IT - 314: SOFTWARE ENGINEERING

Lab Session:

Modeling Class Diagram and Activity

Diagram

(Point of Sale System)

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Question-1: Develop Use Case Textual Description for "Process Sale" and "Handle Return" use cases.

Use Case: Process Sale

Use Case ID: UC-01

Use Case Name: Process Sale

Actor: Cashier

Trigger: Cashier Begins Purchase Transaction

Preconditions:

• The cashier is signed into the POS system.

 The customer is prepared to proceed with the purchase.

Postconditions:

- The sale transaction is finalized.
- The stock levels are adjusted accordingly.
- A receipt is printed and handed to the customer.

Main Flow:

1. The cashier initiates a new sale transaction.

- 2. The cashier scans the barcode of the first product.
- 3. The POS system fetches the product name and price from the catalog database.
- 4. The system reduces the inventory count to account for the scanned item.
- 5. The cashier continues scanning items until the customer indicates they have no more to add.
- 6. A breakdown of all the items and the total amount due is shown by the system.
- 7. The customer selects a payment option (cash, credit card, or check).
- 8. The cashier processes the payment via the chosen method.
- 9. The system verifies that the payment has been completed successfully.
- 10. The system prints a receipt.
- 11. The cashier hands the receipt to the customer, marking the end of the transaction.

Alternative Flows:

A1: Barcode Not Found

If the item's barcode is missing from the catalog, the system notifies the cashier and suggests manual input or validation.

• A2: Payment Failure

If the payment is declined (for a credit card or check), the system alerts the cashier and requests a different payment method.

Use Case: Handle Return

Use Case ID: UC-002

Use Case Name: Handle Return

Actor: Cashier

Trigger: Cashier Initiates Return Process

Preconditions:

• The cashier is logged into the POS system.

 The customer presents the items they wish to return along with the receipt.

Postconditions:

- The return transaction is finalized.
- The stock levels are updated to include the returned goods.
- A return receipt is printed and handed to the customer.

Main Flow:

- 1. The cashier initiates a new return transaction.
- 2. The cashier asks the customer for their receipt.
- 3. The cashier scans the barcode of the returned product(s) from the receipt.
- 4. The system cross-checks the returned items with the original sale.
- 5. The system calculates the refund amount.
- 6. The cashier processes the return and initiates the refund via cash, credit reversal, or another method.
- 7. The inventory is adjusted to reflect the returned products.
- 8. A return receipt is generated by the system.
- 9. The cashier gives the receipt to the customer, marking the end of the return process.

Alternative Flows:

• B1: Ineligible Return

If the returned item is ineligible for a refund (e.g., return policy violation, damaged item), the system informs the cashier, and the return is refused.

• B2: Refund Error

If there is a problem with processing the refund, the

system alerts the cashier, and the issue may be escalated to the administrator for further action.

Question-2: Identify Entity/Boundary Control Objects.

Entity Objects:

- Products
- Cashier
- Coupon
- Receipt

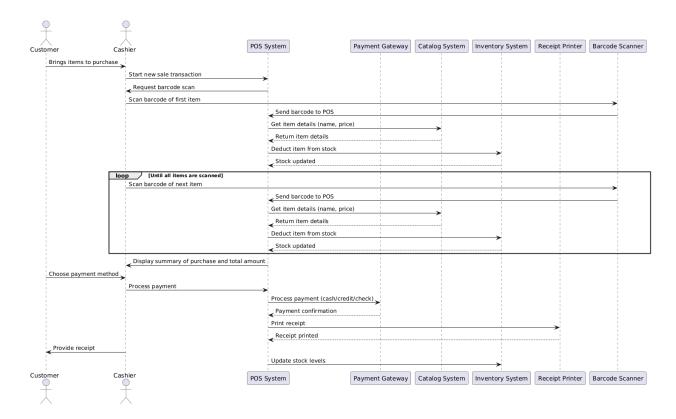
Boundary Objects:

- POS Interface/Terminal
- Barcode interface
- Printer Interface

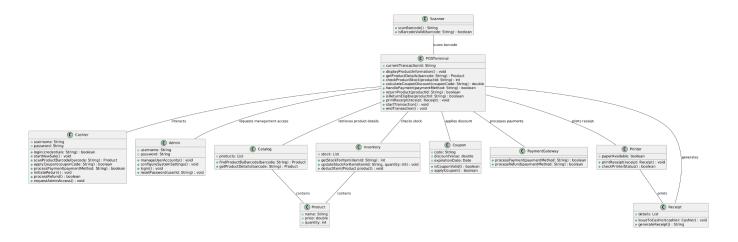
Control Objects:

- SaleController
- InventoryController
- Payment Gateway

Question-3: Develop Sequence Diagrams.

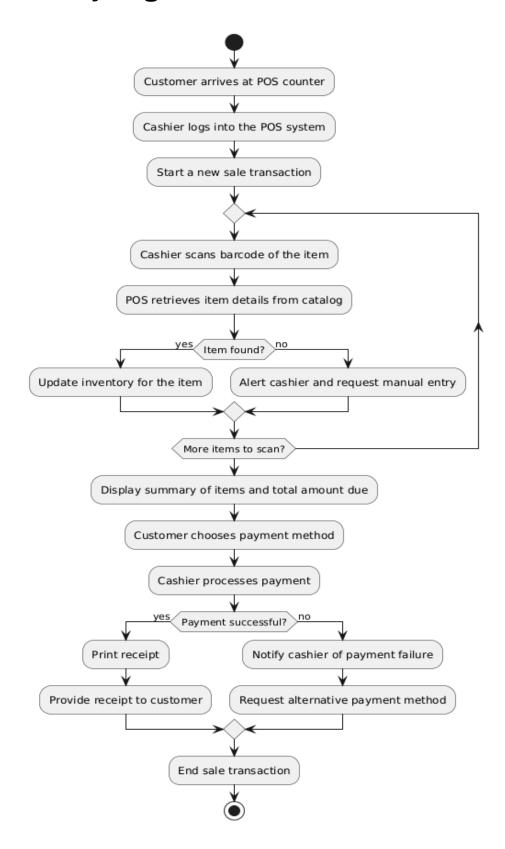


Question-4: Develop Analysis Domain Models



Question-5: Develop activity diagram for "Process Sale" and "Handle Return" use cases.

Activity diagram for "Process Sale":



Activity diagram for "Handle return":

