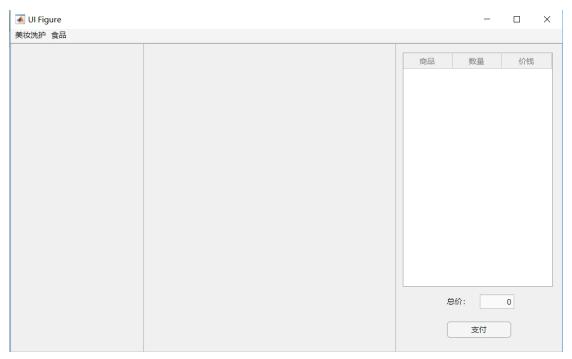
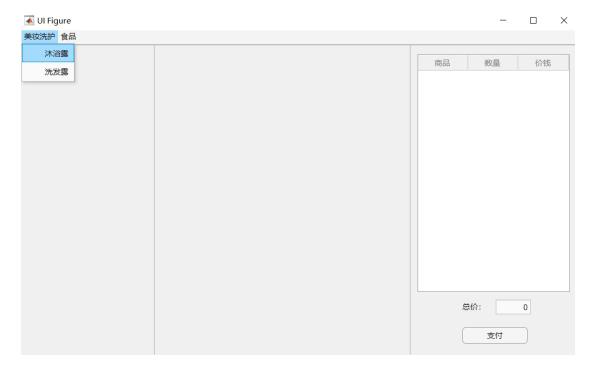
Cashier Manual

Firstly, open project folder in Matlab and open main.m file. Then run the program.

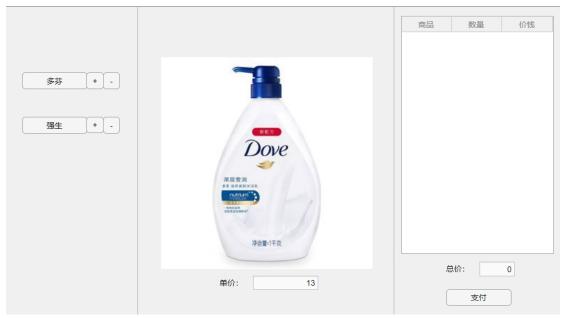


The initial running Customer UI figure is on the above. On the top of bar is goods menu (It's simple in iteration 0 and it will be expanded for later iterations.) for customer to choose. Also, you could see an order table in the right panel, which is convenient for customer to see what they have select. However, there's no such order UI in fact, it's just an platform for user to use.

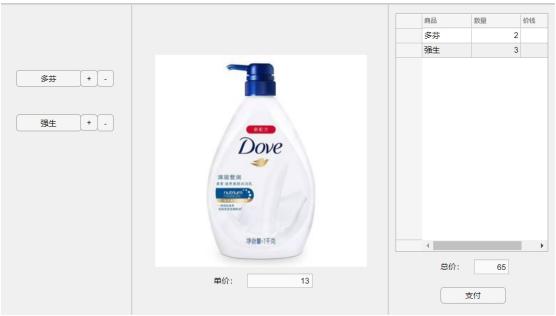




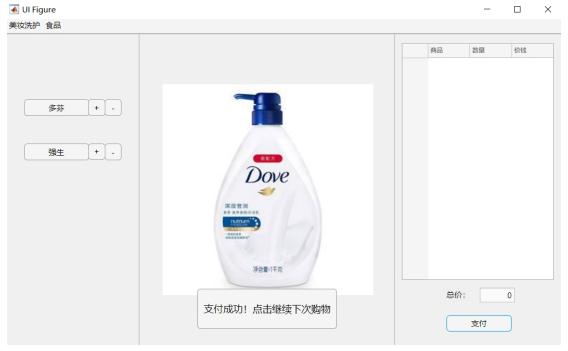
After selecting "美妆洗护" in the top menu, there are variance of goods of this type. And then we choose "沐浴露" and click the button, we could see there are some goods' name buttons, some "+" and "-" buttons showed in the left panel.



The user could push the goods' name button such as "多芬", then the picture and price of goods will showed in the central panel.



What's more, you could click "+" button to select the goods you want. Similarly, you can click "-" button to cancel your selection. The order information will show in the order table of right panel.



Finally, "支付" button is offered for user to finish this shopping and you can take another shopping after clicking the button in the central button.

After pay the price successfully, there will be a button named "打印凭条" on the top of the middle panel. you could click this button to print your purchase voucher.



ManagerUI, which is an interface used for manager to register the goods of their store. It's not complex and the only thing you have to do is filling the valid information about the goods, or you will receive some warning information. Then clicking "登记" button on the right panel. The Goods will be shown in the CustomerUI.



