

Textual description

For the structure of our system, we implemented private and public classes to organize our functions. In our functions, we utilized the Java swing library to create GUIs. We also implemented If-else and Try-catch statements for conditional statements.

For our project, we decided to use Java as our main language because it was the best language in which we could build out our POS system and also was the language we all had experience using. Java was great to use as we could build GUIs with ease. These GUIs would be essential for planning our project. With the GUIs in Java, we were able to outline a basic system from scratch and then build it up as we went along. This helped us stay flexible with our goals so that at any time we could just create a new feature with a new GUI button.

We also used private and public classes to make functions that we later called into the main part of the code. This would ensure we could all make our own separate functions without clashing with each other, it also helped with organization and scalability issues. The main part of our systems was built using Java Swing particularly using GUIs. We started by creating a main menu full of GUI buttons and then connecting those GUIs to functions. To connect those buttons we used action listeners in our classes, and within those classes were functions for that specific button.

Example:

```
public void actionPerformed(ActionEvent e) {  
    ...//code that reacts to the action...  
}
```

Within those GUIs, we implemented Frames and Panels to set our text area and button area. Using Java swings extensive library we were able to manipulate the frames and panels to add styling and placement within our POS system.

Within our private and public classes, we also implemented If-else and Try-catch statements. We used If-else for our conditional statements like for our login-in button. Our Try-catch statements were used to test errors in our code during runtime.