

Team C#
Self Checkout System
Analysis Class Report

Revision History

Authors	Description of Change	Sections	Rev	Date
Yousef Roushdy	Created the class template chart		1.0	02/27
Marek Sautter	Filled out the rest of the template		1.1	03/01

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1 Team Description

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2 Project Description

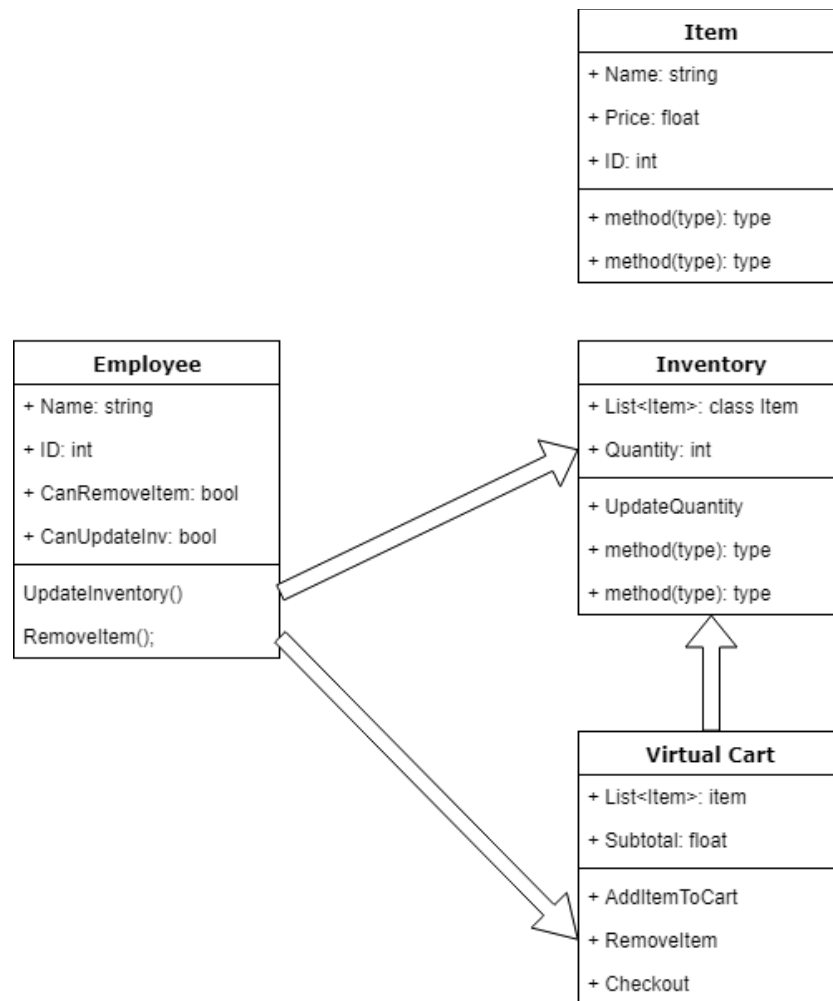
Statement of Purpose:

Program that provides a mechanism for customers to process their own purchases from a retailer.

Detailed Description:

The Self Checkout Program will start by presenting the user with a GUI of an empty cart. As the user scans (or inputs) the products that they wish to purchase, the screen will update the cart with the products they wish to leave with. At the same time, the running total will be incremented based on the price of each item and the quantity of items they wish to purchase. At the customer level, the only options available on the screen are to add an item to the cart, call an assistant, and checkout. If a user wishes to remove an item from their cart they need to call an assistant. The employee will then be prompted to enter their password or passcode on the same system and this will allow them to remove items from their cart. The third user is the manager and they have access to all options the customer and employee have but they are able to manipulate the inventory.

2.1 Analysis Class Diagram



2.2 Analysis Class List

Sequence Number	Analysis Class
1	
2	
3	
4	
5	
6	

2.2.1 Employee

Description: *User that has elevated permissions and can access both the cart and the inventory.*

Methods:

- UpdateInventory();
- RemoveItem();
- AddItem();

Attributes:

- String Name
- Int ID
- Bool canRemoveItem
- Bool canUpdateInv

2.2.2 Virtual Cart

Description: *Shopping cart that the customer, employee, and manager all manipulate.*

Methods:

- addItem();
- removeItem ();
- checkout();

Attributes:

- List<item> cartItems
- Float subtotal

2.2.3 Inventory

Description: ***Basic database of all products in the store and how many of each are left.***

Methods:

- updateQuantity();

Attributes:

- List <item> inventoryItems
- Int quantity

2.2.4 Item

Description: ***Basic object that is used to describe what is being sold in the store***

Attributes:

- String Name
- Float Price
- Int ID