

**Before starting - have a folder open to the executable, make sure the books.txt file is next to the executable, and have the books file open so Emilio can copy ISBNs**

Emilio: Welcome everyone, this is Group 2, consisting of me, Emilio Guerrero, Olivier Chan, Samuel Ruiz, and Manasi Gowda. Today we are presenting a point-of-sale system for the bookstore Serendipity Booksellers. First, we will begin with a demonstration of the program, then we will have a short Q&A section.

### **[EMILIO WILL CONTROL THE SCREEN]**

Olivier: Just before we start our demonstration, let me show you how our program stores the information for each book in Serendipity's inventory. **[OPEN BOOKS.TXT]** We use a plaintext file to store the information, which our program both reads from and writes to. Looking inside the file itself, you can see that the information is separated by these tags surrounded by angle brackets, which was inspired by XML. Our program reads this file and extracts the useful information out. Now, let's start up the program. **[START EXECUTABLE]** I'll let my groupmate, Manasi, explain what we see here.

Manasi: What we're looking at here is the main menu of our program. From here, we can access various modes, which are groups of similar functions. For example, let's check the Cashier mode **[PRESS CASHIER MODE]** - from here, the cashier can start selling books if a customer walks up holding some books to purchase. **[PRESS SELL BOOKS]** So, now the cashier wants to ring up the customers books. By pressing Add Books to Cart, the cashier can then scan in the book using their barcode reader. **[ADD SOME BOOKS THEN SIGNAL MANASI WHEN DONE]** Now, if the cashier accidentally scanned a wrong book, or the customer changes their mind, we can also remove a book. **[REMOVE A BOOK]** After the cashier has scanned all the books, we can now press Checkout, **[PRESS CHECKOUT]** and the program will confirm the transaction first. After we confirm the transaction **[CONFIRM TRANSACTION]**, the program will print out a receipt with the location, date, book information, subtotal, tax, and total price.

Olivier: Thank you, Manasi. Let's go back to the **[MAIN MENU]**. From here, the next option is **[INVENTORY MODE]**. We have a lot of options here, such as finding a book by ID or ISBN, ID being the index of the book in the database. **[FIND A BOOK BY ID AND ISBN]**. We can even add and remove books, like so: **[ADD AND REMOVE A BOOK, GOING TO INVENTORY LIST EACH TIME TO PROVE IT WORKS]**

**ADDING A BOOK:**

**ISBN - 1234567890123**

**TITLE - New Book**

**AUTHOR - John Doe**

**PUBLISHER - Company Name**

**ADD DATE - 03/21/2019** (This needs to be typed exactly as so)

**QUANTITY - 1**

**WHOLESALE - 2**

**RETAIL - 3**

And we can also edit the attributes of any book in the database. **[EDIT A BOOK]**. Now all that's left from the main menu is the Report mode. Samuel? **[MAIN MENU, REPORT MODE]**

Samuel: The purpose of the Report mode is to give the cashier a list of all the books in the inventory, with the option of sorting the list or only showing specific information. Starting with **[INVENTORY LIST]**, it prints out a list of every book in the database, and all the information stored with that book. **[INVENTORY WHOLESALE AND RETAIL]** list the quantity, price, and individual total price of each book, and also the grand total price of the entire inventory. The List By options display sorted lists of the entire inventory, **[SHOW LIST BY QUANTITY]** sorting by greatest quantity first, **[SHOW LIST BY COST]** greatest wholesale cost first, **[SHOW LIST BY AGE]** and finally by oldest first.