

**<Team C#>**  
**<Self-Checkout>**  
**Written Requirements**

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***Revision History***

<b>Authors</b>	<b>Description of Change</b>	<b>Sections</b>	<b>Rev</b>	<b>Date</b>
Yousef Roushdy	Initial Content	All	1.0	03/7
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## 1 Team Description

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## 2 Terminology

The following table defined terms used within this document.

<define key terms used in your document that would not be commonly understood. Any terminology that is key to your system should be defined here. Any term you invented or that have special meaning within the context of your system should be defined here. Remove this blurb before completing document.>

Term	Definition
Virtual-Cart	The cart that holds your items to calculate totals
Item ID	Unique identifier for an item in the inventory

### 3 Self-Checkout

#### 3.1 Overview

*The Self Checkout program implements a virtual cart system which allows for the purchase of products.*

##### 3.1.0 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.*

##### 3.1.1 <User>

###### 3.1.1.1 <Add item to virtual cart>

The user will be able to add their item into the virtual cart in order to proceed to checkout.

Item will be put into virtual cart, action **shall** be taken when **all of** the following conditions are met:

- User scans or enter right id of item
- The item is still available in the inventory

### 3.1.1.2 <Checkout>

Total up the price of all items and allow user to “checkout” (pay by cash or card). This will also deduct the items from the stores overall inventory.

Checkout from virtual cart, action **shall** be taken when **all of** the following conditions are met:

- All items are in the virtual cart
- User clicks to checkout items
- User asked to pay by cash or card
- User has enough funds to pay for items

### 3.1.1.3 <Remove Item>

User can call for employee help in order to remove an unwanted item from the virtual cart.

Remove item from virtual cart, action **shall** be taken when **all of** the following conditions are met:

- The user calls employee for help

### 3.1.2 <Employee>

Employee can remove an item from the virtual cart. Employee has a unique ID which identifies and grants them access to remove items.

Remove item from virtual cart, action **shall** be taken when **all of** the following conditions are met:

- The user calls employee for help
- The employee enters correct password to remove item

### 3.1.3 <Manager>

Manager will be able to update inventory (update individual items quantity and price as well as add new items or remove existing items).  
Manager has a unique ID which identifies and grants them access to update the stores inventory.

Item will be added into inventory, action **shall** be taken when **all of** the following conditions are met:

- Manager able to update inventory
- Manager enters password to access inventory
- Item id and price entered into field for new item
- New item created into inventory by Manager

Item will be removed from inventory, action **shall** be taken when **all of** the following conditions are met:

- Manager able to update inventory
- Manager enters password to access inventory
- Enter id of item to remove
- Item ID entered correctly, item now removed from inventory

Update item in inventory, action **shall** be taken when **all of** the following conditions are met:

- Manager able to update inventory
- Manager enters password to access inventory
- Enter id item to update
- Item ID entered correctly, now able to update item price or quantity