

## Use Cases

Use Case	Descriptions
UC-1: Starting/Canceling Sessions	The Cashier must initiate each product purchasing session by using the keyboard before scanning any of the products barcodes, If uninitiated the products will fail to scan. Given the cashier uses the keyboard prior to the session, they will be able to scan products while also being able to cancel the session at any point and have all items scanned since the beginning of the session be nullified.
UC-2: Scanning Products	Once a session has begun, every time the cashier scans a products barcode, its name and price are displayed. If the cashier cannot scan the product than an error message will be displayed and the cashier will be able to enter the barcode via using the keyboard.
UC-3: Ending Session	Once all the products have had their barcodes scanned the cashier will be able to use the keyboard to begin the payment process by selecting an option of cash, debit, or credit. If the latter two options are chosen, a third party system will be used to complete the payment. After payment is successful, the cashier can end the session and print out the unit price, quantity, and total price to a printed receipt.
UC-4: Cancelling Products	At any time during the session, the cashier will be able to select a product cancel option on the keyboard and remove a product from the session by either scanning the product to be cancelled or by entering the barcode on the keyboard.
UC-5: Register Requirements	The register must be able to change hardware platforms in the future aswell contain a local database of products.