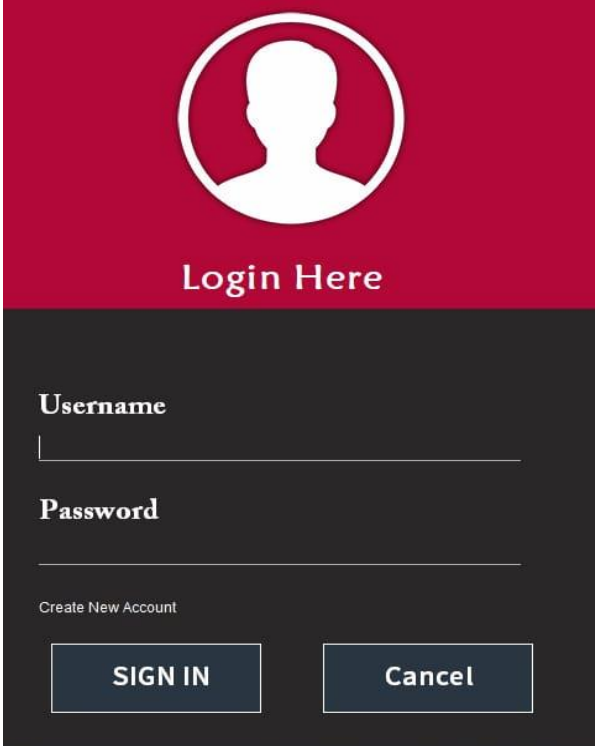


About Juice Bar POS System

We have created this system to overcome the current difficulties in purchasing juices in a juice shop and in this system, we have used all the OOP concepts such as Encapsulation, Polymorphism, Inheritance, Abstraction etc. some of the difficulties like: manual payment, inaccurate calculations, wrong orders, unregistered orders etc. this system has been created to overcome the problems a manual system has therefore, having payment methods online via cards, registering and having accurate orders with just a click of a button, proper and accurate calculations and information on the order made etc.

The login page features a red header with a white silhouette of a person's head and shoulders inside a circle. Below the header, the text "Login Here" is displayed in white. The main body of the page is dark gray and contains two input fields: "Username" and "Password", both with white text and white borders. Below the password field is a link that says "Create New Account" in small white text. At the bottom, there are two buttons: "SIGN IN" and "Cancel", both in white text on dark gray backgrounds.

Login Here

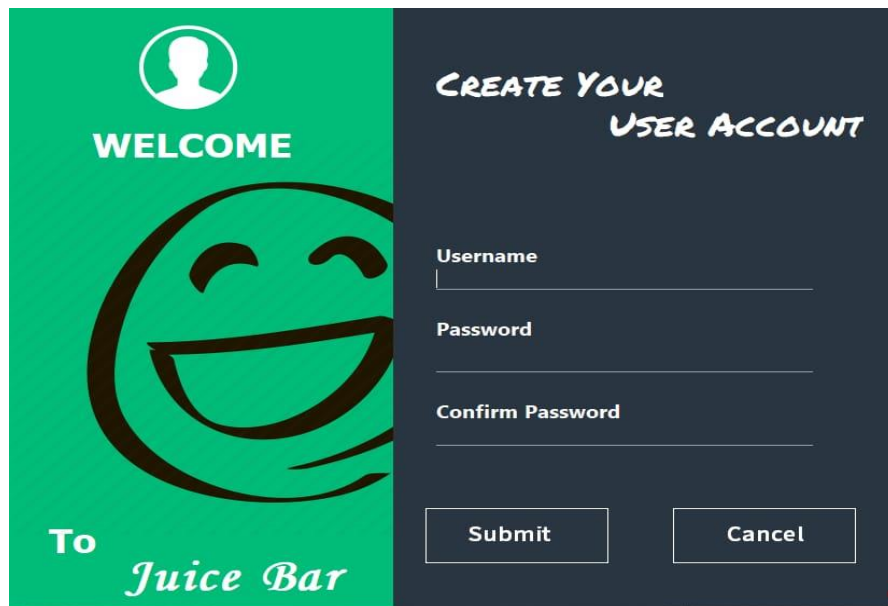
Username

Password

Create New Account

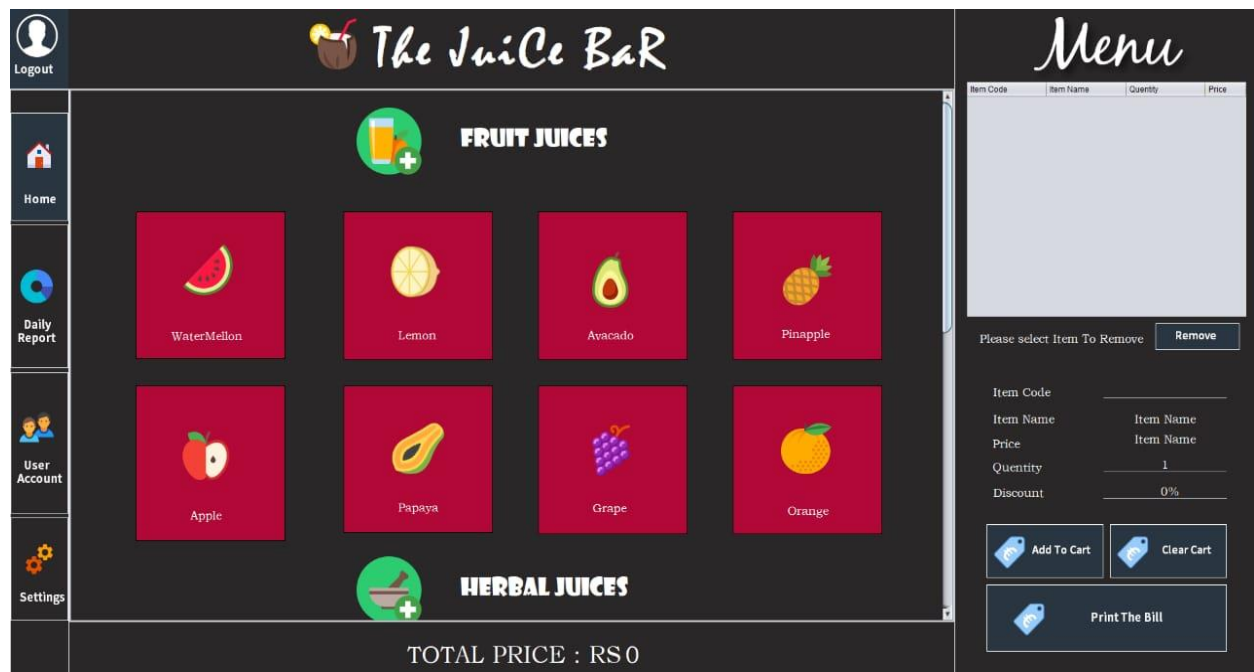
SIGN IN **Cancel**

This is our login page. This is the first thing that the user can see when the app is run. It's a multi login which means that if a user logs in it would go straight to the home interface but if an admin logs in it would go straight to the Report interface. If any user or admin tries to access the application without the username or a password a warning message will be shown at the bottom that either one of the fields are empty. If the cancel button is clicked the entire application will close. If the user does not have an account well, he can create one by clicking "Create New Account" . Once he does that it would go to this interface.



The image shows a user account creation form. On the left, a green background features a white silhouette of a person's head and a large, stylized smiley face. The text 'WELCOME' is in white, and 'To Juice Bar' is in a white script font. On the right, a dark blue background contains the title 'CREATE YOUR USER ACCOUNT' in white. Below the title are three input fields: 'Username', 'Password', and 'Confirm Password'. At the bottom right are two buttons: 'Submit' and 'Cancel'.

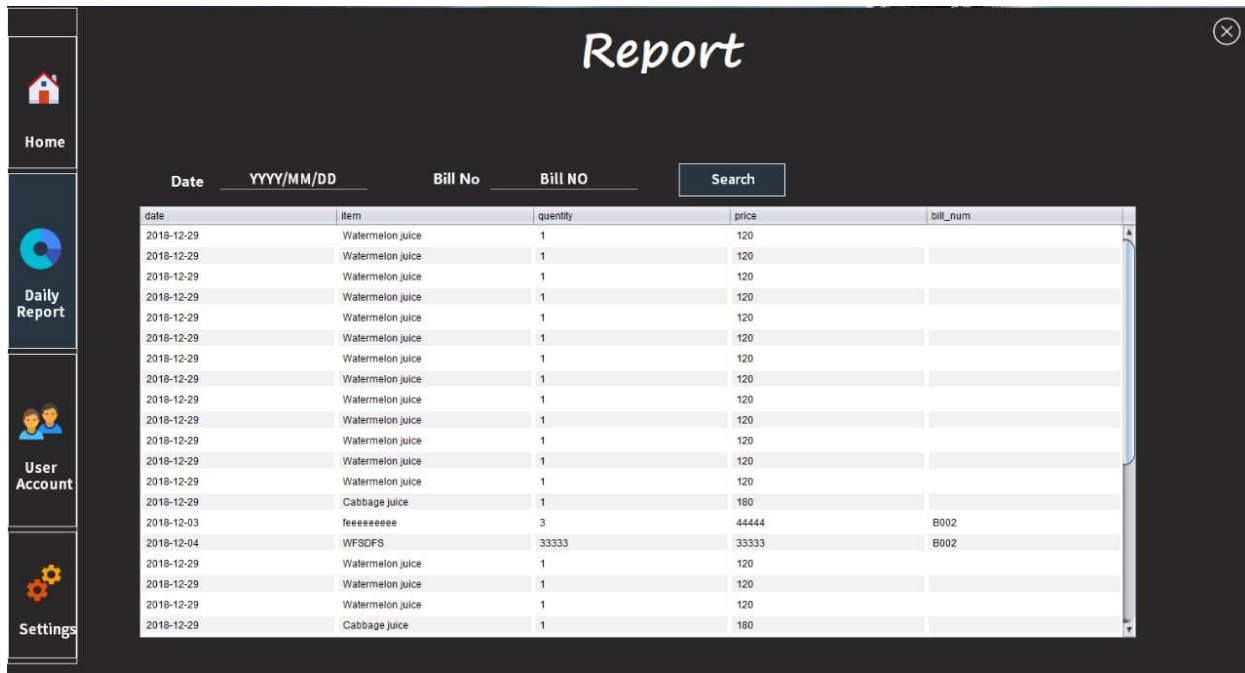
This is page is where a user creates a new account. Once the above fields (username, password, confirm password) have been filled accurately the user has to click the submit button. Once this button is clicked the user's data will be saved in the "Login" table. In any case if the user's password does not match with the "confirm password" field a warning sign will appear. If the cancel button is clicked it redirect the user back to the "Login" page. If the user logs in correctly without and issues the interface will then take the user to this page.



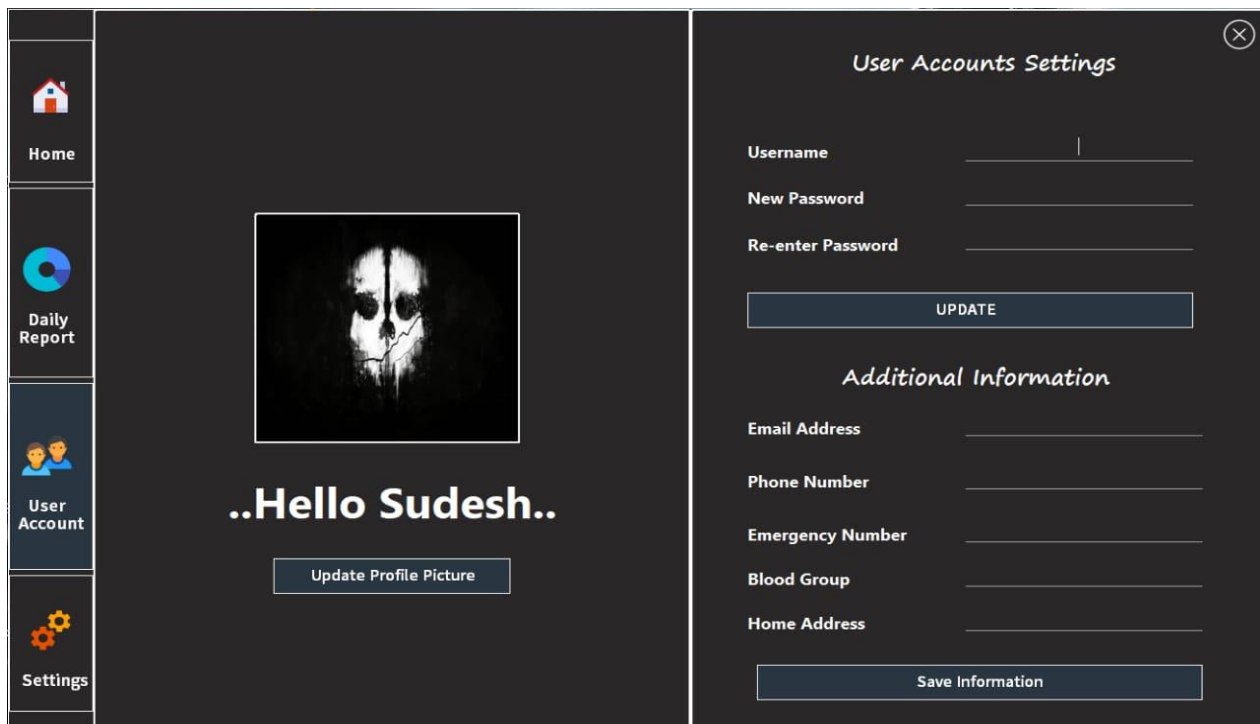
The image shows the main menu interface of 'The Juice Bar'. On the left is a sidebar with icons for 'Logout', 'Home', 'Daily Report', 'User Account', and 'Settings'. The main area is divided into two sections: 'FRUIT JUICES' and 'HERBAL JUICES'. Each section contains a grid of red buttons with fruit icons and names: WaterMellon, Lemon, Avacado, Pineapple, Apple, Papaya, Grape, and Orange. At the bottom, a 'TOTAL PRICE : RS 0' is displayed. On the right, a 'Menu' section contains a table with columns 'Item Code', 'Item Name', 'Quantity', and 'Price'. Below the table are buttons for 'Remove', 'Add To Cart', 'Clear Cart', and 'Print The Bill'.

This part of the system works just like how a cashier would. Basically, the user could select any of the red buttons where the user's choice of fruit would be added to the cart. In any case if the user needs a product that has not been displayed here the user could just type in the item code (on the right) and the quantity and click "Add to Cart" which would then add the products to the card and will be displayed in the table on the right. If the user needs a discount the user can fill in the "Discount" area to receive a discount (if available). Once the "print bill" button is clicked the total price is shown in a message. If the "clear cart" button his clicked the items that have been added to the cart will be completely cleared leaving it empty. If the user needs to track the purchase records for the day which he has made or if he simply needs to search anything regarding the

purchases made within the day, he can click “Daily report” and gain all information on his purchases. This is how the page will look:



This is where the current details of the user or admin is shown. The data in this can be filled, changed, added or updated to the liking of the user or admin. This is how that page will look like:



In this settings window both user and admin can Add new items or update existing price of an item

SETTINGS

Add New Item

Item Name :

Item Code :

Item Price(Rs) :

Save

Clear

Update Item Price

Item Code :

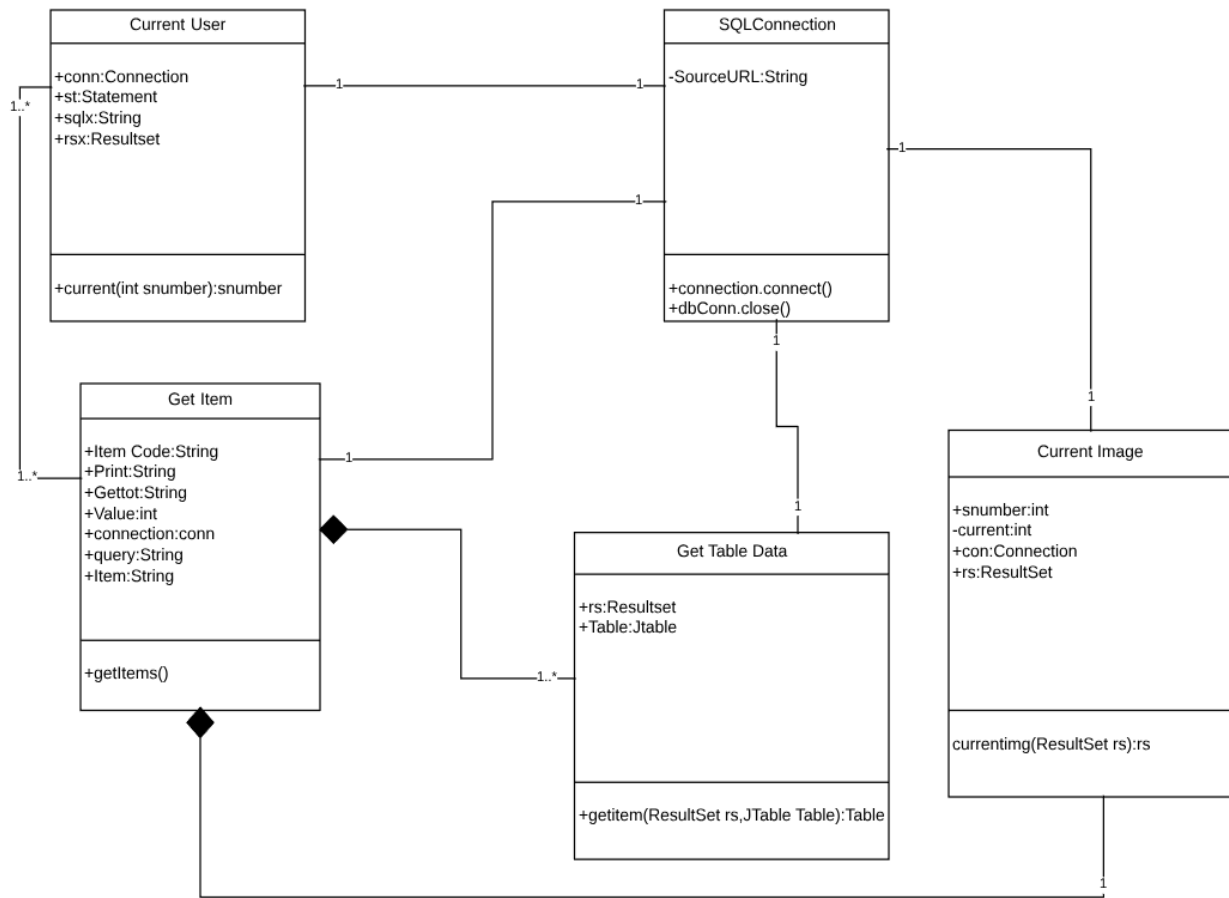
New Item Price :

Update

Clear

Future Developments

Class Diagram



User Case Diagram

