

Software engineer practice

Part 1: Agile Project Management

Project: Point-of-Sale(POS) System

1. Agile Project Management

This project adopts the **Agile software development methodology**, using the **Scrum framework** to manage the development of a small Point-of-Sale(POS) system. The system is developed iteratively and incrementally, allowing continuous feedback, collaboration, and improvement throughout the development lifecycle.

2. Scrum Framework

Sprint Duration: 2 days

System Name: Small Supermarket Point-of-Sale(POS) System

Tasks management and time arrangement

Core Function:

1. Write user stories and correspond tasks
2. Arrange property time for each tasks

As a Product Owner, I want to clearly defined the project scope and objectives, so that the development team understands what should be delivered what is out of scope.

Task:

1. Identify project goals and success criteria
2. Define system boundaries (what is included and excluded)
3. Write a short project scope description

As a Product Owner, I want to identify the core POS system features(sale processing and return handling), so that the team can focus on delivering the most valuable functionality first. **Task:**

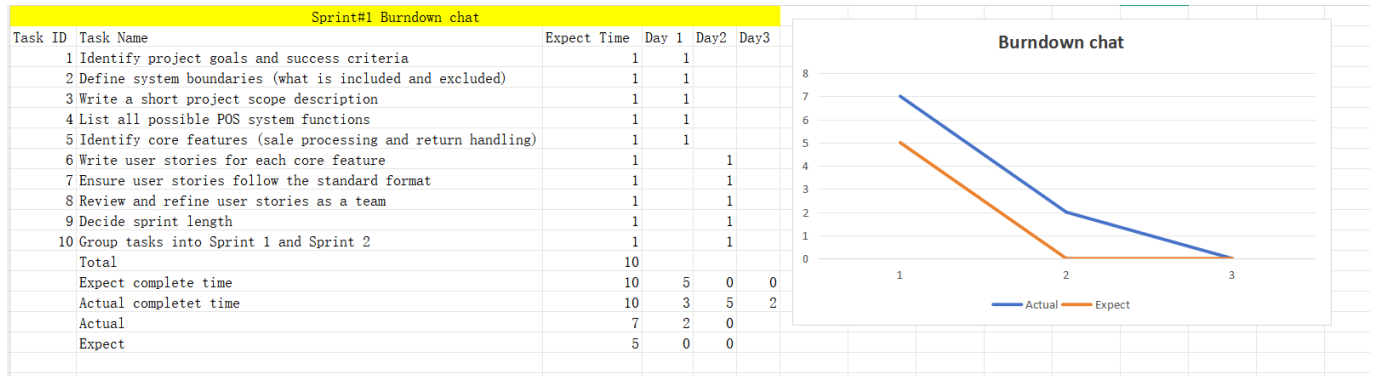
1. List all possible POS system functions
2. Identify core features (sale processing and return handling)

As a team member,I want to document system requirements in the form of user stories, so that requirements are easy to understand, prioritize, and track. **Task:**

1. Write user stories for each core feature
2. Ensure user stories follow the standard format
3. Review and refine user stories as a team

As a Scrum Master, I want to break user stories into manageable tasks and estimate their effort,so that sprint planning can be carried out effectively. **Task:**

1. Decide sprint length
2. Group tasks into Sprint 1 and Sprint 2



Sprint Duration: 2 days

System Name: Small Supermarket Point-of-Sale(POS) System

Core Function:

1. Process Sale
2. Handle Returns

As a cashier, I want to scan items so that the system can calculate the total price. **Tasks:**

1. Design item scanning workflow (input item ID / barcode) — 1 h
2. Implement item lookup and price retrieval — 2 h
3. Implement total price calculation logic — 1.5 h
4. Test item scanning and price calculation — 1 h

As a cashier, I want to view line-item details so that I can verify purchased items. **Tasks:**

1. Design line-item data structure — 1 h
2. Implement display of line-item details — 2 h
3. Verify correctness of displayed items — 1 h

As a cashier, I want the system to update inventory after a sale. **Tasks:**

1. Design inventory update logic — 1 h
2. Implement inventory deduction after sale — 2 h
3. Validate inventory consistency — 1 h

As a cashier, I want to generate a receipt so that customers can keep a record. **Tasks:**

1. Design receipt format (items, total, date) — 1 h
2. Implement receipt generation logic — 2 h
3. Test receipt output — 1 h

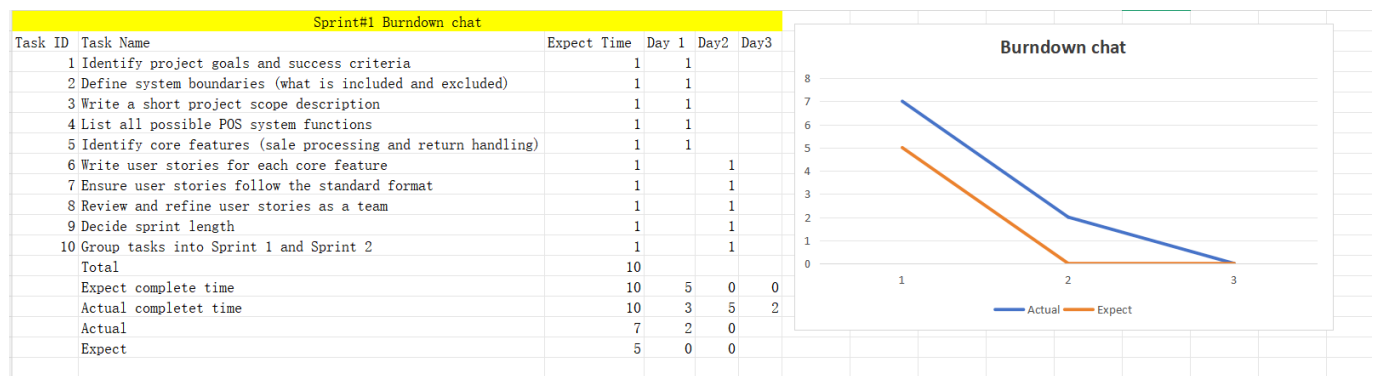
As a cashier, I want to record returned items so that customers can get refunds. **Tasks:**

1. Design return handling workflow — 1 h

2. Implement return transaction logic — 2 h
3. Implement refund calculation — 1 h
4. Test return process — 1 h

As a user, I want the system to store transaction records for future reference. **Tasks:**

1. Design transaction record structure — 1 h
2. Implement transaction storage mechanism — 2 h
3. Validate stored transaction records — 1 h



Part 2: POS System Design and Implementation

1. Project Introduction

This part of the project focuses on the analysis, design, and implementation of a Point-of-Sale (POS) system using object-oriented (OO) techniques. Building on the planning and Agile process established in Part 1, Part 2 translates the identified requirements into a concrete software design and working system.

The POS system is designed to support the core operations of a small supermarket, specifically processing product sales and handling product returns. Through this system, real-world business activities are modeled as software objects, such as products, sales transactions, and return records, allowing the system to be structured in a clear, modular, and extensible manner.

This part emphasizes the application of object-oriented analysis and design (OOA/OOD) methods. UML is used extensively to describe the system from multiple perspectives, including use case models, domain models, logical architecture, and interaction designs. These models help bridge the gap between system requirements and implementation, ensuring that the final system aligns with both functional needs and good software engineering practices.

In addition, this project is carried out collaboratively using GitHub, reinforcing practical experience with version control, branching, and team-based development. By completing this part of the project, students gain hands-on experience in transforming requirements into a well-structured object-oriented system, from design models to executable code and final presentation.

2. System function Requirement

The POS supermarket cashier information management system needs to support the following core function:

- Products Information management
- Products sales processing
- Products return processing
- Sales & Return record management
- Automatic inventory update

System design requirement:

1. Must use Object-oriented Thinking
2. Products, sales, returns must use Object-oriented model
3. Use UML to analysis and design the system

3. Use Case Diagram

Use case model 1:

Prerequisite: Product must in system

Participant: Cashier

Process:

1. Scan the products
2. show Products information
3. Enter the number
4. Calculate the total price
5. Complete the payment

Postrequisite: Generate sale record, inventory decrease. Error: Product is not exist.

Use case model 2: Prerequisite: Original sales record is exist

Participant: Cashier

Process:

1. Enter original record
2. Choose return Product
3. Verification information
4. Complete return processing Postrequisite: Generate return record, Inventory increase. Error: The order does not exist or is expired.

4. The Domain Model

4.1. What is Domain Model

Domain Model is a conceptual abstraction of the real-world business domain, used to describe the Conceptual Classes, their key attributes, and the Associations between these objects within the business environment in which the system operates.

In the Object-Oriented Analysis(OOA) phase, the domain model:

- Does not concern itself with technical implementation.
- Does not include UI, database, or framework details
- Focus only on "What important things exist in business"

For POS system example, Domain model reflect the Description of Products, sales, return and the inter relationship with each other.

4.2. The key Object and the corresponding element in Domain model

```
class Product{
    //Represents the products in the supermarket that can be sold or returned,
    which is the most basic and core business object in the system.

    int productId    // The only product identify
    string name      // The name of the product
    double price
    stockQuantity    //current number in inventory
}
```

```
class sale{
    //Represents a complete sales transaction, recording the entire process of a
    customer purchasing goods.

    int saleId        //the indentify for each sale
    time saleDate      //the time of sale happened
    double totalAmount //the total amount for the sale
}
```

```
class saleItem{
    //Represents a complete sales transaction, recording the entire process of a
    customer purchasing goods.

    int quantity      // the number for the sale products
    double subTotal   // subtotal amount
}
```

```
class return{
    // Represents a return transaction, used to record the operation of a customer
    returning goods.

    int returnID      //The idenify for the return
    time returnDate    // The time the return happen
    string reason      //The reason for return happened
}
```

```
class returnItem{
    // Description of the specific items and quantities returned in a particular
```

```
return.

    int quantity    //The number for returned items
}
```

```
class cashier{
    \\ Represents the direct users of the system, responsible for executing sales
    and return operations

    int cashierId    //The identify for the cashier
    string name      //The name of the cashier

    function sale()
    function return()
}
```

4.3. The relationship between each objections

4.3.1 Sale and SaleItem

Relation type	Interprey
relation	Aggregation
Multiple	1 Sale contain multiple SaleItems
Business meaning	1 Sale contain multiple products

```
Sale 1 -----* SaleItem
```

4.3.2. SaleItem and Product

Relation type	Interprey
relation	Association
Multiple	1 SaleItem correspond to 1 Product
Business meaning	Each sales detain correspond to specific product

```
SaleItem *-----1 Product
```

4.3.3. Return and ReturnItem

Relation type	Interprey
relation	Aggregation
Multiple	1 Return contain multiple ReturnItems

```
Return 1-----* ReturnItemsduct
```

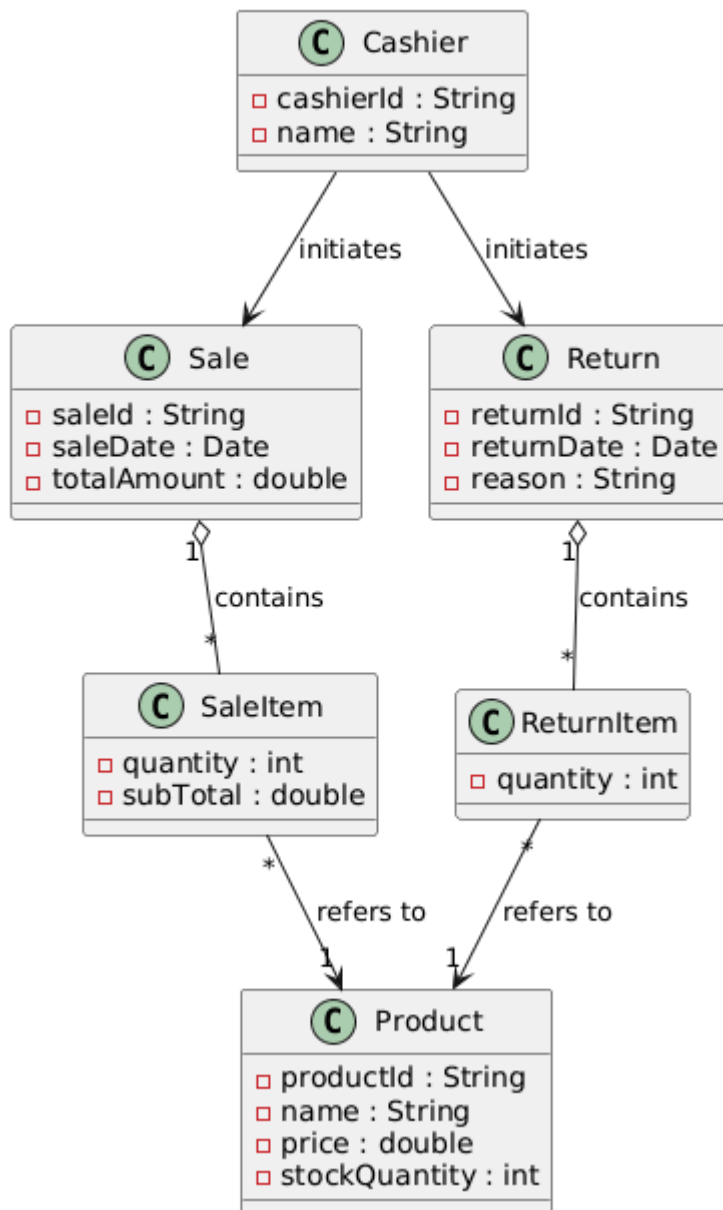
4.3.4. ReturnItem and Product

Relation type	Interprey
relation	Association
Multiple	1 ReturnItem correspond 1 Product

```
ReturnItem *-----1 Product
```

4.4. The relationship UML figure

POS System Domain Model - UML Class Diagram



5. Logical Architecture

5.1 Logical architecture overview

This POS supermarket cashier information management system adopts a hierarchical logical architecture

This architecture divides the system into multiple logical layers based on responsibilities, with each layer containing several functional modules. These layers interact through clear interfaces, thereby achieving:

- Separation of Concerns
- Low coupling, high cohesion
- Easy to maintain, easy to extend
- Support team collaboration development

The system is divided into **4 logical layer**:

1. Presentation Layer

2. Application Layer
3. Domain Layer
4. Persistence Layer

5.2 Presentation Layer

Presentation Layer is response for **User interaction**, including *Recive input from Cashier, display products, price and result of deal, exclude any business rules or business calculatiobns.*

This layer only response for **What to present** and **What to collect and input**.

This layer include functions:

Model	Responsibility
POSUI	System main interface, corrdinating sales and return operations
SaleUI	Product scanning, quantity input, settlement display
ReturnUI	Return item selection, return result display

5.3. Application Layer

Application Layer is response for System's business coordinator, play a role for:

- Organize and coordinate business processes
- Control test case execution order
- Logical architecture overview
- Managme Business boundary

This Layer does not **store the business data itself**, nor is it responsible for UI display.

This layer include functions:

Model	Responsibility
SaleService	Process the sales use case flow
ReturnService	Process return use case flow
InventoryService	Manage inventory change Logic

5.4. Domain Layer

The domain layer is the system's* core business layer*, used to express:

- Real-world business concepts
- Core business rules
- Relationships between domain objects

This layer is the **most stable and most important layer** in the system.

This layer include functions:

Model	Responsibility
Product	Indicate product and inventory information
Sale	To represent a single sales transaction
SaleItem	To represent sales details
Return	To represent Return transaction
ReturnItem	To represent Return details
Cashier	To represent System User

5.5. Persistence Layer

The persistence layer is responsible for data storage and access, including:

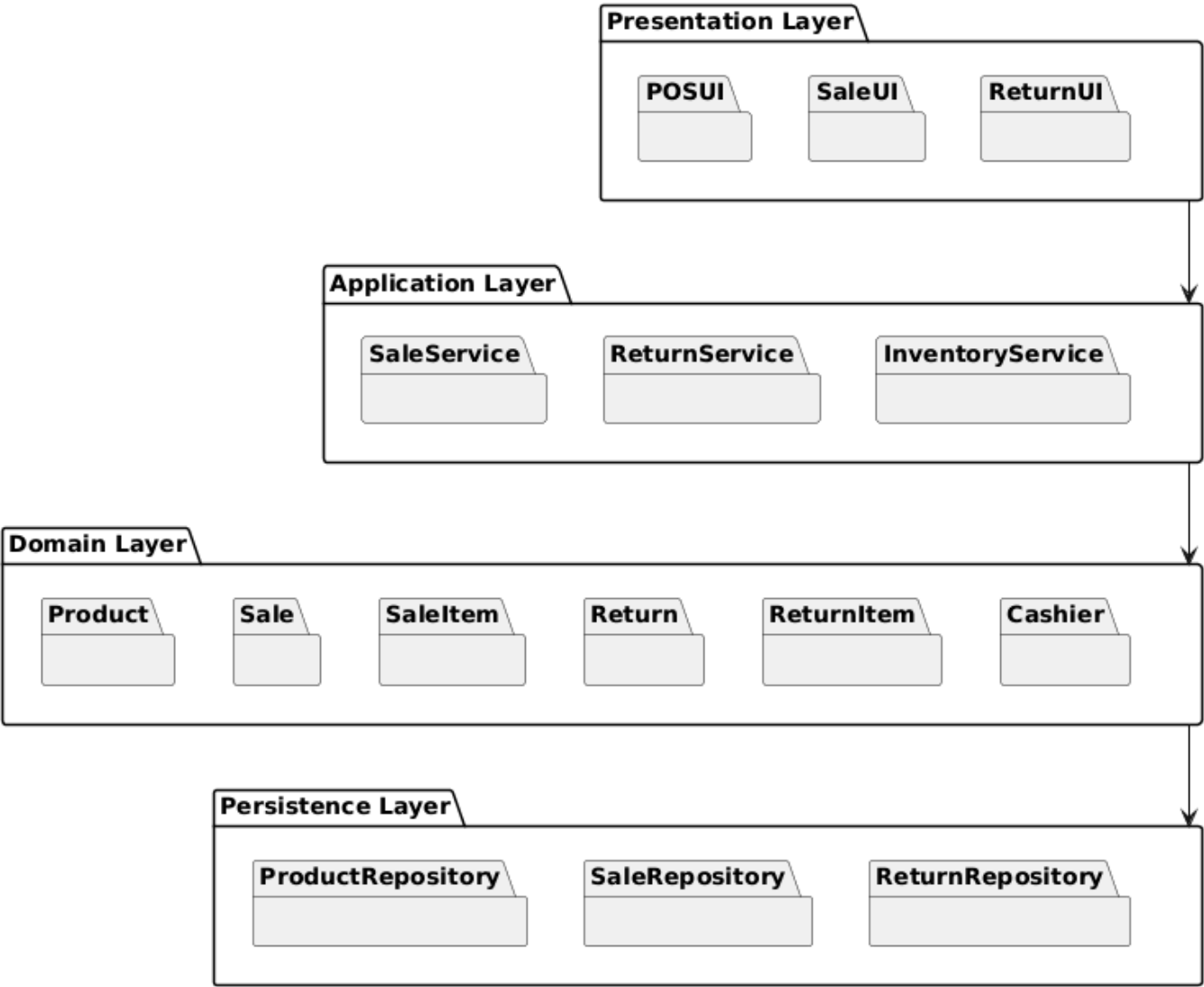
- Product data persistence
- Sales and return record storage
- Masking underlying database details

This layer include functions:

Model	Responsibility
ProductRepository	Product data access
SaleRepository	Sales records storage
ReturnRepository	Return record storage

5.6. The POS logical architecture UML figure

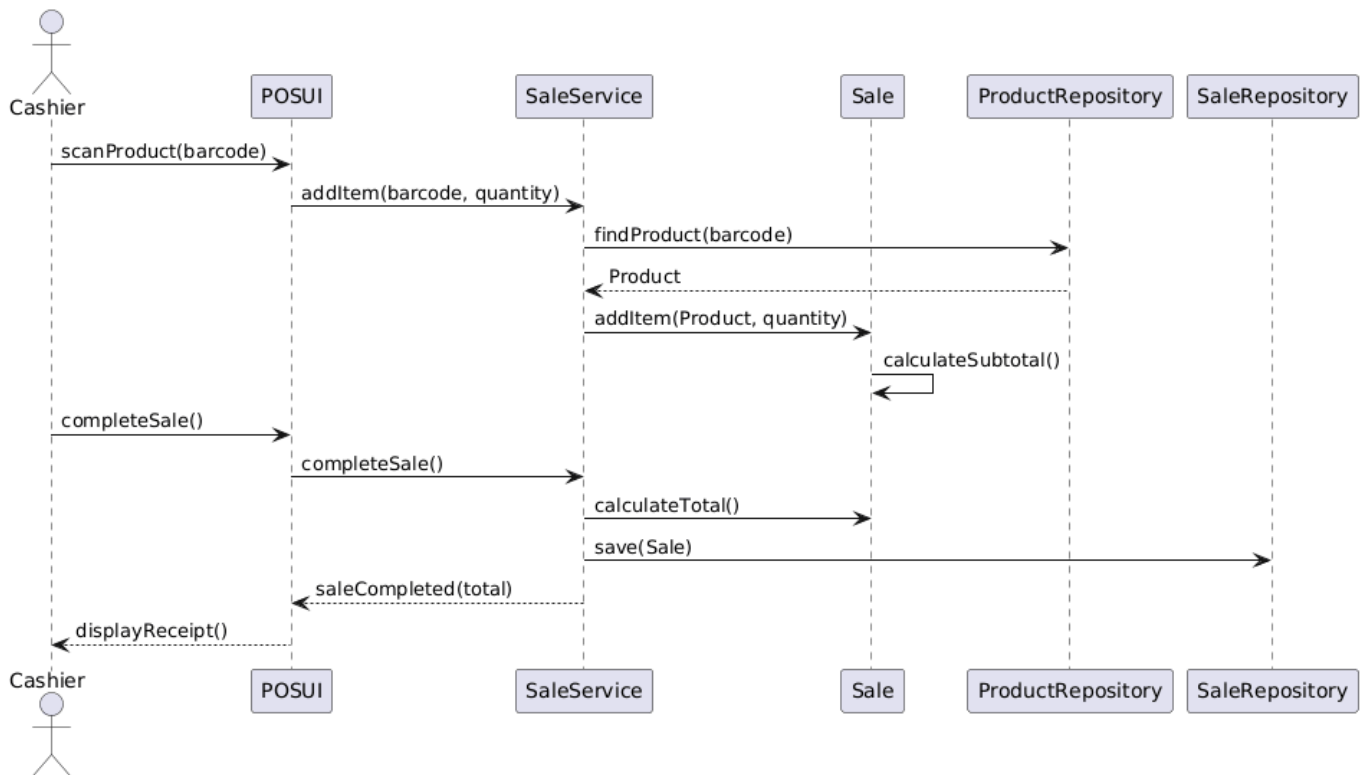
POS System Logical Architecture - UML Package Diagram



6. OO design

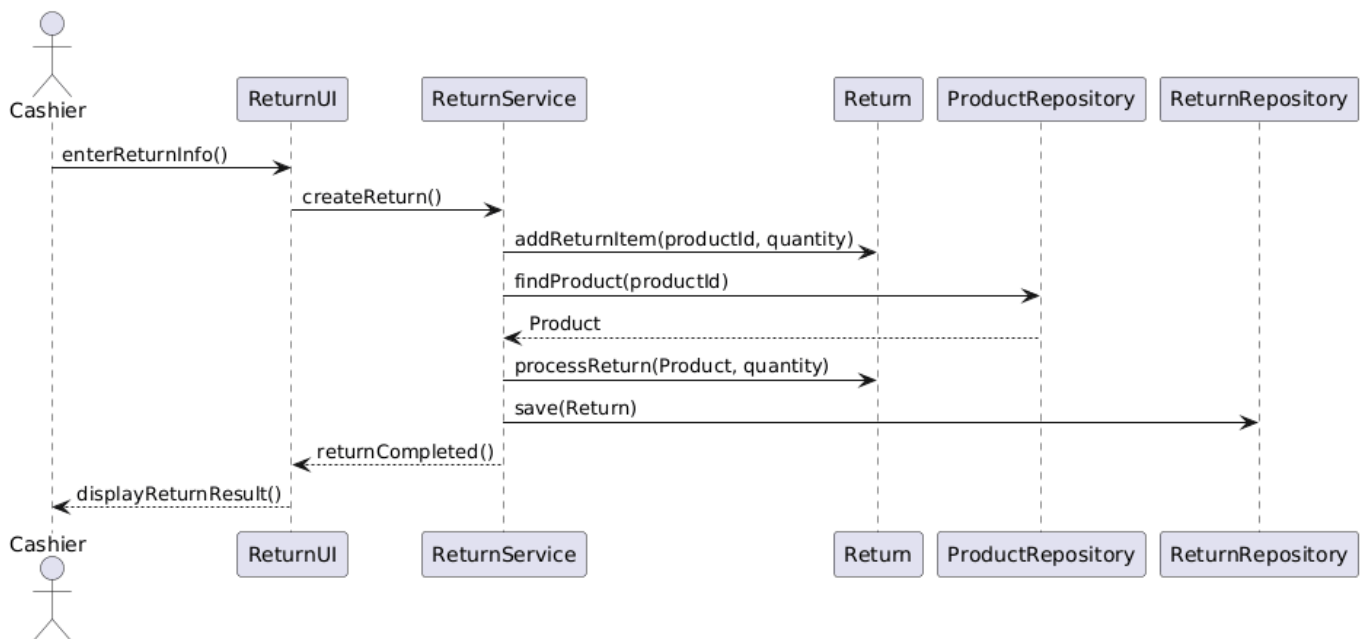
6.1. Product Sale Sequence Diagram

Sequence Diagram - Process Sale



6.2. Store retrun Sequence Diagram

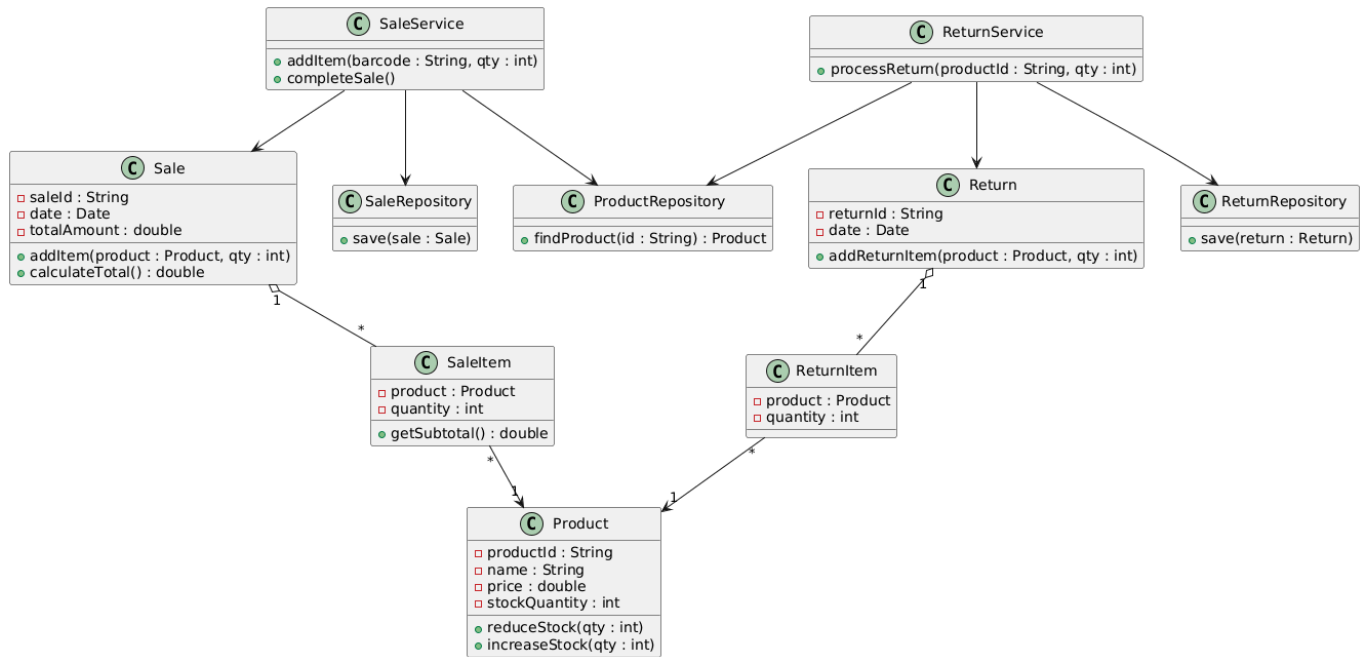
Sequence Diagram - Handle Return



6.3. Design Class Diagram

The OO design of the POS system is represented using UML interaction and class diagrams. The sequence diagrams illustrate how UI, service, domain, and repository objects collaborate to realize the sale and return use cases. The design class diagram defines software-level classes, their attributes, operations, and dependencies, ensuring a clear separation of concerns and adherence to object-oriented principles.

POS System - OO Design Class Diagram



7. Implementation