

Documentation Cashregister Sales.

Sales.

Database cashregister:

```
cashregister=# \d
```

List of relations			
Schema	Name	Type	Owner
public	accounts	table	postgres
public	articles	table	postgres
public	buttons	table	postgres
public	params	table	postgres
public	payments	table	postgres
public	purchases	table	postgres
public	sales	table	postgres

(7 rows)

```
cashregister=# \d accounts
```

Table "public.accounts"				
Column	Type	Collation	Nullable	Default
barcodeID	character varying(8)		not null	
firstname	character varying(20)			''::character varying
lastname	character varying(30)			''::character varying
access	integer			1
callname	character varying(20)			''::character varying

Indexes:

"barcodeID_pkey" PRIMARY KEY, btree ("barcodeID")

```
cashregister=# \d articles
```

Table "public.articles"				
Column	Type	Collation	Nullable	Default
barcode	character varying(13)		not null	
description	character varying(50)			''::character varying
item_price	double precision			0
item_stock	double precision			0
item_unit	character varying(6)			''::character varying
minimum_stock	double precision			0
order_size	double precision			0
location_warehouse	character varying(8)			''::character varying
article_group	character varying(40)			''::character varying
thumbnail	character varying(50)			''::character varying
photo	character varying(50)			''::character varying
category	integer			0
order_balance	double precision			0
order_status	boolean			true
mutation_date	character varying(10)			''::character varying
annual_consumption_1	double precision			0
annual_consumption_2	double precision			0
VAT	character varying(4)			'hoog'::character varying

Indexes:

"barcode_pkey" PRIMARY KEY, btree (barcode)

"barcode_idx" btree (barcode)

cashregister=# \d buttons

Table "public.buttons"				
Column	Type	Collation	Nullable	Default
buttonID	integer		not null	
buttontext	character varying(20)			''::character varying
barcode	character varying(13)		not null	''::character varying

Indexes:

"buttonID_pkey" PRIMARY KEY, btree ("buttonID")

cashregister=# \d sales

Table "public.sales"				
Column	Type	Collation	Nullable	Default
ID	integer		not null	
receiptnumber	integer			0
barcode	character varying(13)			''::character varying
description	character varying(40)			''::character varying
number	double precision			0
item_price	double precision			0
sub_total	double precision			0
sub_vat	double precision			0
callname	character varying(20)			''::character varying
mutation_date	character varying(10)			''::character varying

Indexes:

"ID_pkey" PRIMARY KEY, btree ("ID")

cashregister=# \d payments

Table "public.payments"				
Column	Type	Collation	Nullable	Default
payID	integer		not null	
kind	character varying(25)			''::character varying
amount	double precision			0
bookdate	character varying(10)			''::character varying
paydate	character varying(10)			''::character varying
instance	character varying(25)			''::character varying
accountnumber	character varying(25)			''::character varying
ovorderID	integer			0

Indexes:

"payID_pkey" PRIMARY KEY, btree ("payID")

cashregister=# \d params

Table "public.params"				
Column	Type	Collation	Nullable	Default
paramID	integer		not null	
item	character varying(20)			''::character varying
value	double precision			0

Indexes:

"paramID_pkey" PRIMARY KEY, btree ("paramID")

Accounts.

The system detects if a logon barcode or a product barcode is scanned.

When no logon is established processing is blocked.

The message above the 'Exit' button show 'Logged out'

By valid login the message show <callname> logged in.

With the logon from barcode accesslevel 3 (10000014 for testing) a Administration button is activated. With this button and it's menuline 4 it is possible to generate other barcodes for logon purposes.

The barcodefield will be generated as 7 random digits by the program. (The 8th digit is a check number). The program will check and correct for duplicates. Access is default set on level 1, change if desired. The barcodelabel is saved in folder ./Barcodes/Accounts/

The callname field will be printed on the saleslip, it's also saved in the sales table.

When the account switch from level 1 to level 2 or level 3 or back the orderlines remains. If the account switches back the spinbox is reset to it's original state. When the login employee logs the barcode a second time, the employee is logged out.

When another employee logs his barcode, the logon is switched towards this employee.

Accesslevel 1. Normal operation. (No administration and no plusminbutton visible)

Accesslevel 2 . Expose an checkable button \pm for return products. The spinrange from the spinbox changes from 1, 99 to - 1, - 99 with button checked.

Accesslevel 3. Expose the Administration button. Pressing this button reveals a combobox with 10 menulines. The items are:

- Articles request/change
- Sales request
- Payments request/paying
- Accounts insert
- Buttons define
- Articles insert
- Articles-list import
- Write off loss
- Purchase products
- Parameters change

Articles

The table articles holds a column barcode (String 13 positions).

By inserting a new article a ean 13 barcode is generated. The first 2 numbers is the country code.

The next 5 numbers are the company numbers, the following 5 numbers is the product number en the last number is a validity check number.

In this module is a image saved of the barcode in the folder ./Barcodes/Articles

This image can be printed for labeling the product or storage bin in the warehouse, so it's enabled for scanning.

With the program Sales, the sales can be established by scanning barcodes.

The amount can be set with the little spinbox. The amount can be filled with the little arrows, or turning the mousewheel on the field. The amount can be set from 1 to 99. The amount is default set to 1.

The module scans the barcode, looks up in the database the articlenumber, description, price and counts the subtotals and VAT. When scanning is completed, a orderlist can be printed.
If a item cannot be provided with a barcode, it is possible to assign the product to a button.
Press the button, after setting the amount if more then one piece required.
See explanation under heading 'Programmable buttons'.
If scanning is not possible, in case of a damaged barcode, the barcode can be filled manually.
In this case the <Enter> must be pressed on the keyboard.

The program checks if 13 numbers are filled and checks the validity check number.
The module provides a display with heading and 19 product lines.
The lines are scrolling, if more then 19 lines are added.
Below the display screen the totals including VAT and total VAT is displayed.
If the first scan is established the close button is blocked, until next client button is pressed.
Printing of the order is possible until the button next client is pressed.
In the print module the total price and total VAT is counted and printed in the tail heading.
After the next client button is pressed the print button and the next client button is blocked, until the first scan for the next client is established. By scanning the table sales filled with the order receipt number, article number, description, amount, price, subtotal and subVAT, also in the table articles the stock data is updated.
With pressing the next client button the table afdrachten (payments) is filled with the totals and VAT.
By scanning is checked on 4 error conditions:
1. The checksum of the barcode is wrong. (wrong barcode or damaged)
2. The product is not in the range of the company.
3. Too little stock for the orderline.
4. Error message if not logged on.

The errors are showed below the product display in the color red.
With choice 3, also the amount of current stock is showed.

For return goods a \pm button is added.
This button is visible if the logon barcode is valid as code 2 or code 3. See **Accounts**.
If the button (checkable) is set on – the spinbox range change from -1 to -99.

Articles Request/change

With this menuchoice a tableview from the articles table sorted on barcode is shown.

Change articles:

By clicking on the first field a article form is opened for changing article items.
The fields order_size and minimum_stock are also once a year calculated by the program, but can be overruled intermediate. The calculation of this items is established by the Camp formula:

Camp formula: $Q = \sqrt{2DF/HP}$

Stands for:

Q = Quantity

- D = Demand / year (table articles)
- F = Fixed Costs (order costs conversion costs) (from table params)
- H = Stock costs as a percentage of the price (from table params)
- P = Price of the product (from table articles)

The annual_consumption is counted by the article usage in a year.

Even year annual_consumption_1

Odd year annual_consumption_2

By starting of a new year the current annual consumption is set to 0, so the counting restarts.

For calculation last year is used.

It is possible to influence the minimum stock and order size by changing the paramID 5 and 6 (Ordercosts and surcharge for interest and storage)

The params 3 and 4 are changed by the program. So leave it untouched by norma operation.

Sales Request

With this menuchoice a tableview from the sales sorted on receiptnumber is shown.

Payments Request/Paying

With this menuchoice a tableview from the payments towards instances sorted on not payed and receiptnumber is shown.

With this menuchoice is it also possible to book a payment towards instances by clicking on the thirst field from the payments request tableview. This action opens a payform whith a checkbox pay.

By checking this box the payment is booked with the paydata. After this booking is done the checkbox is disabled for checking and the text from the box is changed in payed.

Importing.

Programmable Buttons.

Accessable with the admin button (security level 3)

There are 32 programmable buttons .

With the menuchoice Buttons define you will get a submenu 'New barcode' or 'Existing barcode' The thirst choice calls a form there a new barcode is generated and fields for a new article must be filled in, also in this form the buttontext (max 2 rows with 10 positions and 9 positions) and buttonnumber (1-32) must be inserted. If a button with a existing text is choosen the text is replaced and the button is linked towards the new barcodenumber. Minimal the fields description, price, buttonnumber and buttontext must be completed.

The second choice displays the barcode table. By browsing to the barcodeproduct and clicking on the thirst field a form is opened for inserting buttonnumber and buttontext. By accepting the buttonnumber with it's text the button is linked to the chosen barcodenumber.

The new buttontext becomes visible after a restart of the program.

Purchases.

Parameters.

With this menuchoice a tableview from the params table sorted on paramID is shown and with clicking on the thirst field you can change item and value.

