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Lab - 06

<u>Develop Use Case Textual Description for "Process Sale" and "Handle</u> Return" use cases.

Process Sale

Primary Actor: Cashier

Precondition: The cashier is logged into the POS system.

Main Success Scenario:

- 1. The cashier scans the barcodes of the items the customer intends to purchase.
- 2. The POS system retrieves item details (name, price) from the Catalog System.
- 3. The system calculates the total cost for all items.
- 4. The customer chooses a payment method:
 - Cash: The cashier enters the received amount, and the system calculates the change due.
 - **Credit Card**: The customer's card is swiped, and payment is processed.
- 5. Upon successful payment, the Inventory System updates the stock levels of the sold items.
- 6. A receipt is printed for the customer.

Postcondition: The sale is completed, and the inventory records are updated accordingly.

Extensions:

- **Gift Coupon**: If a gift coupon is presented, the system reduces the total by the coupon's value.
- **Payment Failure**: If the payment fails (e.g., credit card is declined), the system prompts the cashier to retry or choose a different payment method.

Handle Return

Primary Actor: Cashier

Precondition: The cashier is logged into the POS system, and the customer provides the receipt for the return.

Main Success Scenario:

- 1. The cashier scans the item the customer wishes to return.
- 2. The system verifies the original purchase by accessing the receipt details in the database.
- 3. The system checks if the item meets the return policy criteria.
- 4. The system calculates the refund amount:
 - Cash Purchase: The refund is processed in cash.
 - o Credit Card Purchase: The refund is issued to the original credit card.
- 5. The Inventory System adjusts stock levels to reflect the returned item.
- 6. A return receipt is printed for the customer.

Postcondition:

The return is processed successfully, and inventory records are updated.

Extensions:

- Lost/Damaged Receipt: If the receipt is lost or damaged, the system allows the cashier to search by transaction date or ID.
- Ineligible Item: If the item is not eligible for return, the system alerts the cashier.

Identifying Entity, Boundary, and Control Objects

Entity Objects (representing real-world business objects and data):

- Sale
- Item
- Payment
- Customer
- Receipt
- Return
- Gift Coupon

Boundary Objects (serving as the interface between actors and the system):

- Cashier Interface
- Payment Gateway Interface
- Catalog System Interface
- Inventory System Interface

Control Objects (responsible for managing workflows of the use cases):

- SaleController (handles the logic for processing sales)
- ReturnController (manages the return process)
- PaymentController (facilitates various payment methods)

- CouponController (manages the application of coupons)
- StockController (coordinates with the Inventory System)









