

## **User Acceptance Testing (UAT):**

This focuses on ensuring the app meets the business needs and user requirements.

### **UAT Test Cases:**

#### **1. Sale Module:**

- **Test Case: Create Sale**
  - Verify the ability to create a new sale.
  - Add discount by percentage and amount and ensure proper calculation.
- **Test Case: Sales History**
  - Ensure sales history can be filtered by date.
  - Confirm edit and delete functionalities for past sales.
  - Verify that an invoice is generated after the sale.
- **Test Case: Add Products**
  - Validate item names can be added.
  - Confirm that product images can be uploaded for the logo.
  - Check item price input functionality and ensure price is editable during billing.
- **Test Case: Report Generation**
  - Verify total sale and income reports can be filtered by date.
  - Ensure the system calculates total discounts and payment modes (UPI and Cash).
  - Validate stock count and sales tracking.
- **Test Case: Random Income History**
  - Test history creation for random income.
  - Ensure proper filtering by date and accurate totals.

#### **2. Discount Management:**

- Validate that discounts are applied both as percentages and as fixed amounts.
- Check whether the applied discounts reflect correctly on the final invoice.

#### **3. Payment Handling:**

- Verify that users can select UPI or Cash as payment modes.
- Ensure payment details are recorded properly in the reports.

#### **4. Stock Management:**

- Check that sold products reduce from the available stock.
- Validate that reports provide accurate stock levels.

## Acceptance Testing (AT)

This verifies that the overall system works correctly based on system specifications.

### AT Test Cases:

#### 1. System Functionality:

- **Sale Module:** Ensure that creating a sale works without issues, and the system performs smoothly with discounts, sales history, and invoice generation.
- **Add Products:** Test adding and editing products, along with uploading images and entering pricing details.

#### 2. UI/UX Testing:

- Verify the ease of navigating between sale, product addition, and report generation sections.
- Ensure the layout is optimised for the intended device (tablet, mobile, etc.).

#### 3. Report Generation:

- Validate that the total sale, income, and discount reports are generated correctly, with accurate filtering by date.

#### 4. Data Validation:

- Verify that incorrect or incomplete data entries (e.g., empty fields in product addition or invalid discounts) show appropriate error messages.

#### 5. Performance Testing:

- Measure the system's performance under various loads, particularly when processing multiple sales at once or generating long historical reports.

#### 6. Security Testing:

- Ensure payment modes (UPI, Cash) are securely processed, with proper encryption in place for sensitive data (e.g., transaction history).

# Wireframe for Billing App

## 1. Home Screen (Dashboard)

- **Header:**
  - App logo on the top left.
  - Title: "Billing Dashboard"
  - Menu icon (Hamburger menu) on the top right for navigating to modules (Sale, Purchase, Reports).
- **Main Section:**
  - **Create New Sale** (Prominent button in the center)
  - Quick links:
    - View Sales History
    - Reports
    - Add Products
  - A summary view at the bottom with statistics:
    - Total Sales (Today)
    - Total Income
    - Available Stock

## 2. Create Sale Screen

- **Header:**
  - "Create New Sale" title
  - Back button on the top left.
- **Main Section:**
  - **Product Search Bar** (Search for products by name or barcode).
  - **Product List** (Products displayed with small images, name, and price):
    - Tap to select and add to cart.
- **Cart Section (Right or Bottom, depending on device):**
  - **Selected Products List** (Product name, quantity, price, and discount option).
  - Add/Edit discount (Percentage or fixed amount).
  - Option to remove products from the cart.
  - **Total Amount Calculation** (Updates dynamically as products are added/removed).
- **Footer (Sticky):**
  - Button: **Generate Invoice**
  - Button: **Cancel**

## 3. Sales History Screen

- **Header:**

- "Sales History" title.
- Filter icon on the top right for filtering by date.
- **Main Section:**
  - **List of past sales:**
    - Each entry shows:
      - Date, Time
      - Total amount
      - Payment method (UPI/Cash)
      - Edit/Delete buttons for each sale.
- **Footer:**
  - **Add new sale** (Shortcut button).

## 4. Add Products Screen

- **Header:**
  - "Add New Product" title.
- **Main Section:**
  - **Product Image Upload Section** (Placeholder for image upload).
  - **Product Details Form:**
    - Name (Text input)
    - Price (Number input)
    - Stock count (Number input)
- **Footer:**
  - **Save Product** button
  - **Cancel** button

## 5. Report Screen

- **Header:**
  - "Reports" title.
- **Main Section:**
  - **Date Filter** (Dropdown for date range selection).
  - **Report Details:**
    - Total sales, income, discounts
    - Payment methods breakdown (UPI, Cash)
    - Stock sold
- **Footer:**
  - Button to export report (PDF/CSV).

## 6. Payment Mode Selection Screen

- **Header:**

- "Select Payment Mode"
- **Main Section:**
  - **Payment Methods:**
    - UPI (Option to enter UPI details)
    - Cash (Option to enter the cash amount)
- **Footer:**
  - **Complete Payment** button.

### **General UI Notes:**

- Consistent layout across screens with clear headers and navigation buttons.
- Use simple, clean fonts and buttons to enhance usability, especially for a billing app.
- All forms should include proper validation with appropriate error messages for missing or invalid fields.

## flowchart TD

A[Home Screen] --> B[Header]

A --> C[Main Section]

A --> D[Summary View]

B --> B1[App Logo]

B --> B2[Title: Billing Dashboard]

B --> B3[Menu Icon]

C --> C1[Create New Sale Button]

C --> C2[Quick Links]

C2 --> C2a[View Sales History]

C2 --> C2b[Reports]

C2 --> C2c[Add Products]

D --> D1[Total Sales Today]

D --> D2[Total Income]

D --> D3[Available Stock]

A --> E[Create Sale Screen]

E --> F[Header]

E --> G[Main Section]

E --> H[Cart Section]

F --> F1[Create New Sale Title]

F --> F2[Back Button]

G --> G1[Product Search Bar]

G --> G2[Product List]

H --> H1[Selected Products]

H --> H2[Total Amount]

H --> H3[Checkout Button]

# UI/UX Suggestions for the Billing Application

## User Interface (UI) Suggestions:

- 1. Visual Hierarchy:**
    - Use contrasting colors for key elements like buttons, KPIs, and alerts.
    - Ensure uniform typography with consistent font sizes for headers, sub-headers, and body text.
  - 2. Clean and Minimalist Layout:**
    - Implement whitespace effectively to separate different sections.
    - Use grid layouts to align content, providing structure and clarity.
  - 3. Intuitive Navigation:**
    - Use a sidebar menu with collapsible sub-menus for modules (e.g., Sales, Expenses, Inventory).
    - Include a top bar for quick actions and notifications.
  - 4. Form Design:**
    - Utilize dropdowns, radio buttons, and checkboxes to simplify data input.
    - Incorporate auto-complete and suggestions in form fields to reduce typing effort.
  - 5. Visual Feedback:**
    - Add loading indicators, success messages, and error warnings for user actions like creating a sale or generating a report.
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## User Experience (UX) Suggestions:

- 1. Smooth User Flow:**
  - Ensure common actions (e.g., creating a sale or adding an expense) are accessible within 2-3 clicks.
  - Use modals or drawers instead of new pages for quick edits or additions.
- 2. Enhanced Accessibility:**
  - Ensure that all text is legible, using sufficient color contrast and larger text for crucial information.
  - Include keyboard shortcuts and support for screen readers for improved accessibility.
- 3. Data Visualization:**
  - Use graphs and charts in reports to show sales and expense trends.
  - Incorporate color coding for different payment modes (e.g., green for cash, blue for UPI).
- 4. Error Prevention:**
  - Include validation prompts and confirmation dialogs before critical actions (e.g., deleting an invoice).
- 5. Responsive Design:**
  - Make the interface adaptable for various devices, including desktops, tablets, and mobiles.
  - Use scalable design patterns to ensure functionality and aesthetics are preserved on all screen sizes.

