

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")

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 it is possible to generate other barcodes for logon purposes. Fill in the fields firstname, lastname, access and callname. The callname field will be printed on the saleslip. 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/

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:

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 logout.

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

Articles

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

By inserting a new article a 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 and 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, an orderlist can be printed.

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 17 product lines.

The lines are scrolling, if more than 17 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.