

Object Oriented Programing (10636212)

Project: Point of Sale (POS)

The purpose of the project is to design and implement a Point of Sale Management System. A sample is shown below:

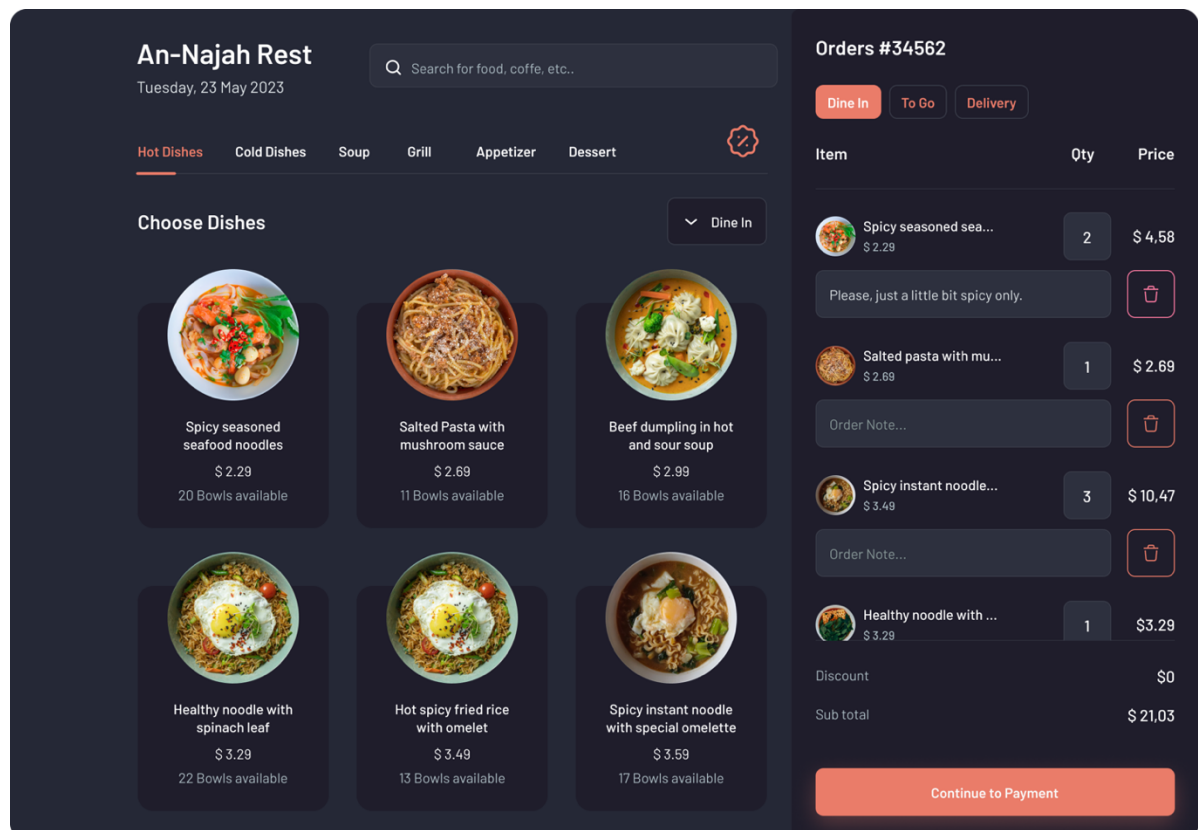


POS contains 4 main views.

- Home view
- Payment view
- Category Management view.

Home View:

1. Show the restaurant name.
2. View current date.
3. Search field (search restaurant available dishes)
4. Shows a list of restaurant categories. (With a **Settings Icon** to the right)
 - a. The first category will be selected by default.
 - b. Add a tooltip on the **Settings Icon** (a description of the icon purpose)
5. A List of options (Dine in, To go, and Delivery)
6. List of selected category dishes.
 - a. If the user clicks on any dish, it adds it to **Order sub-view**.
7. **Order sub-view** that shows the selected dishes: the view shows
 - a. Order number
 - b. Selected option (Dine in, To go, and Delivery)
 - i. user can change the option.
 - ii. add a description tooltip on each option.
 - c. The selected dishes, along with its image, price, quantity, total price, notes, and remove button.
 - d. The notes, and quantity are text fields that can be changed by the user.
 - e. Remove button that removes the dish from the order list.
 - f. Total Price
 - g. **Continue to Payment** button.



Payment View:

1. When user clicks continue to payment button, it shows another **new view**.
2. Show the available payment options (credit card, and cash)
3. If user clicks on credit card, it shows the following fields.
 - a. Cardholder name,
 - b. Card number,
 - c. Expiration date,
 - d. And CVV number.
4. For cash option, we don't need any further details.
5. **Cancel** button and **Arrow** icon, to cancel the payment (and hides the view)
6. **Confirm Payment** button, shows successfully message dialog.

The screenshot displays a mobile application interface for the payment stage. It is divided into two main panels: 'Confirmation' on the left and 'Payment' on the right.

Confirmation Panel:

- Header: 'Confirmation' with a back arrow and an orange '+' icon. Below it is 'Orders #34562'.
- Item 1: 'Spicy seasoned sea...' with a price of \$2.29, quantity '2', and total \$4.58. Below the item is a text input field 'Please, just a little bit spicy only.' and an orange trash icon.
- Item 2: 'Salted pasta with mu...' with a price of \$2.69, quantity '1', and total \$2.69. Below it is an 'Order Note...' input field and a trash icon.
- Item 3: 'Spicy instant noodle...' with a price of \$3.49, quantity '3', and total \$10.47. Below it is an 'Order Note...' input field and a trash icon.
- Item 4: 'Healthy noodle with ...' with a price of \$3.29, quantity '1', and total \$3.29. Below it is an 'Order Note...' input field and a trash icon.
- Footer: 'Sub total' with a total amount of '\$21,03'.

Payment Panel:

- Header: 'Payment' with a subtitle '2 payment method available'.
- Payment Method:** Two buttons: 'Credit Card' (selected) and 'Cash'.
- Cardholder Name:** Input field containing 'Ali Nassar'.
- Card Number:** Input field containing '2584 1421 0897 1244'.
- Expiration Date:** Input field containing '02/2022'.
- CVV:** Input field containing three dots.
- Footer: Two buttons, 'Cancel' and 'Confirm Payment'.

Product Management View:

1. When user clicks **Settings Icon** button, it shows product management view.
2. Shows a list of restaurant categories.
3. Shows Add New Dish button.
 - a. If user clicks the button, it shows empty image, and three empty text fields, so that the user fill them.
4. For each category, it shows the available dishes with Edit button,
5. If the user clicks the edit button, it shows text fields on that dish so that user can change them.
6. **Discard Changes** button, to cancel any updates (and hides the view)
7. **Save Changes** button, shows successfully message dialog.

