404 Team Not Found

Automated Supermarket Checkout System (AutoScouts)

# Use Cases

* In our project, there are seven use cases which that we must use in the architect of our program. The following section will outline the seven use cases and will be accompanied by static and interactive models for each use cash.

# Checkout Order

* Description: Checkout Order is the first use case that the user will interact with. Checkout Order involves having the user scan items and interact with our project.
* Classes:
  + <<Interface>> Checkout Interface – this will be the main interface that the actor(customer) uses to interact with your project. It will ask the user to scan items and then will display certain messages to guide the user through the process.
  + <<entity>> Item Catalog – This will be the database that stores all the items within the store. It allows the system to gain information about each item.
  + <<Business Logic>> Total – This is a simple class that will calculate the total of all the items that the actor has gotten.
  + <<entity>> Payment Method – This class is the link between the Checkout Order use case and the Pay by cash and Pay by Credit/Debit use cases.