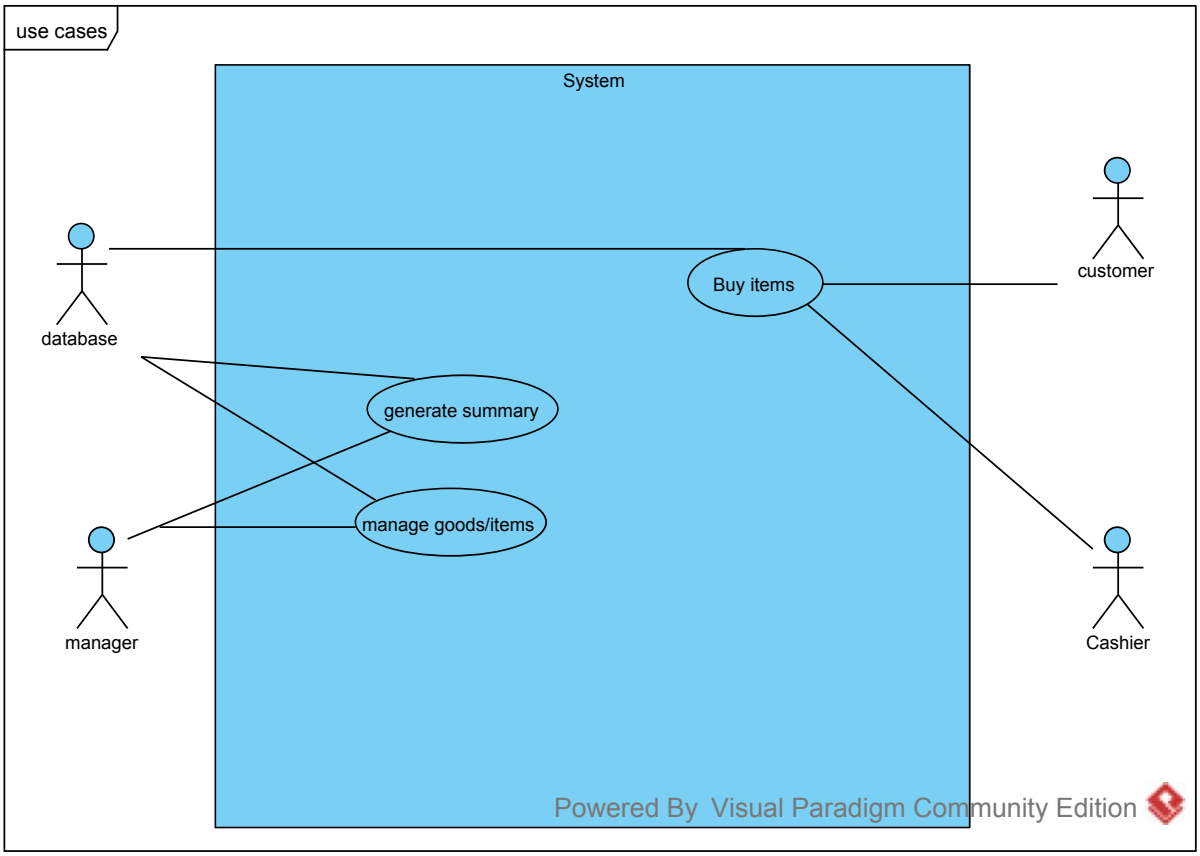
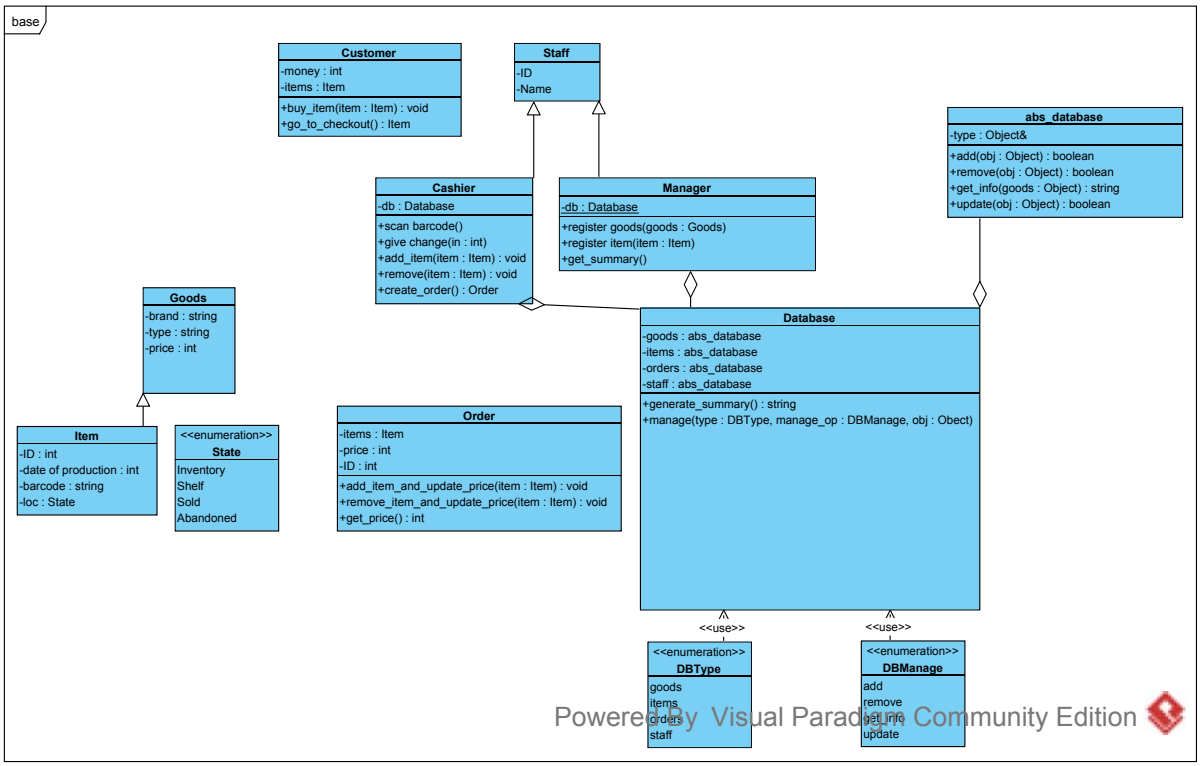


Mainly this system focuses on the trade between customer and the market.



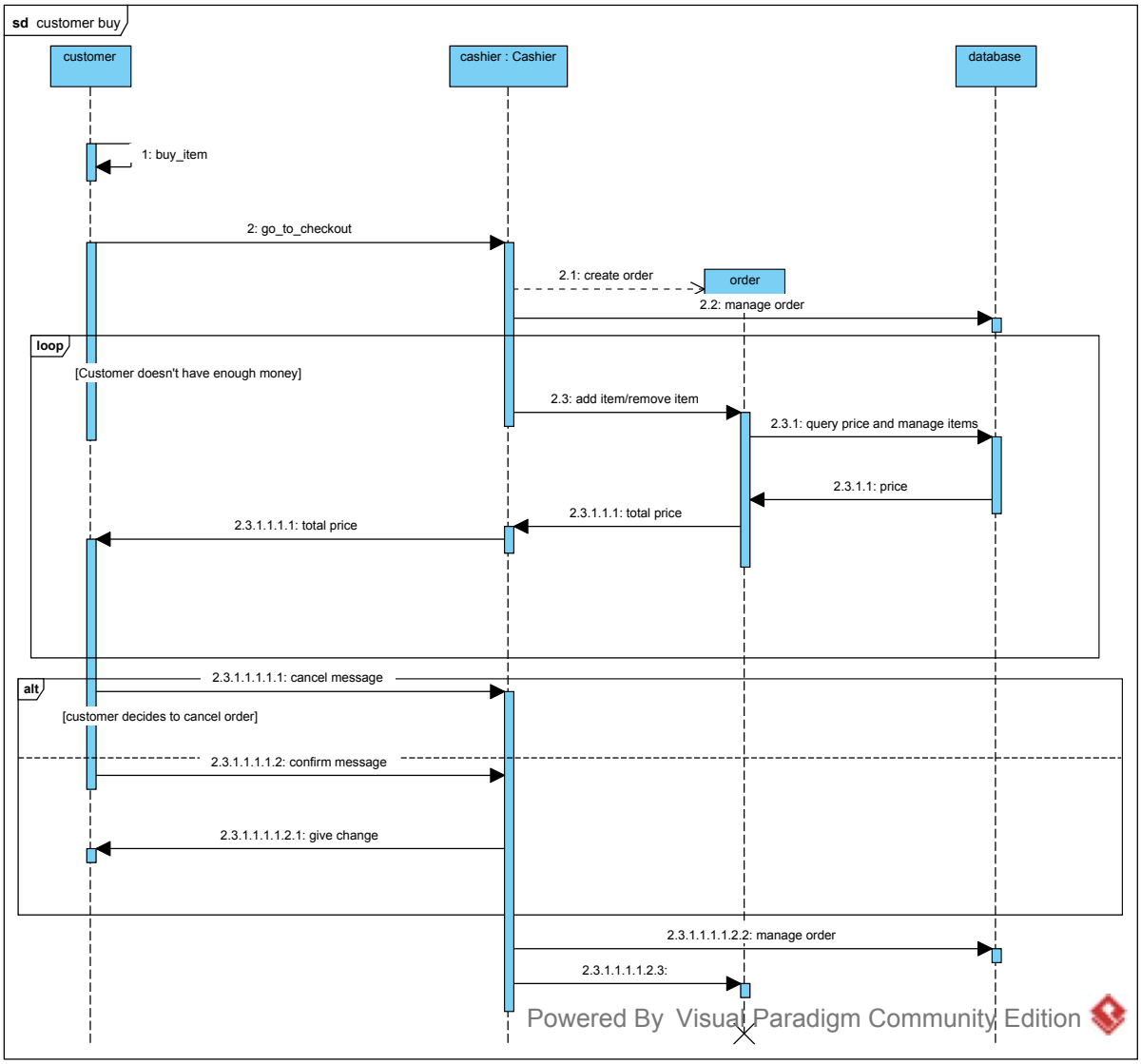
Goods: a type of commodity. Only what type (eg, shampoo) and what brand (eg. H&S). Of course there are other sub-type produced by H&S. For simplicity we ignore this.

Item: one instance of Goods. This is registered in the market's database and we want to track it, such as where it is now(in the inventory or on the shelf), the production date etc. We don't want to sell goods after their expiry date.

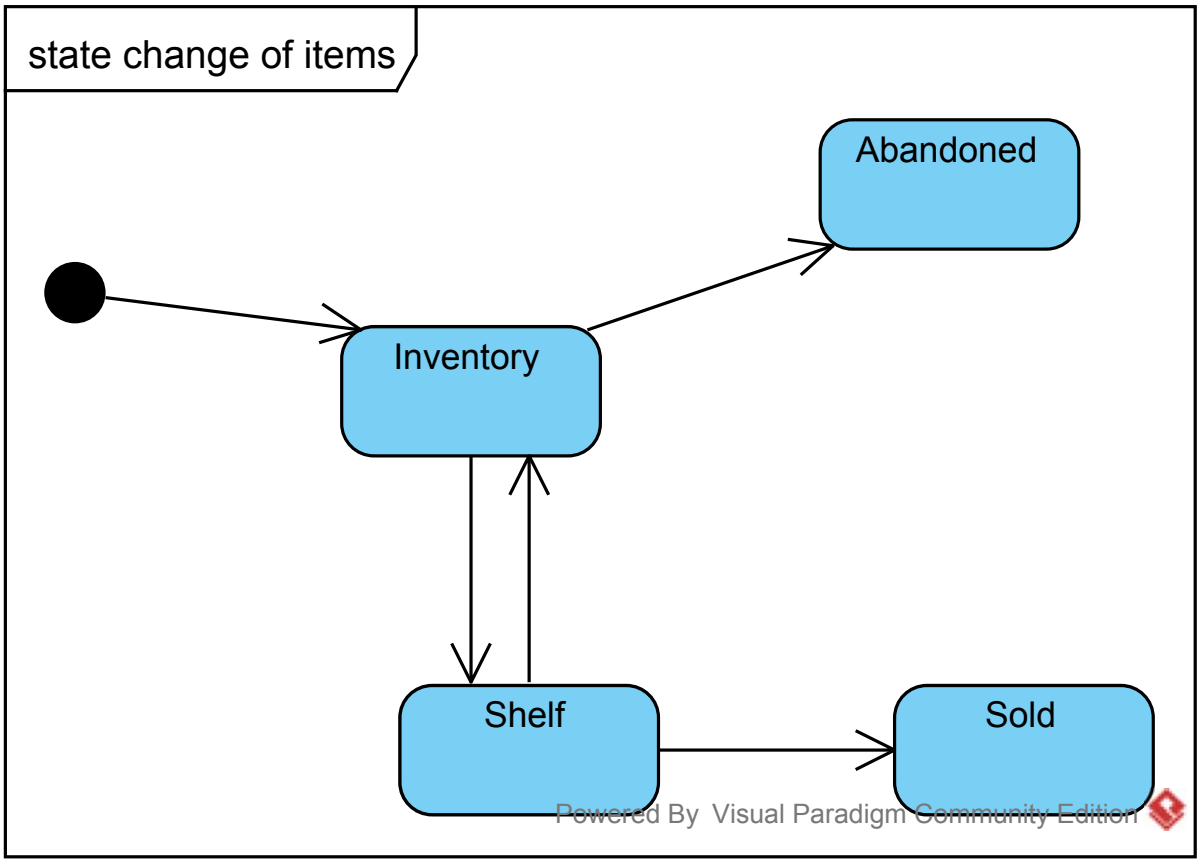
Database: Since our database manages four kinds of things, we adopt an abstact database which serves as a prototype.

Order: When a customer goes to the counter, an order is created.

Cashier: When dealing with an order, a cashier can have access to the database to manage order as well as item through the order object.



1. customer shows the items he wants to buy
2. cashier may scan the barcode of the items
3. the program shows the total cost for this customer
4. if the customer does not have enough money, he may withdraw some of them and pay for the rest
5. the customer confirm or cancel the order



An item has first to be imported by the manager, so it is initially in the inventory.
If we want to sell an item, it must be first put on the shelf.
If an item is expired, we abandon it.