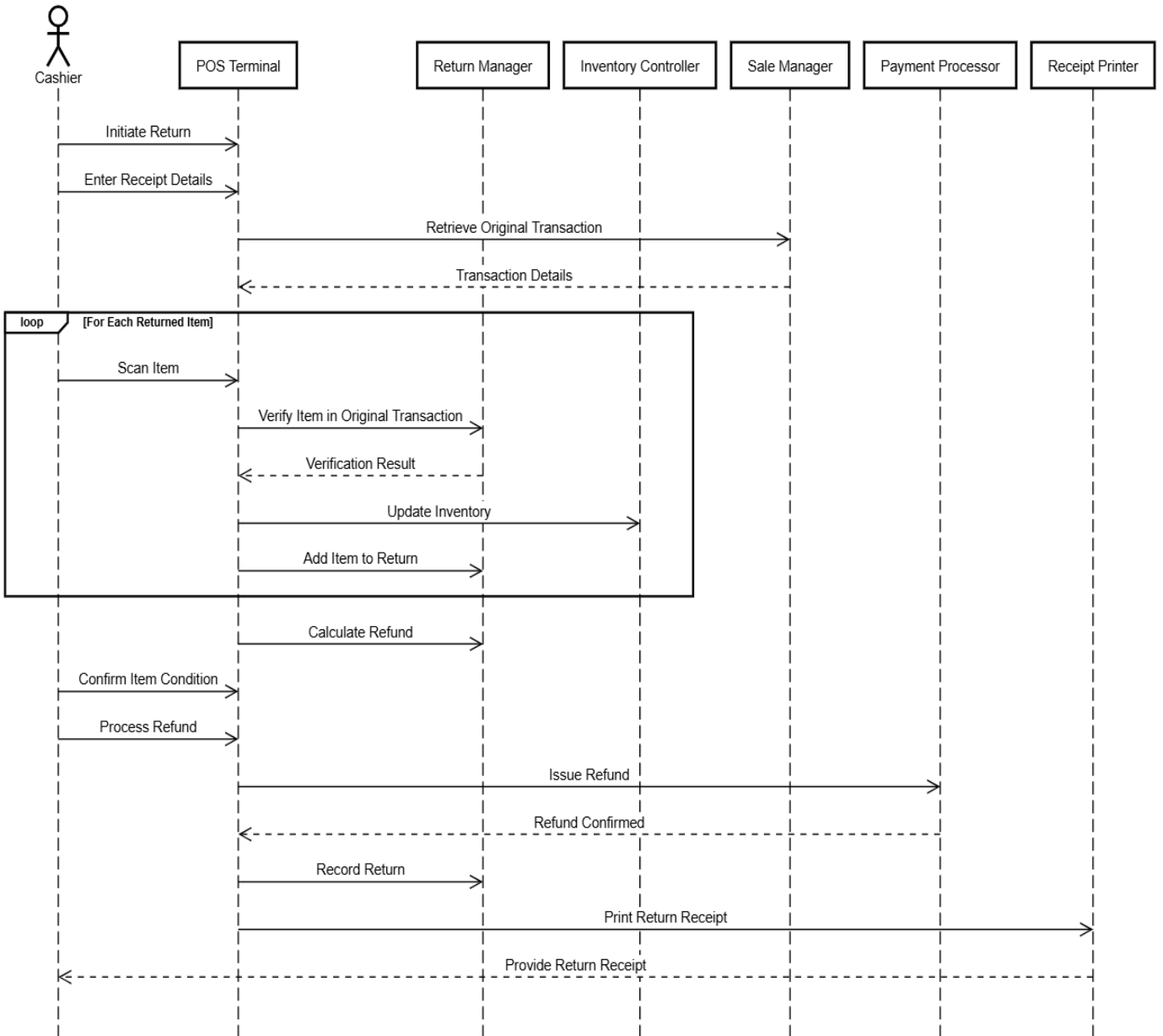
- Payment Processor
- User Authentication Controller
- Return Manager

Task 3: Develop Sequence Diagrams

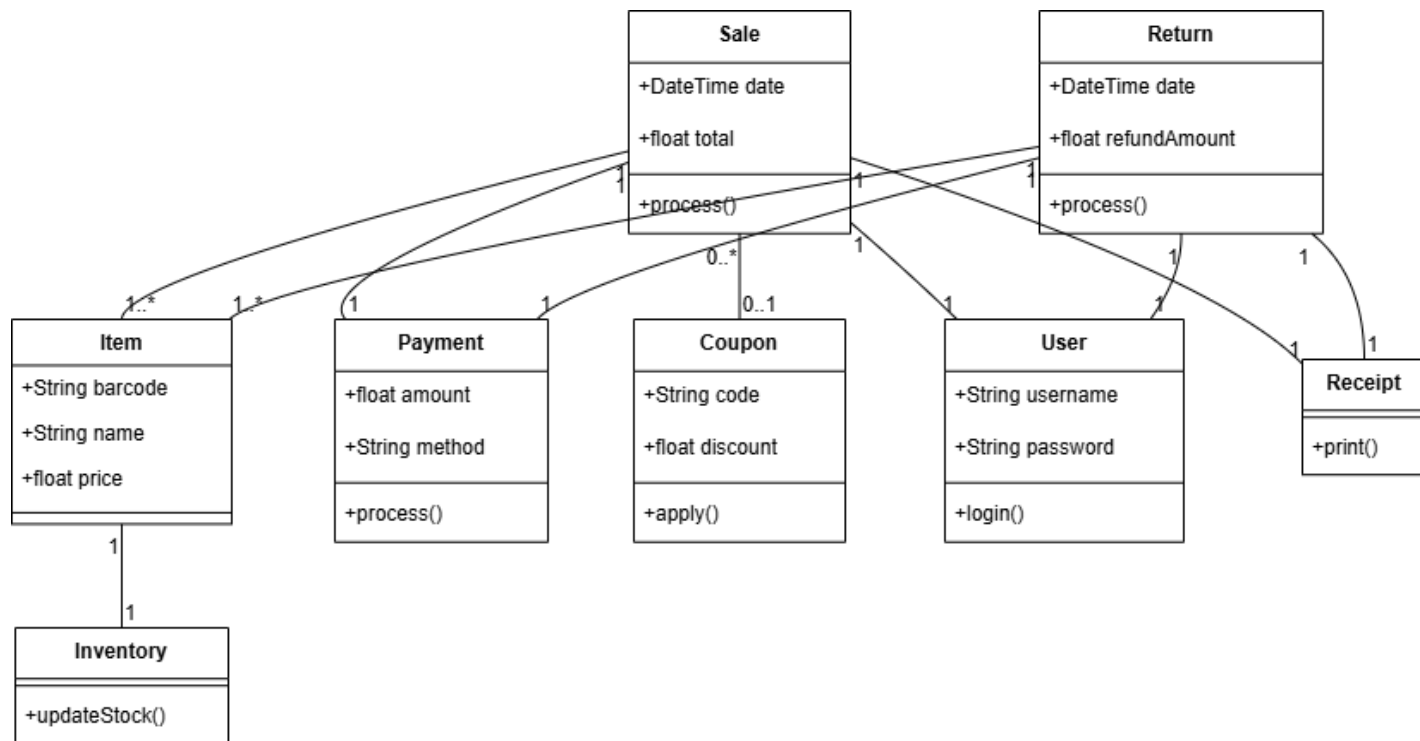
- **Process Sale**



- **Handle Return**

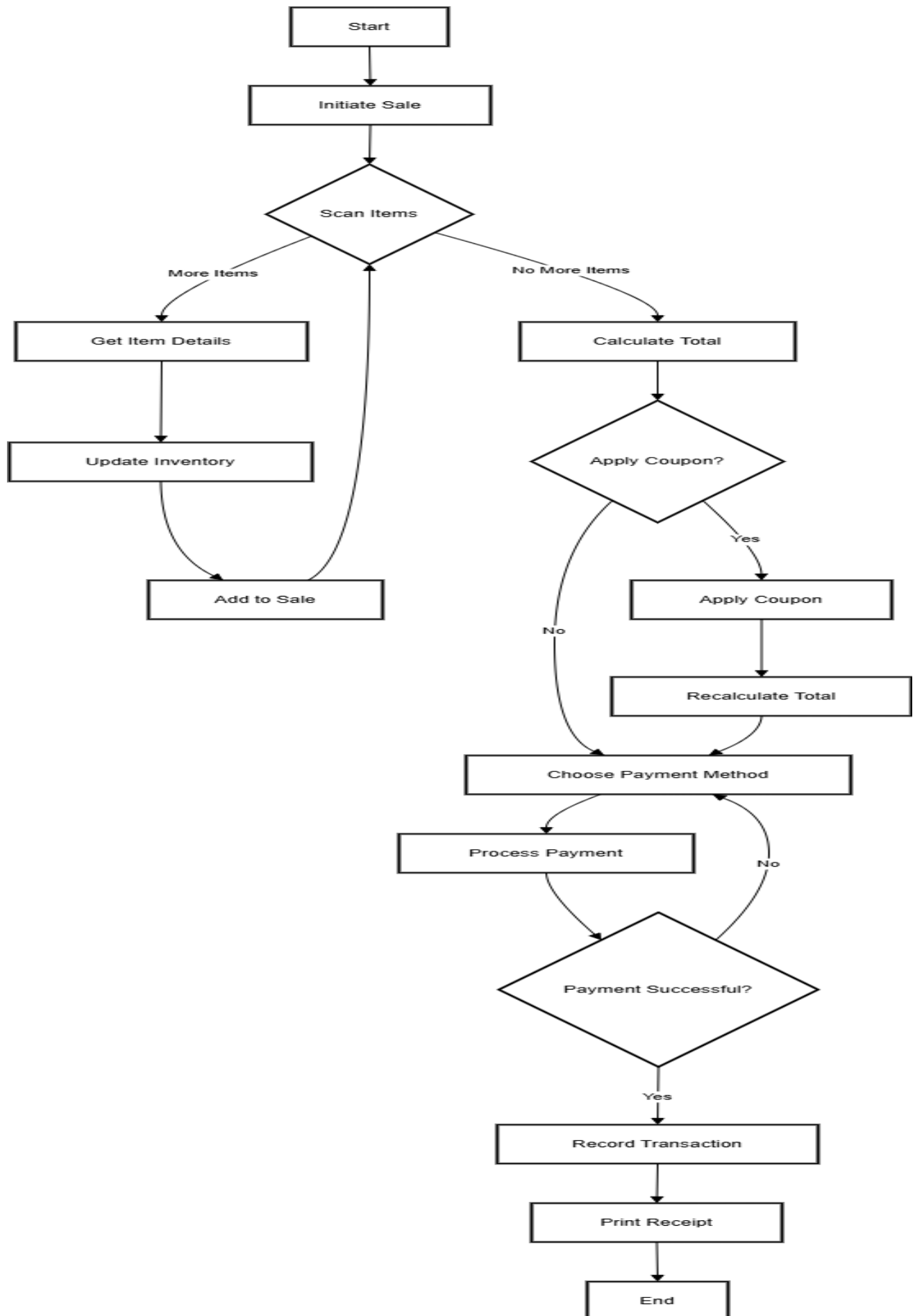


Task 4: Develop Analysis Domain Models



Task 5: Develop activity diagram for "Process Sale" and "Handle Return" use cases.

- **Process Sale**



• Handle Return

