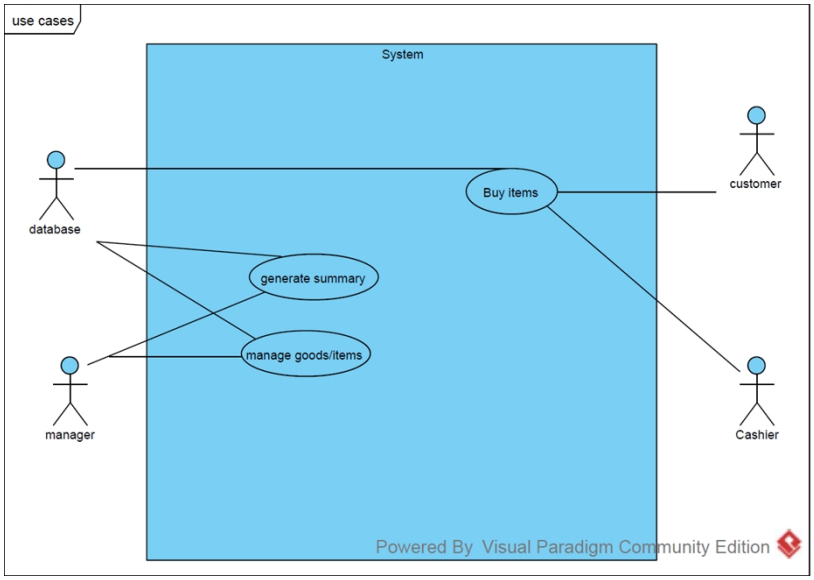
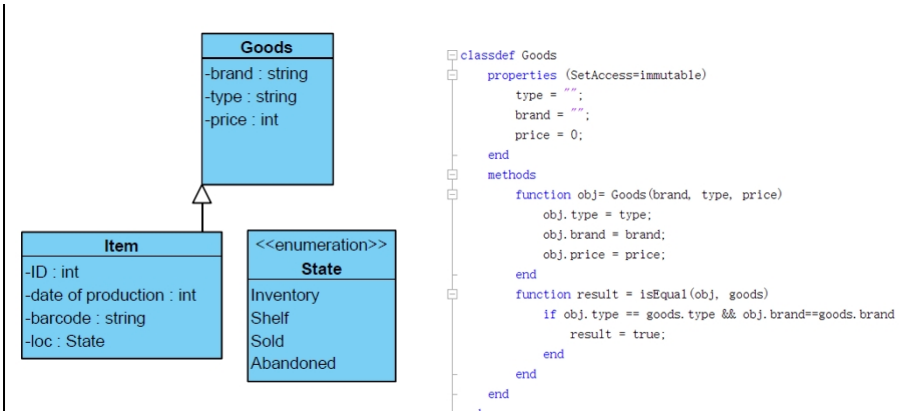
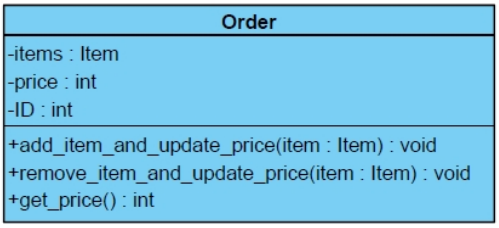


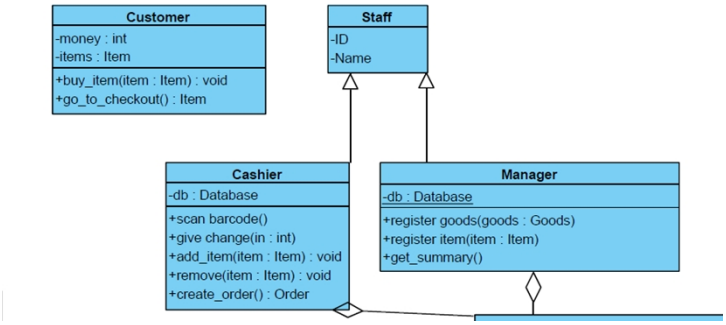
These three System function are implemented successfully. Customer could buy items while database and cashier system dealing with the data of the items. And customer and cashier could generate summary after buying the items. Also, there are some interface for manager to register items.



These two class are specified in src\Goods.m and src\Item.m

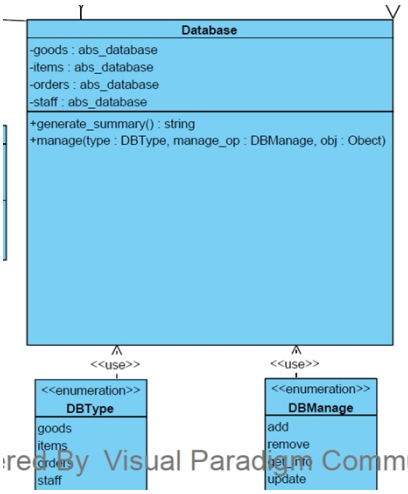


Specified in srd\Order.m



Cashier and Manager are implemented in src\Cashier.m and src\Manager.m

```
function obj = create_order(obj)
    obj.order_count = obj.order_count + 1;
    obj.order = Order(obj.order_count);
end
function obj = addItem(obj, item)
    % call the function in Order
    obj.order.add_item_and_update_price(item);
    return;
end
function obj = removeItem(obj, item)
    % call the function in Order
    obj.order.remove_item_and_update_price(item);
    return;
end
function obj = writeOrderBackToDatabase(obj)
    obj.db.writeOrder(obj.order);
    % TODO: save data
    return;
```




```
classdef Database
    properties
        db_goods;
        db_goods_count;
        db_items;
        db_orders;
        db_orders_count;
        db_staff;
    end
    methods
        function obj= Database()
            if ~exist('data','dir')
                mkdir('data')
            end
            if exist('data/cashier_db.mat','file')
                load 'data/cashier_db.mat' obj
            else
                % init
```


In src\Database.m. The *count properties are needed for container.

```
        %save 'data/cashier_db.mat' obj
    end
    function writeData(obj)
        save 'data/cashier_db.mat' obj;
    end
    function addGoods(obj,brand, type, price)
        obj.db_goods_count = obj.db_goods_count + 1;
        obj.db_goods(obj.db_goods_count) = Goods(brand, type, price);
    end
    function removeGoods(obj,brand, type, price)
        % TODO
        obj.db_goods_count = obj.db_goods_count + 1;
        obj.db_goods(obj.db_goods_count) = Goods(brand, type, price);
    end
    function get_infoGoods(obj)
        % TODO
```

There are some other function for Database class to write data, which may be used by other class such as Manager or Cashier to operation on database of goods and item.

S1. Customer UI implementation

Customer could buy items through this UI interface. More details are in User Manual.

S1.1: Buy Goods

S1.1.1: Select Goods items

1. Type menus are clicked.
2. Click Goods button in the left to see the detail information of the goods.
3. Click plus button for goods you want, click minus button for goods you do not want to buy.

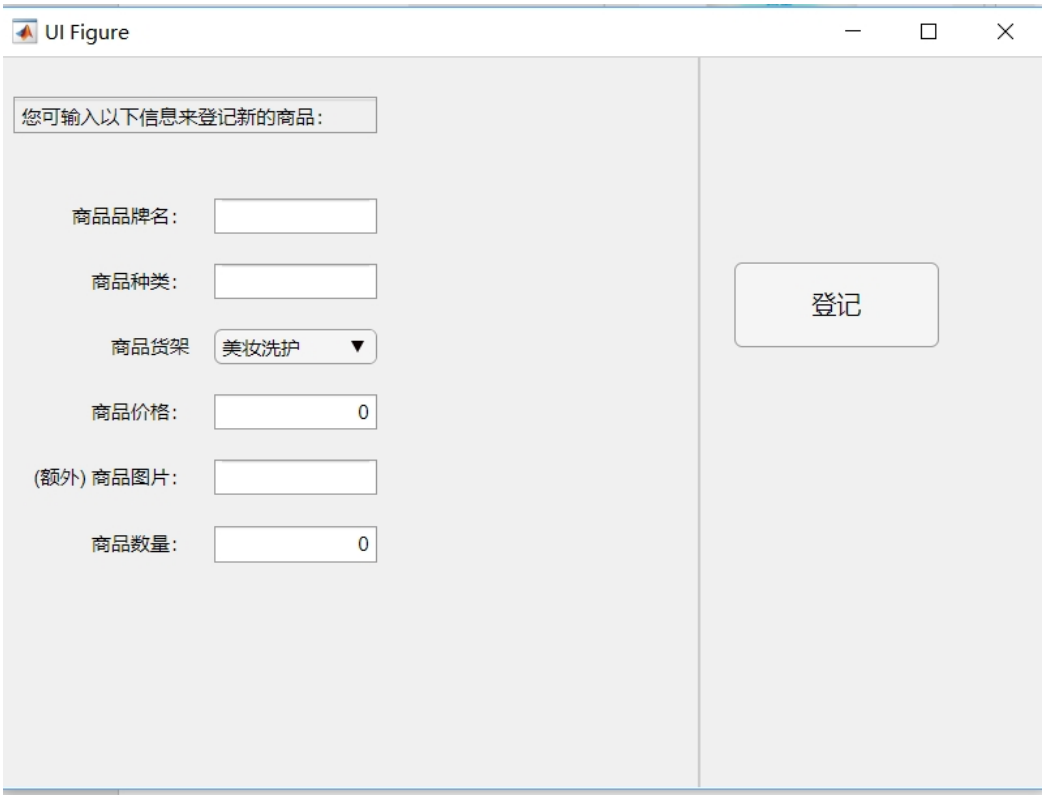
S1.1.2: Pay price

1. Click pay button in the right panel.

S1.1.3: Print purchase receipt

1. Click Pay successfully message button in the middle panel.
2. Click print receipt button on the top of the middle panel.

Manager UI is ready



S2. Manager UI implementation

S2.1.1: Register Goods

S2.1.1.1: input information of goods

1. Input goods name
2. Input goods type.
3. Input the remain goods information.

S2.1.1.2: check validation of information

1. Check the validation of the information you have input, or you will receive error message.

S2.1.1.3: register

1. Click register button.