

Checkout System

Business Case

This project is to build a checkout system for a shop which only sells apples and oranges. A secondary case is to showcase the authors credentials as an architect.

End Goal

To have a library that can be slotted into a fully implemented checkout system. Secondary goal is to convince the client that the author is fully competent.

Benefits

Having a working checkout system is of benefit to the client as it allows the business to be paid. Secondary benefit is that the client can evaluate the author.

Assumptions

The fruit is fixed in price, apples are 60p and oranges are 25p.

Technologies

Language

Selected language is Java. C# would be a reasonable alternative. Java has been selected as it has been specified by the client. Java 12 is the latest version and as this is a new product is the best choice.

IDEA

Selected IDEA is IntelliJ. Other alternatives are Eclipse and NetBeans. IntelliJ has been selected as it is the most familiar interface and the timescale is limiting. The version selected is Community 2018.3 as this is the latest version, see language.

SOLID

The code should be produced using SOLID principles. However due to the simplicity of the solution this will only be partially successful so the intention is to allow the code to fit into a SOLID solution.