CvSU Vision

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CvSU Mission

Cavite State University shall provide excellent, equitable and relevant educational opportunities in the arts, sciences and technology through quality instruction and responsive research and development activities.

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DEPARTMENT OF COMPUTER STUDIES

DCIT 23 | Computer Programming 2
Final Project
2nd Semester, A.Y. 2022-2023

RUBRICS FOR BILLING SYSTEM		
CRITERIA	**DESCRIPTION**	**PERCENTAGE**
TECHNICALITY	The GUI POS System analyze the breakdown order properly from large amount to smaller amount.	**25%**
CREATIVITY	The GUI POS System must meet the standard look of the billing system type.	**25%**
EXPLANATION AND DESCRIPTION	GUI POS System must includes the information how to use it and clear functions.	**10%**
READABILITY	The GUI POS System is clear and easy to understood.	**15%**
SEQUENCEE	The GUI POS System is in correct order and will lead to proper sequence of code.	**25%**
TIME MANAGEMENT	The project assigned must submitted on time.	**5%**
TOTAL :		**100%**

Prepared by: Noted By: Approved By:

Angelica Joyce G. Tomas   **Rosalina R. Lacuesta**   **Jose Lerio V. Batula,MIT**
Instructor 1   IT Program Head   Department Chairperson

DEPARTMENT OF COMPUTER STUDIES

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Group # :
Leader :   Tecson, Marco Antonio B.
Members : Abreu, Xyrill John F.
                   Balatayo, Brielle Edrian A.
                   Basay, Jeannen K.
                   Cawaling, Samantha
                   Gonzales, Michael Rhoi L.
                   Fajardo, Julia Ann
                   Lopez, Dhenize Krista Faith C.
Course: BSIT
Section :   1D
Title :   Dreamy D' Lite
Description :

Dreamy D' Lite is a hypothetical independent ice cream shop and POS system made by our group. The concept was formed as we came up with a galaxy-themed ice cream shop with it's flavors and size names are astrologically termed. This Point of Sales System aims to expand the use Python to the extent with the use of Tkinter.

Though it is impractical to utilize Tkinter for GUI making when there are tons of tools that are widely and generally used for GUI making that are more advanced, our group still offered to utilize its functionality to some extent. It proves that in the span of only one month, our group managed to provide a working POS billing system viable enough to be used in actual sales.

Features :
Login Window:
● **Messagebox Alerts -** it notifies the user about the wrong input of username and password, and if an entry is blank.
● **Show and Hide Password** - this feature allows the user to check his/her password input since it is automatically hidden as you run the program.

Sign Up Window:
● **Confirm Password** - it ensures that the password input of the user matches one another for security purposes.
● **Messagebox Alerts -** it notifies the user about the wrong input of password and confirm password, and if an entry is blank.

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- **Show and Hide Password** - this feature allows the user to check his/her password input since it is automatically hidden as you run the program.
- **Submit Button** - saves the username and password input of the user. The next time that the user logged in, he/she may input his/her signed in account.

Main/Transaction Window:
- **Back Button** - it allows the user to undo his/her order.
- **Calculator Frame -** inside this frame, it allows the user to enter numbers and period to the Transaction Entry.
- **Change Label** - it automatically displays the change once the user clicks Enter in the calculator widget. This entry cannot be modified as it was disabled for input.
- **Character Input Limitation and Restriction** - this feature prevents user from entering unnecessary characters such as special characters and numbers in Customer Name Entry, and it only allows 30 characters input. The Quantity Entry restricts letters and special characters as it only allows numbers and 6 character input. Same as Payment Entry as it only allows number and dot/period input, and is limited to 9 digits only.
- **Color Randomizer** - this is to identify that the randomizer is already choosing an item randomly.
- **Disabling Widgets** - when the transaction is done, widgets such as radiobuttons, dropdown lists, buttons such as undo and submit will automatically be disabled.
- **Disabling Entries (Quantity and Payment Entries)** - it prevents the user from modifying entries.
- **Illustration -** each flavors, addons, and random items to provide visual presentation so that the user can easily identify the appearance of the item.
- **Item Randomizer** - in every total purchase of more than Php 300, the user will receive a free random item from any of the following: Plushie, Keychain, T-Shirt, Jacket, and Onion. The chosen item will light up into green.
- **Labels** - each labels are used in different ways aside from texts such as displaying the picture of the appearance in Item Randomizer Prize Display located beside the randomizer.
- **List Box** - this is the table presented on the transaction frame as it is used to display the chosen items. The selected product will automatically appear once the radio button of the items are clicked.
- **Messagebox Alerts -** messagebox alerts will appear when the following is triggered:

<table>
<tr><td>

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</td><td>

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</td><td>

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</td></tr>
</table>

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1. Blank Customer Name Entry.
2. No Chosen Flavors.
3. No Chosen Addons.
4. No Chosen Size.
5. No Quantity or 0 quantity input.
6. Payment is less than the total purchase or 0 input.
7. When Submit Button is clicked.
8. When Back Button is clicked.
9. When Void Button is clicked.

- **Option Menu** - this widget provides a drop down menu for the desired size of the user's chosen flavor.
- **Picture Pillow -** used at the Dreamy D' Lite logo button located at the upper left of the screen, and for the pictures over the other widgets such as Labels (Item Randomizer). It is used to layer the picture on top of the widget.
- **Print Button** - it prints and shows the PDF file of the receipt.
- **Radio Buttons** - it allows user to select only one option in Flavors and Add ons.
- **Receipt Button** - when the transaction is done, the receipt button will be clickable as it will display the receipt frame containing the user's order/s.
- **Reward Label** - the reward will automatically display in text once the randomizer finally chose an item.
- **Submit Button** - as you click this button, a messagebox will show to confirm your order. If yes then the system will ask if the user wants another set of order and if the user declines, the items and the total will automatically show. If yes, it will loop for another set of order. This will continue unless the user declines or chooses no.
- **Transaction Button** - it displays the transaction frame with the list of purchased items.
- **Total Label** - it automatically displays the total amount once the user clicks Submit and confirms transaction in the messagebox.
- **Void Button** - it clears and resets the main POS system as it will once again enable the deactivated widgets.

Receipt Window:

- **Receipt in PDF File** - once the print button was clicked from the receipt frame, the PDF file will automatically appear and be saved in the folder where the program is.

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Criterion	Description	Weight	Score			
Group scoring						
Efficiency and Performance	The code is very efficient, system meets or exceeds all performance requirements	40%				
Displays Output Correctly	The program displays results very clearly and intuitively, and meets all display specifications	20%				
Readability and Reusability	The code is well organized and very easy to understand, could be reused as a whole and each routine could be reused	20%				
Error Handling	The program checks for all error conditions and handles them appropriately	10%				
Uniqueness	The whole system program is unique, does not look like others.	10%				
Individual scoring						
Presentation and Deliberation	Discussion of the entire program/system.	100%	P1	P2	P3	P4
Question and Answer	Discuss certain portion of the program.	100%	P4	P5	P6	P7
		TOTAL SCORE:				

Rated by: **Date:**

_____   _____
Angelica Joyce G. Tomas
Instructor 1

Hello 1st Year,

The end is near to come so please bear with me until the end.

Here's the Date and Time per section for Computer Programming 2 Final Project Presentation.

List of the following:

- **BSIT 1A** - 8AM - 11AM **(JULY 7, 2023)**
- **BSIT 1B** - 12NN - 4PM **(JULY 3, 2023)**
- **BSIT 1C** - 1PM - 5PM **(JULY 7, 2023)**
- **BSIT 1D** - 8AM - 11 AM **(JULY 8, 2023)**

GUIDLINES:

- WEAR SMART CASUAL / FORMAL ATTAIRE.
- WEAR NAME TAG WHILE YOUR PRESENTING
- MINUS POINTS IF YOU ARE LATE. (5 POINTS DEDACTION PER MINUTE)
- DON'T JUST READ WHAT'S ON YOUR OUTPUT PRESENTATION(I CAN SEE IT TOO, SO BETTER IF YOU JUST EXPLAIN IT BECAUSE THAT'S WHAT I WANT TO HEAR.)
- THE PANELIST WILL BE THE ONE CHOOSE WHO WILL BE THE PRESENTORS AND WHO WILL ANSWER THE QUESTION REGARDING THE SYSTEM.

DON'T FORGET THIS AFTER THE PROJECT PRESENTATION:

1. PUT THE COPY OF YOUR SYSTEM ON A CD/FLASH DRIVE.
2. SOFTBIND THE ENTIRE CODE AND TAKE A SCREEN SHOT OF YOUR SYSTEM OUTPUT. THE COLOR OF YOUR SOFTBIND WILL BE THE ASSIGNED COLOR OF YOUR SECTION. (the format of the hard copy will send after your section/s presentation.)
3. LASTLY, YOUR COMPLETE LECTURE NOTEBOOK FOR LECTURE PROJECT.

DEADLINE: JULY 11, 2023