

**MINIMARKET CASHIER PROGRAM PROJECT REPORT USING JAVA
LANGUAGE**



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**BUSINESS INFORMATION SYSTEMS STUDY PROGRAM
DEPARTMENT OF INFORMATION TECHNOLOGY
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A. Features of the Minimarket Cashier Program

1. Selection of items to be purchased
2. Selection of the number of items to be purchased
3. Selection of whether the customer has a member card (for discount calculation)
4. Selection of payment method (cash, credit/debit card, or digital payment).

B. Selection and Condition

a. Selection of items

The user selects the items to be purchased from the list of available items. The condition required is a valid selection of items, and the action will depend on the items selected.

b. Item quantity selection

The user selects the quantity of goods to be purchased. The required condition is the selection of the appropriate quantity of goods (cannot be negative or over stock).

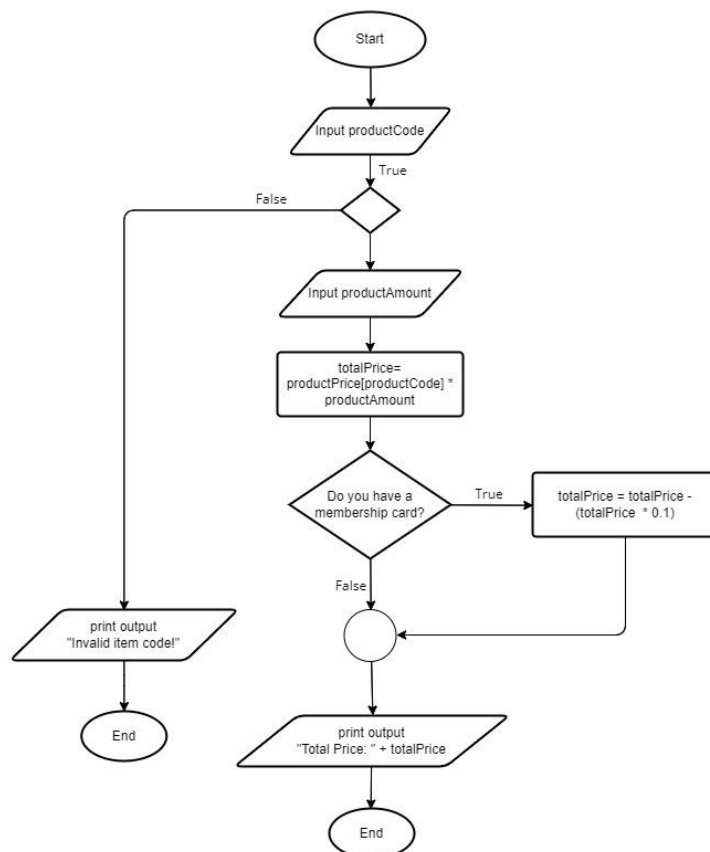
c. Member card selection

If the customer has a member card, the program needs to provide a special discount, the required condition is whether the customer has a member card or not.

d. Payment method selection

The customer selects a payment method (cash, credit/debit card, or digital payment). The required condition is a valid payment method.

C. Flowchart



D. Code and Output

```
D:\> cooleyah > daspro > assignment > jobsheet5 > code > J nyobaWirJava > ...
1  import java.util.Scanner;
2
3  public class nyobaWir {
4      Run | Debug
5      public static void main(String[] args) {
6          Scanner input = new Scanner(System.in);
7
8          // Daftar barang
9          String[] productList = {"Soap", "Shampoo", "Toothpaste", "Towel", "Toothbrush"};
10         double[] productPrice = {2000, 5000, 4000, 10000, 6000};
11
12         // Inisialisasi variabel
13         int productCode, productAmount;
14         double totalPrice = 0.0;
15         boolean memberCard = false;
16
17         // Menampilkan daftar barang
18         System.out.println(x:"List of items:");
19         for (int i = 0; i < productList.length; i++) {
20             System.out.println(i + ". " + productList[i] + " - Rp." + productPrice[i]);
21         }
22
23         // Memilih barang
24         System.out.print(s:"Select item (enter code): ");
25         productCode = input.nextInt();
26
27         // Memasukkan jumlah barang
28         System.out.print(s:"Enter the quantity of items: ");
29         productAmount = input.nextInt();
30
31         // Memeriksa kartu member
32         System.out.print(s:"Do you have a membership card? (yes/no): "); //input pengguna a[akah mereka memiliki kartu member
33         String memberResponse = input.next(); //mengambil tindakan dari input tadi
34         if (memberResponse.equalsIgnoreCase(anotherString:"yes")) {
35             memberCard = true; // jika 'ya' maka variabel memberCard dijalankan
36         }
37
38         // Menghitung total harga
39         if (productCode >= 0 && productCode < productList.length) {
40             totalPrice = productPrice[productCode] * productAmount;
41
42             // Mengaplikasikan diskon member jika ada kartu member
43             if (memberCard) {
44                 totalPrice = totalPrice - (totalPrice * 0.1); // Diskon 10% untuk member
45             }
46
47             // Menampilkan total harga
48             System.out.println("Total Price: Rp." + totalPrice);
49         } else {
```

```
List of items:
0. Soap - Rp.2000.0
1. Shampoo - Rp.5000.0
2. Toothpaste - Rp.4000.0
3. Towel - Rp.10000.0
4. Toothbrush - Rp.6000.0
Select item (enter code): 0
Enter the quantity of items: 9
Do you have a membership card? (yes/no): yes
Total Price: Rp.16200.0
PS D:\cooleyah\daspro\assignment\jobsheet5\code>
```