“POS System”

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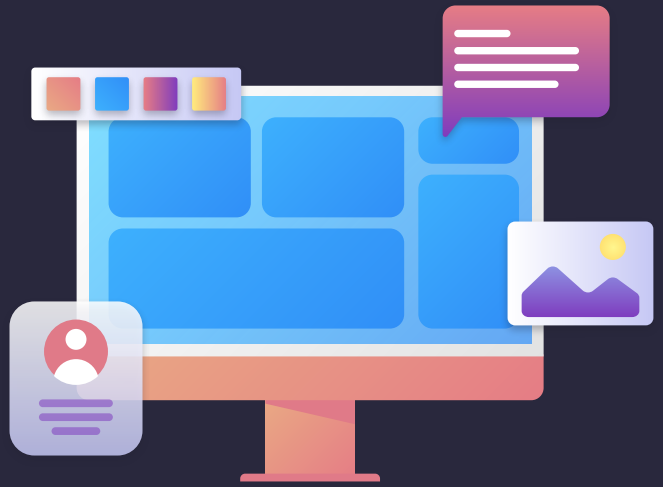

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/Introduction

- A POS or point of sale is a device that is used to process transactions by retail customers. A cash register is a type of POS. The cash register has largely been replaced by electronic POS terminals that can process credit cards, debit cards, and cash.

/Objectives

- In the old-fashioned cash register system, accountants must go through hundreds of receipts. But with the help of a POS system, it will be easier.

- It is easier to do past transactions if you need to know how much you sold.

- Modern workers are often more comfortable with the POS system than the old cash register system. The new generation is very comfortable working with computerized technology.

/Tools & Languages used in the Project

- Computer
- Operating system: Windows
- IDE: Code-blocks
- Programming language: ‘C’

/Features used in this project

- Sales History: With a POS system, you can easily look up past transactions and discover which product is stuck on the shelf for weeks as well as which products are selling the most.

- Inventory Management: Inventory management can be time-consuming. Thanks to accurate sales and purchase order control, you will know how much you have in stock of each product.

- Easy Cash Counter Management: It will be much easier for the cashier to manage the bills and orders.

/Implementations

```c
#include<stdio.h>
#include<stdlib.h>
int main(){
int a[10];
for(int i=0;i<10;i++){
    a[i]=0;
}
    int code,qty,check;
    float price,amt,totalAmt,cash,change;
    char add;
    loop:
    system("cls");
    printf("\n\t\t\tMENU");
          printf("\n\t--------------------------------------\n");
          printf("\tPRESS 1.TO GO AT ORDERING MENU.\n");
          printf("\tPRESS 2.TO DISPLAY SALES.\n");
          printf("\t--------------------------------------\n");
    printf("\t<>Enter Your Choice: ");
    scanf("%d",&check);
    if(check==1){
        goto Menu;
    }

    else if(check==2){
    sales_counter:
    printf("\n\t\tWELCOME To The Sales Menu\n");
    printf("\t\t=========================\n\n");
    printf("Chicken Items:\n");
    printf("[1] Hot & Crispy wings: %d\n",a[0]);
    printf("[2] Grilled Chicken: %d\n",a[1]);
    printf("[3] Chicken Bucket(6pcs): %d\n",a[2]);
    printf("[4] Chicken & Wings: %d\n",a[3]);
    printf("\nBurger Items: \n");
    printf("[5] Spicy Zinger: %d\n",a[4]);
    printf("[6] Spicy Zinger & Cheese: %d\n",a[5]);
    printf("[7] Double Down Burger:  %d\n",a[6]);
    printf("\nBeverages:\n");
    printf("[8] Pepsi: %d\n",a[7]);
    printf("[9] 7up: %d\n",a[8]);
    printf("[10] Aquafina Water: %d\n",a[9]);
    printf("\n\nAdd an Order(y/n)?");
    fflush(stdin);
    add=getchar();
    if(add=='y' || add=='Y'){
        goto Menu;
    }
    else{
        printf("\n\t\tTHE MENU IS CLOSED.");
        getch();
        goto loop;
    }
}



    else{
        goto sales_counter;
    }
    Menu:
        system("cls");
    printf("\n\t\tWELCOME To The Ordering Menu\n");
    printf("\t\t============================\n\n");
    printf("Chicken Items:");
    printf("\t\t\tPrices(Taka)\n");
    printf("[1] Hot & Crispy wings\t\t159/-\n");
    printf("[2] Grilled Chicken\t\t299/-\n");
    printf("[3] Chicken Bucket(6pcs)\t489/-\n");
    printf("[4] Chicken & Wings\t\t529/-\n");
    printf("\nBurger Items:\n");
    printf("[5] Spicy Zinger\t\t250/-\n");
```

/Implementations

```
71      printf("[6] Spicy Zinger & Cheese\t300/-\n");
72      printf("[7] Double Down Burger\t\t399/-\n");
73      printf("\nBeverages:\n");
74      printf("[8] Pepsi\t\t\t30/-\n");
75      printf("[9] 7up\t\t\t\t35/-\n");
76      printf("[10] Aquafina Water\t\t15/-\n");
77      printf("\nOrder Counter:\n");
78      wrong:
79
80      printf("Enter Item\t: ");
81      scanf("%d",&code);
82      printf("\nEnter Quantity\t: ");
83      scanf("%d",&qty);
84
85      if(code<=10){
86      switch(code)
87      {
88          case 1: price = 159.00;
89                  a[0]+=qty;
90                  break;
91          case 2: price= 299.00;
92                  a[1]+=qty;
93                  break;
94          case 3: price = 489.00;
95                  a[2]+=qty;
96                  break;
97          case 4: price = 529.00;
98                  a[3]+=qty;
99                  break;
100         case 5: price = 250.00;
101                 a[4]+=qty;
102                 break;
103         case 6: price = 300.00;
104                 a[5]+=qty;
105                 break;
106         case 7: price = 399.00;
```

```
107                 a[6]+=qty;
108                 break;
109         case 8: price = 30.00;
110                 a[7]+=qty;
111                 break;
112         case 9: price = 35.00;
113                 a[8]+=qty;
114                 break;
115         case 10: price = 15.00;
116                 a[9]+=qty;
117                 break;
118     }
119     }
120
121     else {
122         printf("WRONG ITEM NUMBER...PLEASE CHOOSE FROM 1-10.\n\n\a");
123         goto wrong;
124     }
125     amt= price*qty;
126     printf("\n\t\t  Prices");
127     printf("\nAmount\t\t: %.2f/-",amt);
128     totalAmt+=amt;
129     printf("\nTotal Amount\t: %.2f/-", totalAmt);
130     printf("\n\nAdd another Order(y/n)?");
131     fflush(stdin);
132     add=getchar();
133     if(add=='y' || add=='Y')
134 {
135         goto Menu;
136 }
137     else{
138         goto to_pay;
139     }
140
141 to_pay:
142 while(cash<totalAmt)
```

/Implementations

```
{
printf("\n\nCash Tendered\t: ");
scanf("%f",&cash);
}
change= cash-totalAmt;
totalAmt=0;
printf("\nChange\t\t: %.2f/-",change);
change=0;
printf("\n\n\t\t\t  Thanks For Your Purchase");
printf("\n\t\t\t@Developed By GUB Management.\n\n");
getch();
goto loop;
}

```

/Limitations

Currently the Project can work on only 2 objectives.

- **Objective-1:**
  It helps cashier to manage the bills and orders.

- **Objective-2:**
  You can easily find out which products are selling the most as well as which products are not getting profitable sales.

/Future Updates

- **Cashless Transactions Via Mobile POS Systems:**
Nowadays, mobile point of sale systems have also gone beyond processing customer payments. In fact, plenty of mobile POS now offer product catalogs, inventory management, and advanced sales reports, among others.

- **AI Integration in POS Solutions:**
As AI gains more prominence in the POS market, a report by ‘Connect-POS’ revealed that over 15% of businesses have already adopted AI-enabled POS systems.

/Conclusion

- It is clear that POS system is a term that implies a wide range of capabilities depending on the end-user requirements. POS system review websites cannot be expected to cover most let alone all the features. Unless one is a developer, it is unrealistic to expect the reviewer to know all the aspects of a POS system.

THANK YOU!

DO YOU HAVE ANY QUESTIONS?