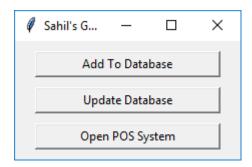
Startup Window

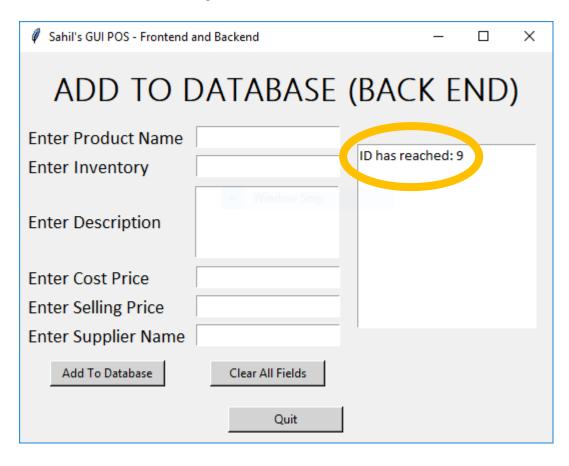


Startup Window

Startup window displays three buttons to navigate to specific sub-programs, namely:

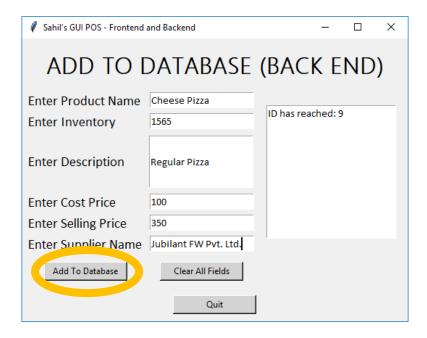
- 1. Program 1 Add to Database
- 2. Program 2 Update Database
- 3. Program 3 Open POS System

Program 1- Add to Database

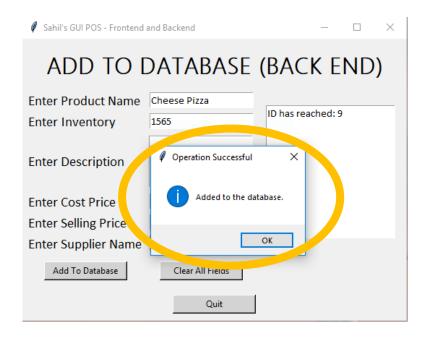


This sub-program adds inserted values into MySQL Database 'store' table 'inventory' by fetching (get()) required values from entries.

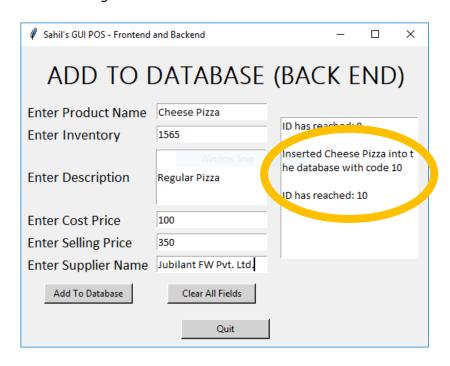
*Highlighted ID value reflects the last Primary Key (ID) from the 'inventory' table.



Values can be inserted in the following way.

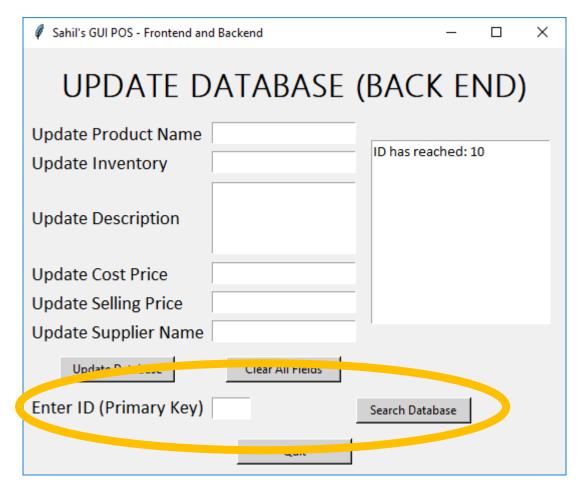


*Highlighted: tkinter.messagebox - UI Element

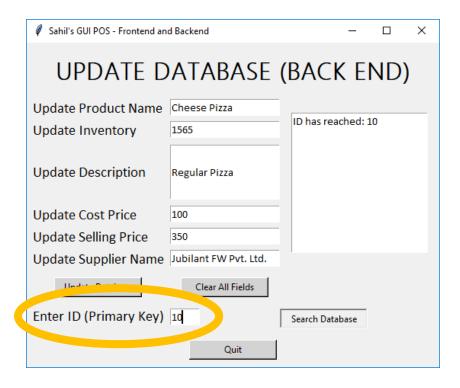


*Highlighted: Informing user that ID in 'inventory' table has reached value 10 and that product has been successfully inserted into the database.

Program 2- Update Database



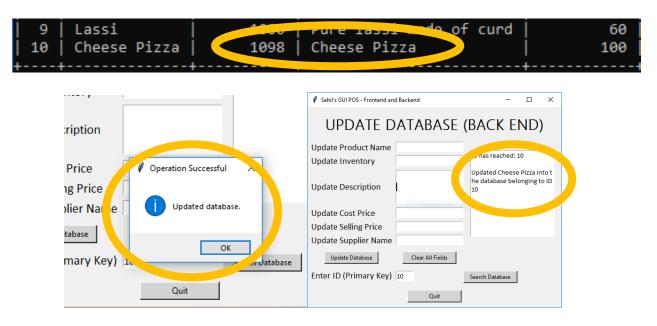
This sub-program fetches values from MySQL database *store.inventory* and displays them in the given entries to be updated.



Database searched for Primary Key '10' (as was added using Program 1) and values were reflected correctly as shown.

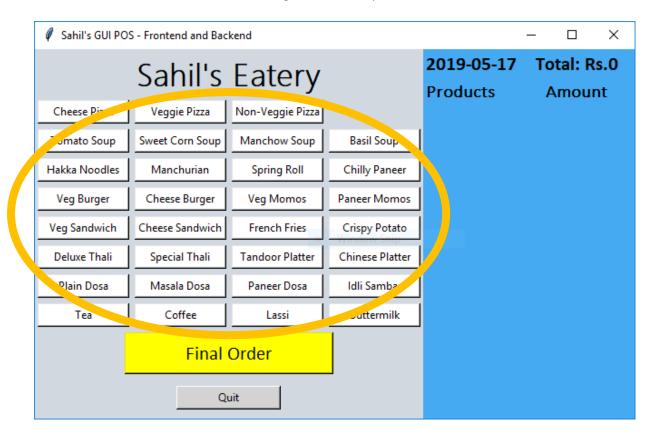


Here description for 'Cheese Pizza' was changed from 'Regular Pizza' to 'Cheese Pizza', and stock quantities were updated, as is reflected in the MySQL Query.



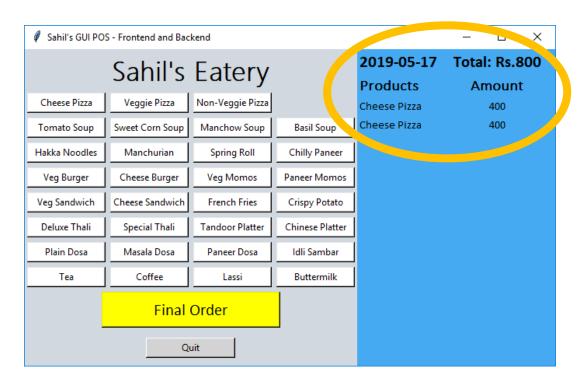
*Highlighted: tkinter.messagebox - UI Element & Textbox updated for UI

Program 3- POS System

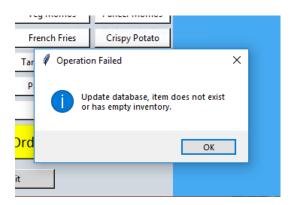


^{*}Highlighted: Order buttons for ease of use and speed

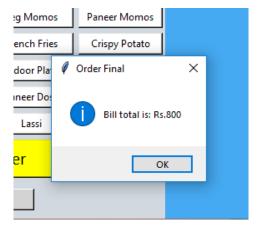
This sub-program is the main feature, it creates invoices, calculates change, updates the 'transactions' database, updates inventory from 'inventory' table and creates a text invoice.



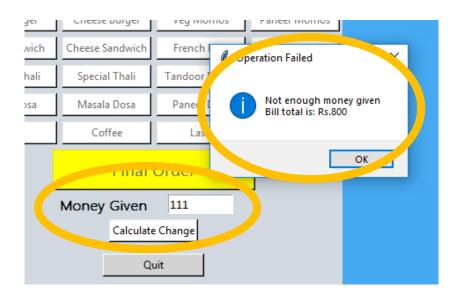
*Highlighted: Added items shown in right frame along with total order amount



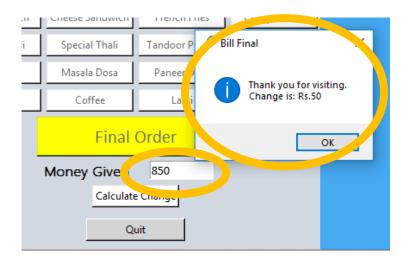
If order button pressed and item does not exist, or has zero stocks, message is displayed.



Final Order button pressed, tkinter.messagebox displayed and order buttons are DISABLED



*Highlighted: As *Final Order* pressed, all order buttons disable and fade, dynamically showing change calculator, if money given lower than order, *tkinter.messagebox* displayed saying money not enough.



*Highlighted: Given amount more than or equal to Total Bill, *tkinter.messagebox* displays change requires, order is now final.



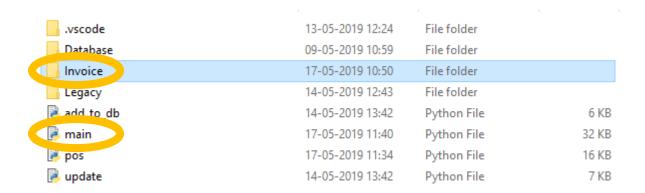
*Highlighted: Changes reflected in table 'store.inventory'

Inventory and Transaction tables are as follows:

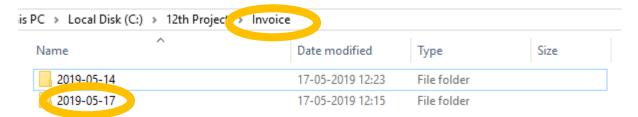
Transactions table also shows time and date of item purchase.

Inventory table updates real profits as all items may not be sold and compares them to assumed profits (if all items were sold)

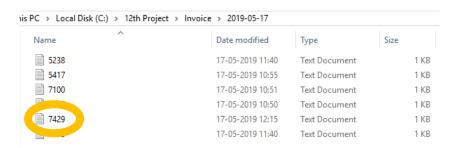
mysql> select * from transactions;	* from	transaction	5;		
id Produ	Product_Name	Amount	Date		
1 Fries 2 Fries		200	2019-05-14 2019-05-14	00:00:00 00:00:00	: 66
219 Cheese	e Pizza		2019-05-17		:06
220 Cheese	e Pizza	400	2019-05-17	12:05:06	:06
221 Cheese	e Pizza	400	919-05-17 12:05:06	12:05	198:
5 rows in set (0.00 sec)	(0.00 5	ec)			
<pre>mysql> select * from inventory;</pre>	inventory;		-		
id Name	Inventory	Description	Cost	Cost_Price s	Selling_Price
1 Fries 2 Ketchup	332 850	BESTTT Fries Tomato Ketchup		75 0	200 1
9 Lassi 10 Cheese Pizza	1000 1098	Pure lassi made of curd Cheese Pizza	of curd	60 100	175 400
4 rows in set (0.00 sec)	sec)		+		



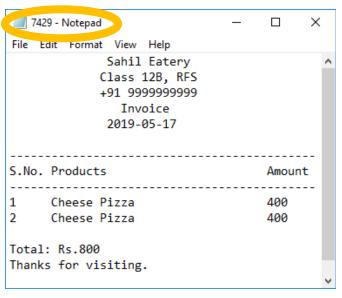
For program *main.py* dynamically invoices are stored in folder at same location *Invoice* using concepts of file creation.



Invoices in Invoice folder are saved according to date.



A random number (random.randrange(5000, 10000)) used to generate random invoices.



Here is the invoice generated for the sample example used in this output.

Amount and S.No. panels will not shift to

Note that even if item name is long, the

the right or left if the name is small.

((self.name + ' ')[:14] used which prevents this)