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19987	EGPK Madushanka
19287	GMKA Thilakarathna
19182	NM Jayaweera
19204	K.G.S.A De silva
19131	SRCN Sabaraganuwa

Workload

EGPK Madushanka: -creating Dashboard/Database and design Wireframe

GMKA Thilakarathna: -Create the Employee Form and User Form

JAMAB Jayakody: - Implement Database connection and Design Login From

Sabaraganuwa:-Creating Categories/Dealears Froms

NM Jayaweera: -Creating Customers/ Inventory Forms

K.G.S.A De silva: -Creating Transactions/Sales Forms

GitHub: - https://github.com/Malaka98/POS_System

About the project

POS-Sales and Inventory Management (POS System)

This is a new system. It is Modern, simple and easy-to-use management system which is developed by C# usingWPF andSQL Server. This system allows you to manage Sales and Inventory of your Company.POS-Sales and Inventory Management (POS System)—has an easy Admin and User(Cashier) Dashboard pages that gives you Full Control to Manage Employees, Users, Products,Categories, Dealers(Suppliers), Customers, Inventory,Transactions, Purchases and Sales. So it helps to develop your business and it makes easy to get decision about the company.

About the application

When design this application mainly use the Windows Presentation Foundation (WPF). WPF is a UI framework. When design interface WPF better than Windows Form Application. WPF can make most pretty and attractive interface. When use WPF to design this application, Material Design In XAML Toolkit library use to develop UI. This library help to create most beautiful, attractive UI and It makes easy to develop verry fast UI.in addition, LiveCharts use to display the charts about summarizing, sales and purchases etc. this library helps to create any type of chart (pie chart, bar chart, line chart etc.) with colorful and attractively.

Function List of the POS System

Main Features

- Manage Employees, Users, Dealers and Customers
- Manage Products, Categories, Inventory, Transactions and Records
- Reports -Employees, Users, Products, Dealers & Customers, Inventor & Transaction
- User Access Role

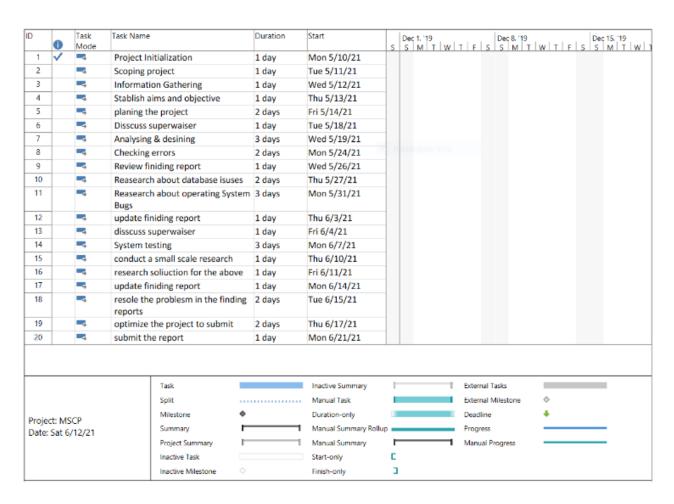
Admin Dashboard Page includes

POS System(Make a Purchase or Make a Sale)

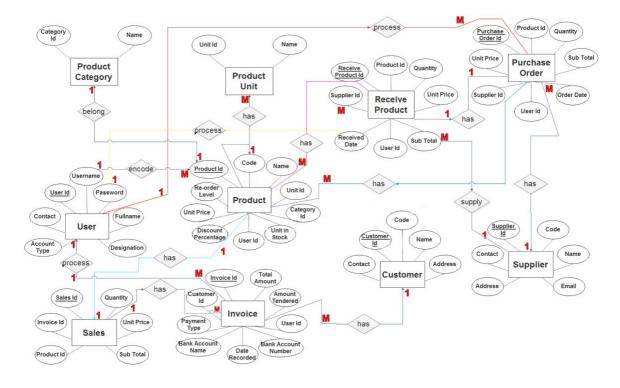
- Manage Employees
- Manage Users
- Manage Products

- Manage Categories
- Manage Dealers
- Manage Customers
- Manage Inventory
- Manage Transactions
- Manage Records

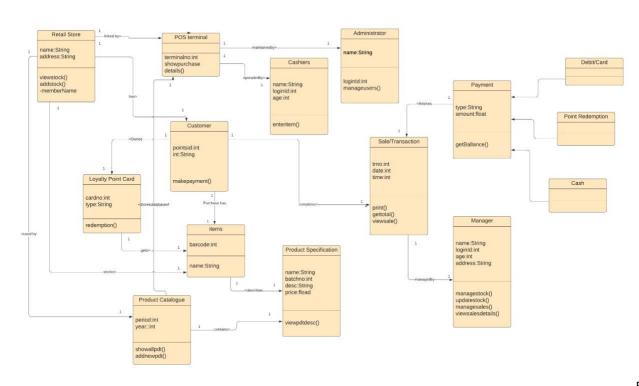
Gantt Chart



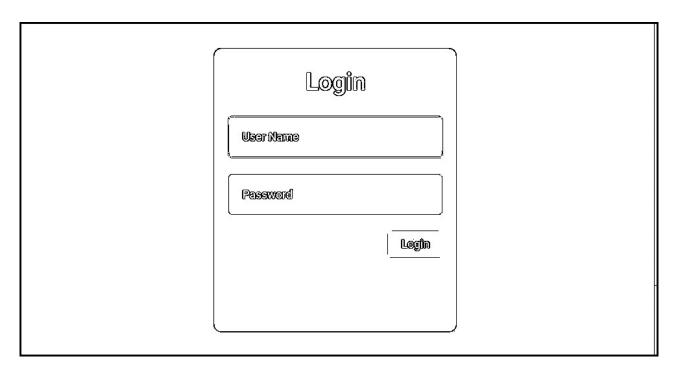
ER Diagram

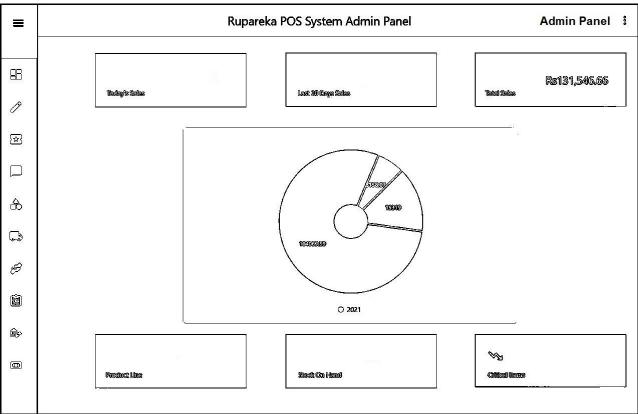


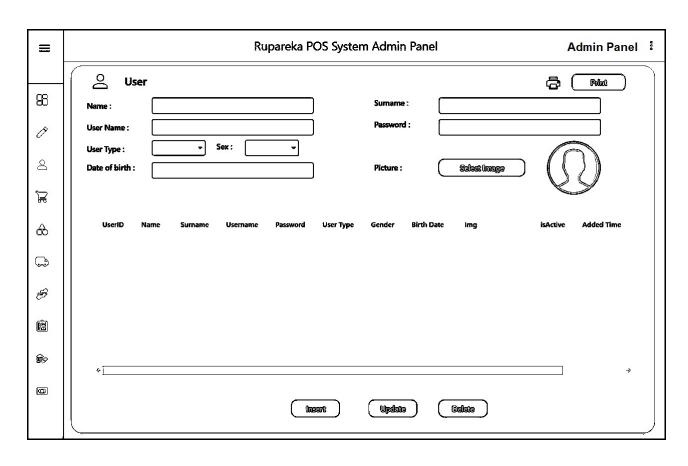
Class Diagram

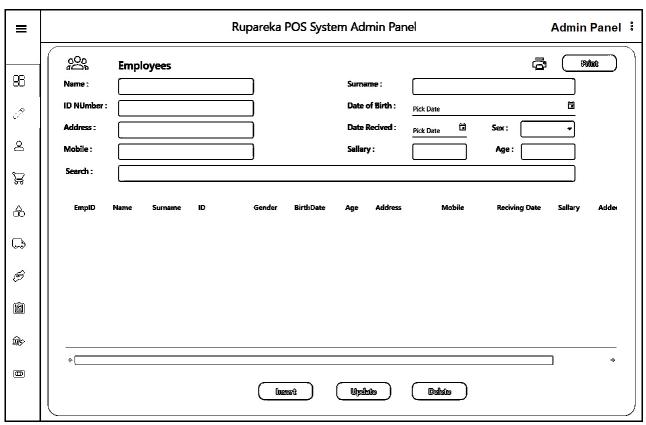


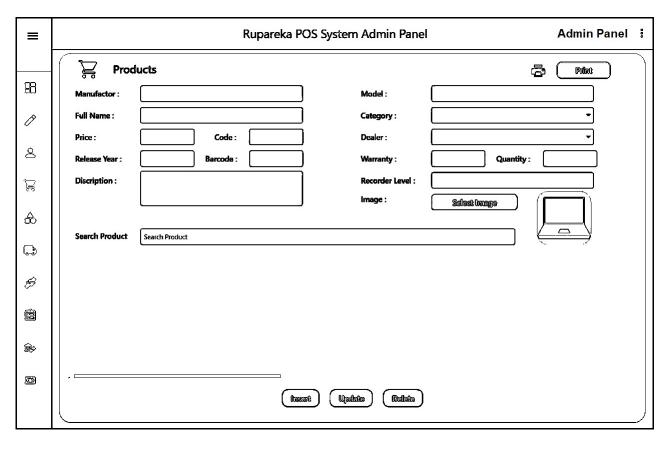
Wireframe of POS System

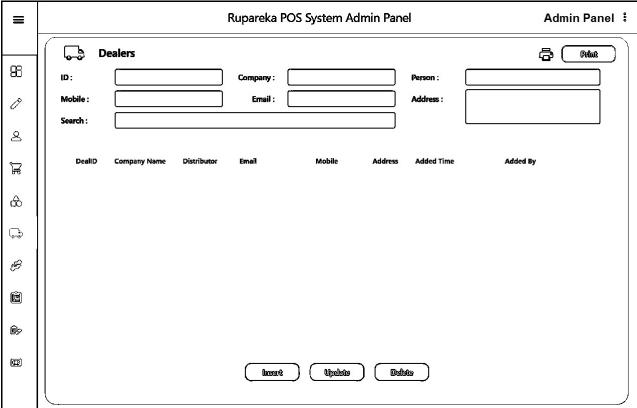


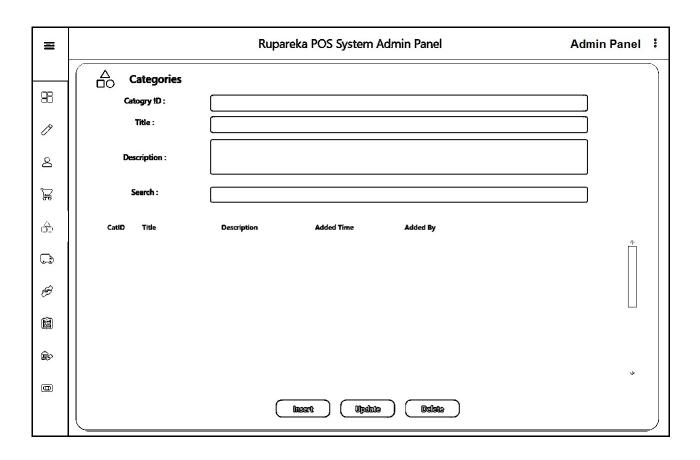


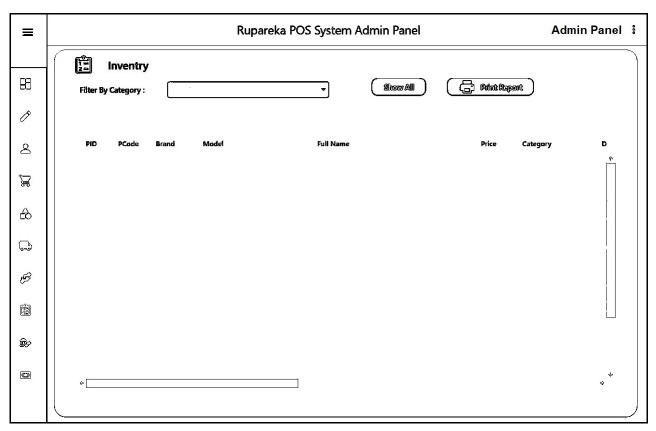


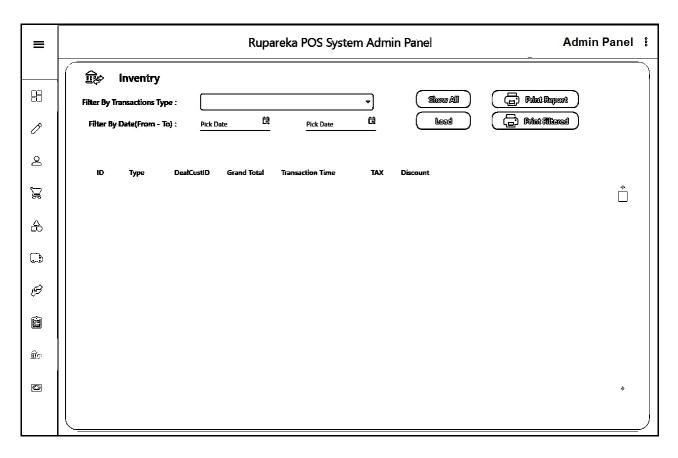


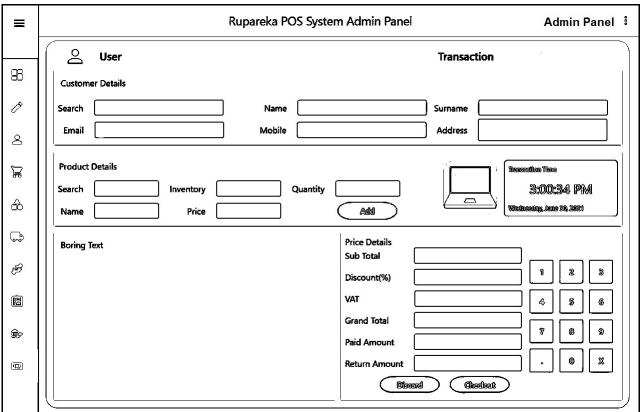




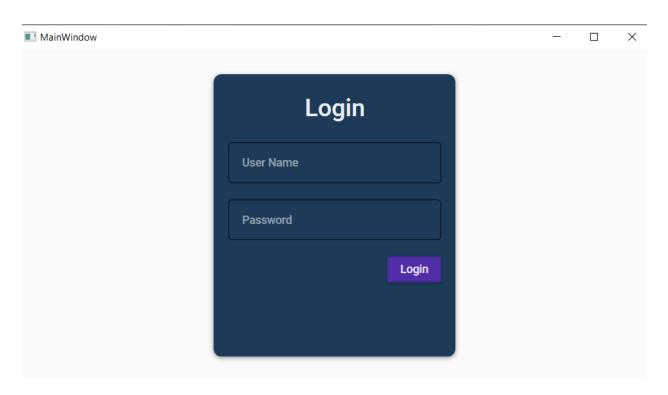


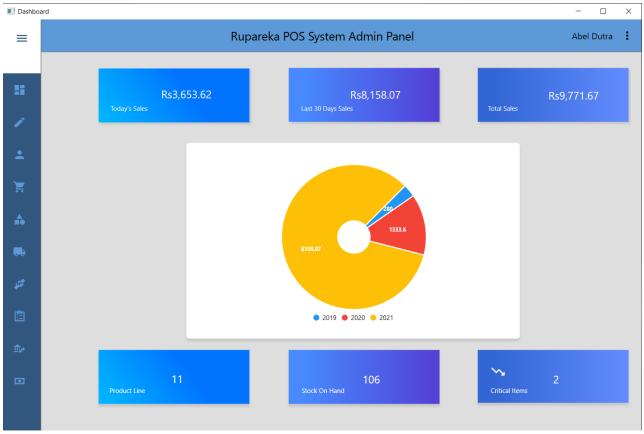


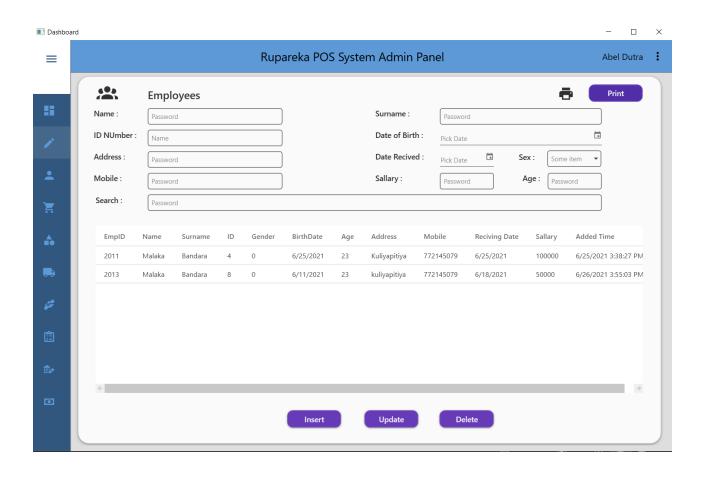


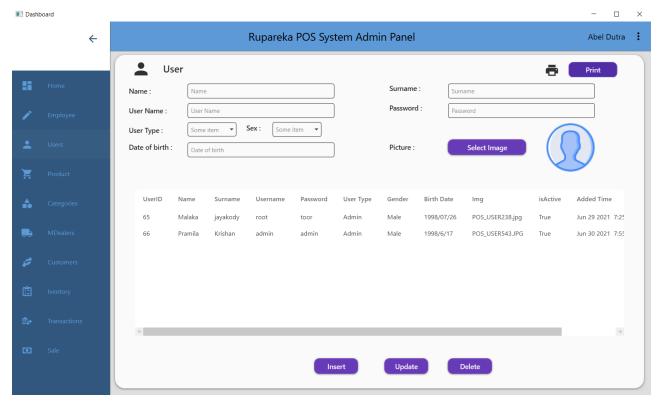


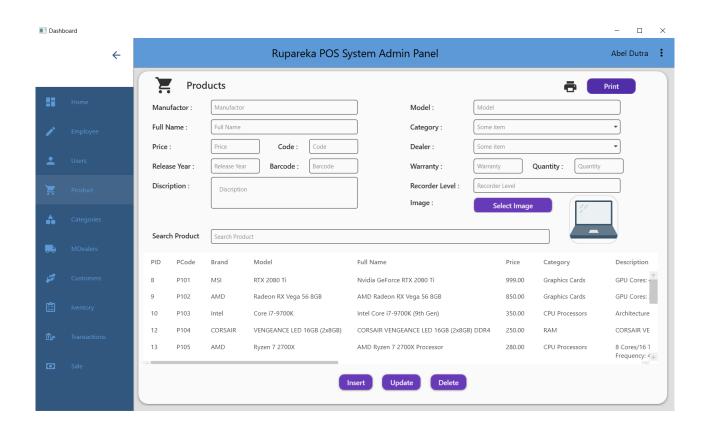
System Design

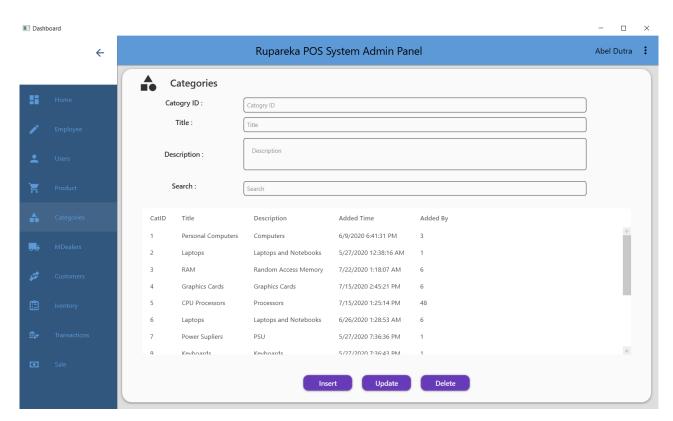


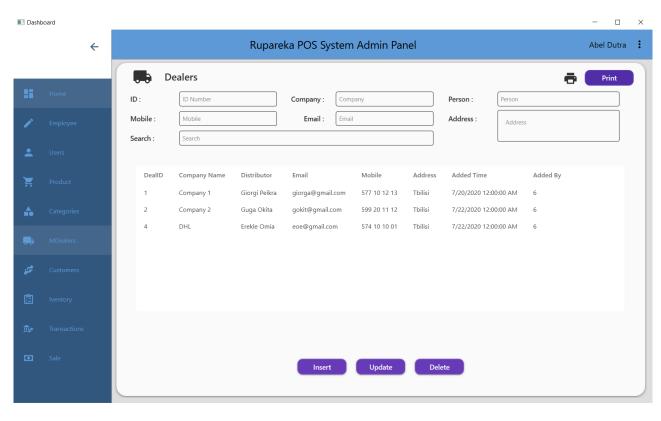


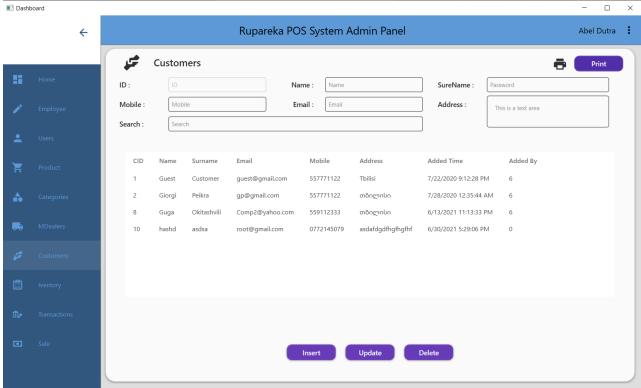


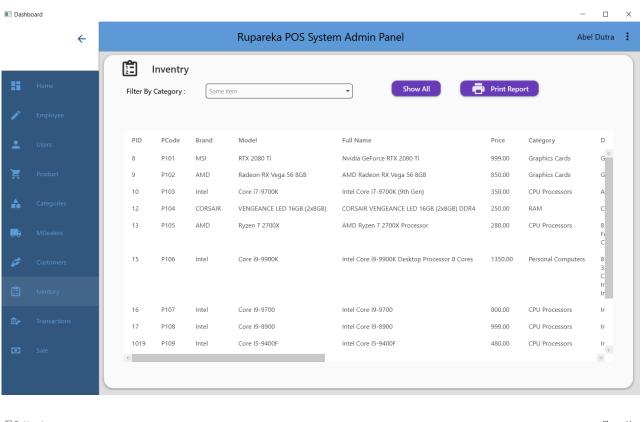


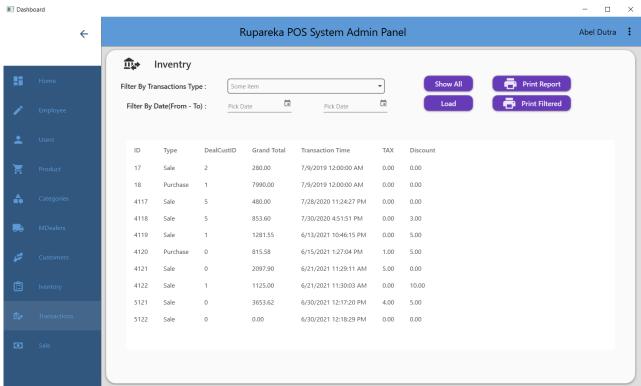


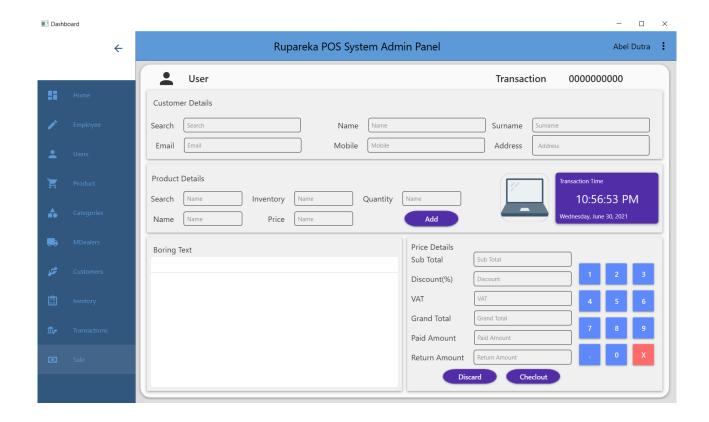












Programming techniques of designing the application

1) Singleton pattern is that has only one instance and provides a global point of access to it. The advantage of singleton pattern is saving memory. Because there is not crated request to each request. There is Only single instance is reused again and again. singleton pattern mostly use in multi-threaded and database applications. we used singleton pattern in this application to connect the database. When creating singleton pattern, we use the best practice method of "double checked locking".

```
#POS_System DEConnection Pos_System

| Pos_System DEConnection | Pos_S
```

2) According to the memory optimization of this application, we use IDisposable Interface to release unmerged resources in this application. If this is done by the garbage collector, before optimizing the memory by the garbage collector, we manually optimize the memory when we create a new object and after the process of that object.

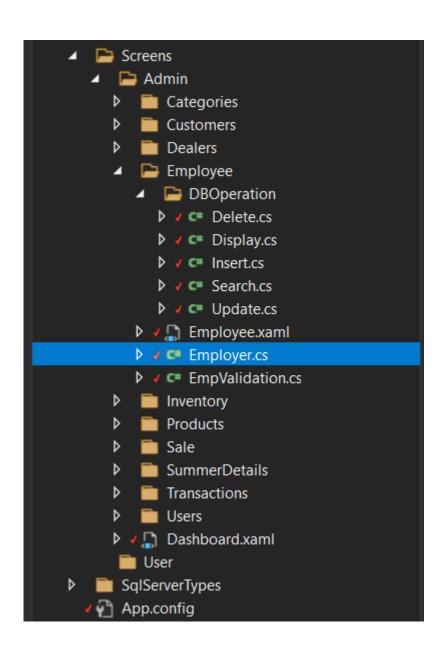
```
protected virtual void Dispose(bool disposing)

fit (ldisposedValue)

fit (disposing)

fit
```

3) When develop this application we try to follow under the SOLID Principle and do not violate the SOLID Principle. Mostly use Single-responsibility Principle in this application. As an example, we use one model class for build a one employer and according to the database operation with that employer we build one by one classes. We have created one class for insert operation, one class for delete operation and one class for update operation.



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