

Name:Wanni Gamage	Malith	Priyashan
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Student Reference Number:10638232

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# Java Project Report

SOFT255SL

# **Group Members**

Ponsuge Tissera – 10638227

Ungamandadige Fernando - 10638220

Wanni Priyashan – 10638232

Padukkage Gunawardena – 10638310

Mulugunage Samaraweera - 10638202

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#### 1. Introduction

We have developed a quick billing system which can be implemented in any shop. We have used netbeans and java swing to develop this product. The reason for us to building this system is to improve the cashier's performance and provide authenticity and nonrepudiation to the shop. When transactions are done without using a billing system people can cheat the system, and if a person wants to return a product there is no way to verify that the product was bought from that shop. Our system has been developed to solve those problems.

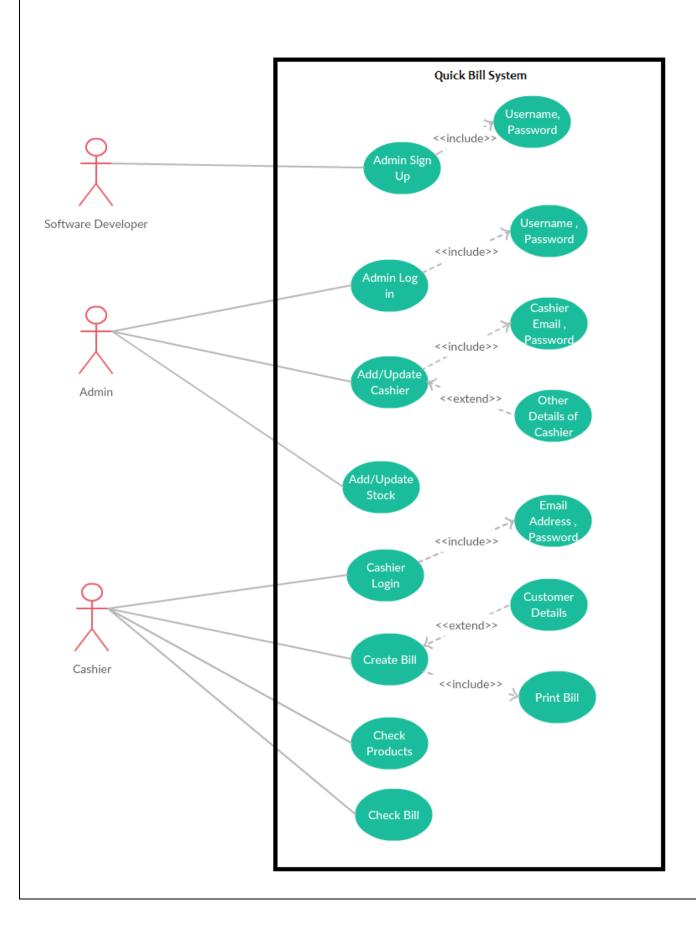
This billing system is comprised of much functionality.

#### 1.1 Functions of the system

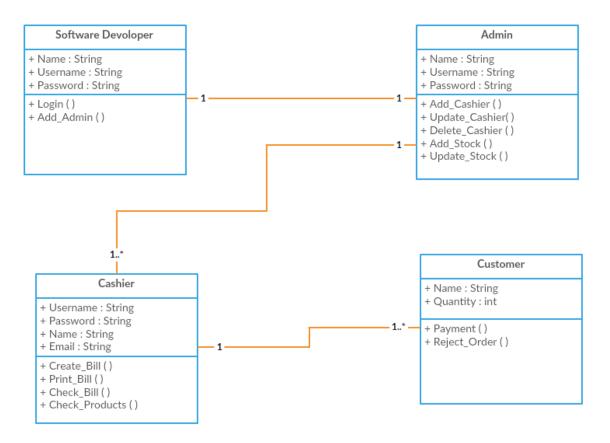
- Ability to login as a cashier as well as admin.
- Add or update cashier details.
- Add or Update stock.
- Create bills and Print Them.
- Check product information.
- Search bill.

## 2. UML Diagrams

#### 2.1 Use Case Diagram



#### 2.2 Class Diagram



## 3. Screenshots of GUI Application

## 3.1 Chose Login



• You can chose to login as a admin or cashier through here.

## 3.2 Admin Login

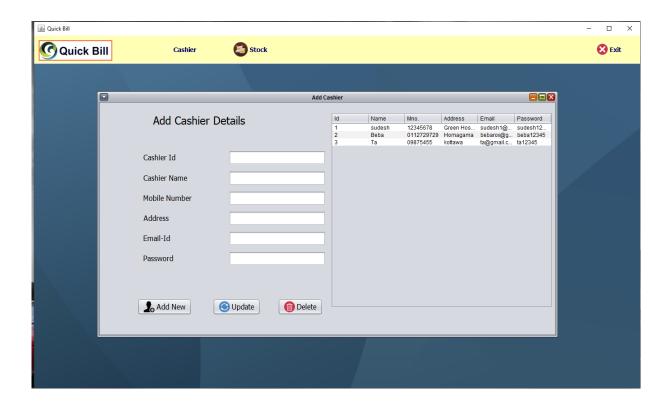


• An Admin can login through this.

## 3.3 Admin Home Page

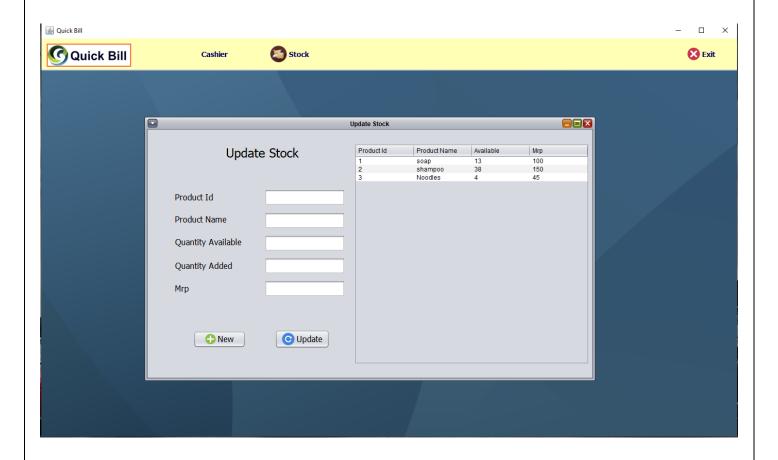


#### 3.4 Add cashier details



- In here you can update cashier details.
- · Add a new cashier Account.
- Delete a Cashier Account.
- · Check cashier details.

## 3.5 Update Stock



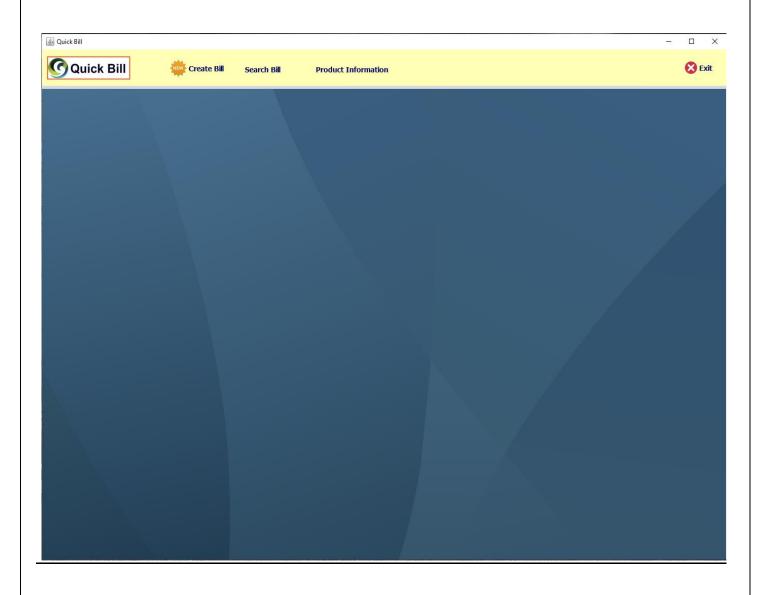
- In here you can update stock details.
- Add new stock.

## 3.6 Cashier Login

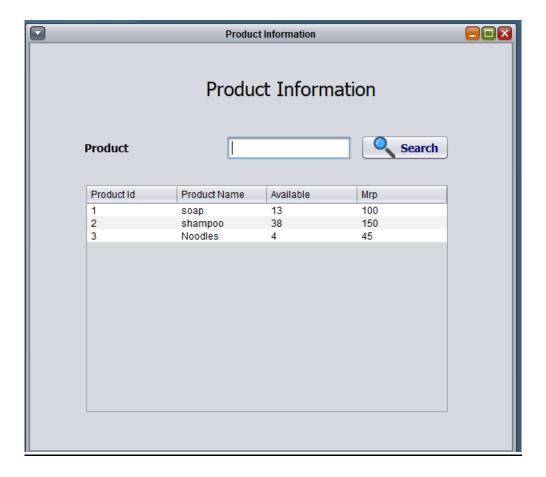


• A Cashier can login through this.

## 3.7 Cashier Home Page

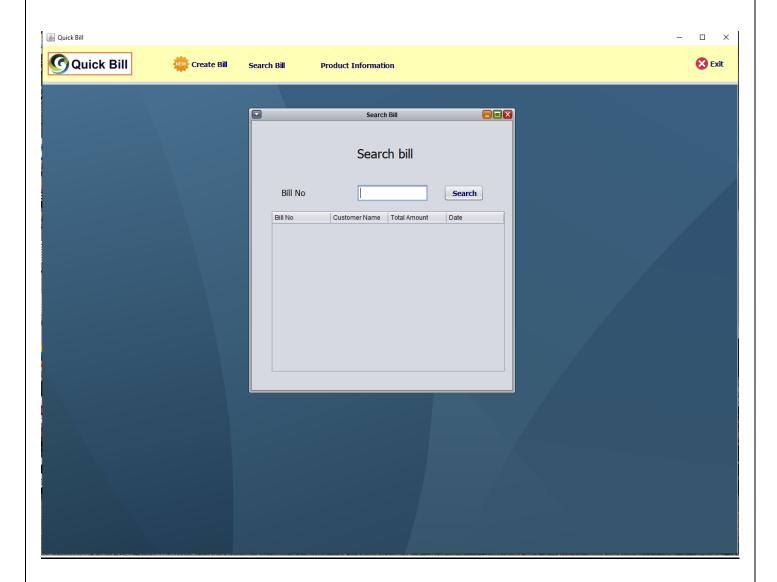


#### 3.8 Product Information



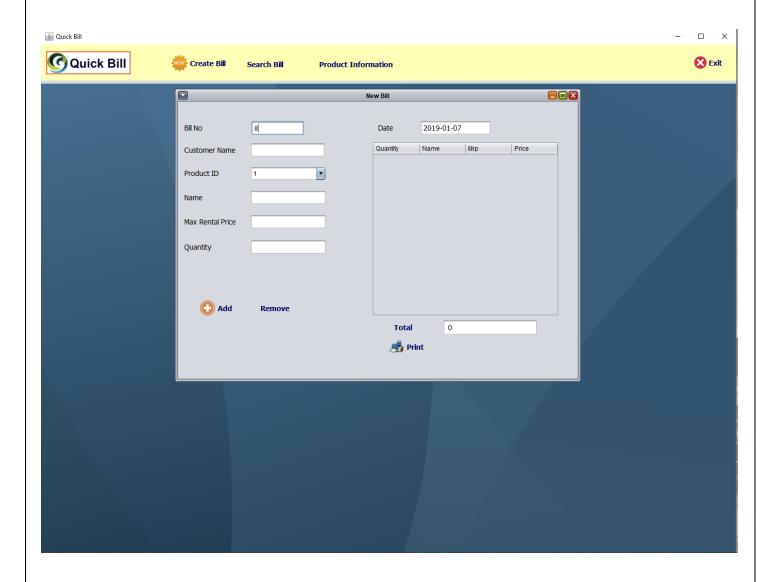
• Can check for product information.

#### 3.9 Search Bill



• You can search a bill by inputting a bill number.

#### 3.10Create Bill



- You can create bills.
- You Can Print Bills



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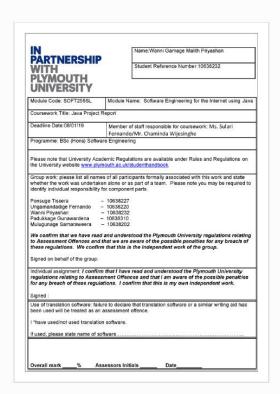
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