

IT – 314 software engineering202201156 – Aman MangukiyaLab 6 – Point of sale system

Process Sale

Actor:

Cashier

Preconditions:

- The POS (Point of Sale) system is active and functioning.
- The cashier is logged into the system.

Postconditions:

- The transaction is successfully recorded in the POS system.
- The inventory reflects updated stock levels.

• A receipt is printed and handed to the customer.

Basic Flow:

- 1. The customer arrives at the POS with items to purchase.
- 2. The cashier initiates a new sale transaction.
- 3. For each item:
 - a. The cashier scans the item's barcode.
 - b. The system retrieves item details (name, price) from the catalog.
 - c. The system updates the inventory to reflect the item's sale.
- d. The system adds the item to the current transaction. 4. The system calculates and displays the total amount for the transaction.
- 5. The customer selects a payment method (cash, credit card, or check).
- 6. The cashier processes the payment through the Payment Processor.
- 7. The system records the completed sale.
- 8. The system prints a receipt.
- 9. The cashier hands the receipt and purchased items to the customer.

Alternative Flows:

• 3b. Item Not Found in Catalog:

1. If the system cannot find the scanned item in the catalog, the cashier manually enters the item details .

• 4a. Customer Uses a Gift Coupon:

- 1. The cashier applies the gift coupon to the sale.
- 2. The system recalculates the total to reflect the coupon discount.

• 5a. Customer Cancels the Purchase:

- 1. If the customer decides not to proceed with the purchase, the cashier cancels the transaction.
- 2. The system reverts any inventory updates made during the transaction.

• 6a. Payment Processing Failure:

- 1. If the payment fails, the system notifies the cashier of the failure.
- 2. The cashier asks the customer to provide an alternative payment method.

Entity Objects:

- 1. Sale
- 2. Item
- 3. Payment
- 4. Customer
- 5. Cashier
- 6. Inventory
- 7. Coupon
- 8. Return

Boundary Objects:

- 1. POS Terminal Interface
- 2. Barcode Scanner
- 3. Receipt Printer
- 4. Payment Terminal

Control Objects:

- 1. Sale Manager
- 2. Inventory Controller

- 3. Payment Processor
- 4. Catalog Manager
- 5. Return Managertes.

Handle Return

Actor:

Cashier

Preconditions:

• The POS system is fully operational and ready for use. • The cashier is logged into the system with appropriate access rights. • The customer has the goods to be returned along with the original receipt for the purchase.

Postconditions:

- Return is recorded in the system
- Inventory is updated
- Refund is processed
- Return receipt is printed and given to the customer

Basic Flow:

- 1. The customer arrives at the POS with goods to return and the original receipt.
- 2. The cashier initiates a new return transaction.

- The cashier scans or manually enters the details of the items being returned.
- 4. The system verifies if the return is eligible (e.g., within the return period).
- 5. The system calculates the refund amount based on the items returned.
- 6. The cashier confirms the reason for the return with the customer.
- 7. The system updates the inventory to reflect the returned items. 8. The cashier processes the refund using the original payment method.
- 9. The system records the return transaction.
- 10. The system prints the return receipt.
- 11. The cashier hands the return receipt to the customer.

Alternative Flows:

- 4a. Items are not eligible for return:
 - 1. System notifies Cashier
 - 2. Cashier informs customer
 - 3. Return process is terminated
- 7a. Items are damaged or used:
 - 1. Cashier assesses the condition
 - 2. System may adjust the refund amount or reject the return
- 8a. Original payment method is not available:
 - 1. Cashier selects an alternative refund method
 - 2. System processes the refund using the alternative method

Objects: - Entity Objects

- 1. Sale
- 2. Item
- 3. Payment
- 4. Customer
- 5. Cashier
- 6. Inventory
- 7. Coupon
- 8. Return

Boundary Objects

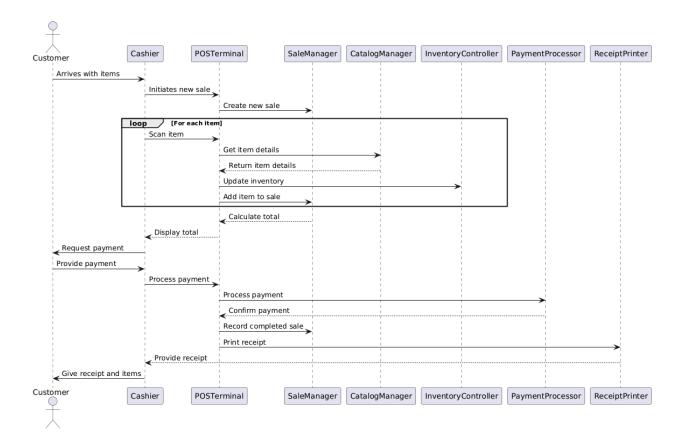
- 1. Barcode Scanner
- 2. POS Terminal Interface
- 3. Receipt Printer
- 4. Payment Terminal

Control Objects

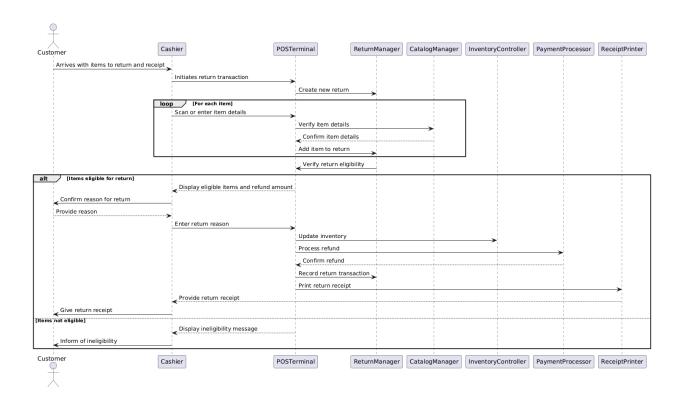
- 1. Sale Manager
- 2. Inventory Controller
- 3. Payment Processor
- 4. Catalog Manager
- 5. Return Manager

Sequence Diagram:

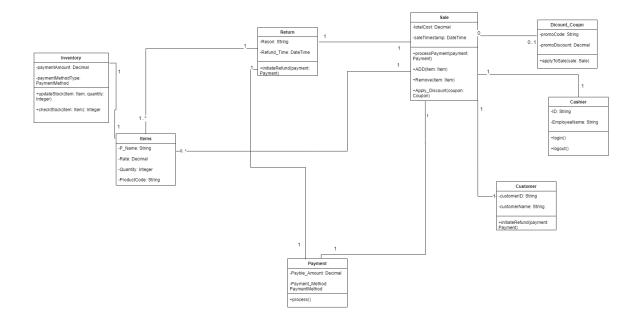
For Process Of Sales



Handle Return:

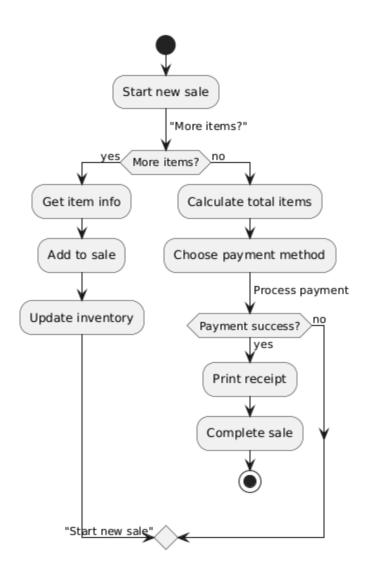


Develop Analysis Domain Models



Develop activity diagram:

Process Sales



Handle Returns

