



# *Project Scrum*

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# Planning

**Spring Goal:** Learn to work as a team and draw a good conclusion and a good programme but in iteration 2 be able to continue with our programme.

**Members:** Lucas, Víctor, Nizam, Jose David, Sergio.

## **Tasks:**

***User Management*** - Víctor / 2h 30min. / Until you have a good programme to create users

***Product Management*** - Lucas / 2h 30min / Until you have a good program to manage the purchase and view the ticket.

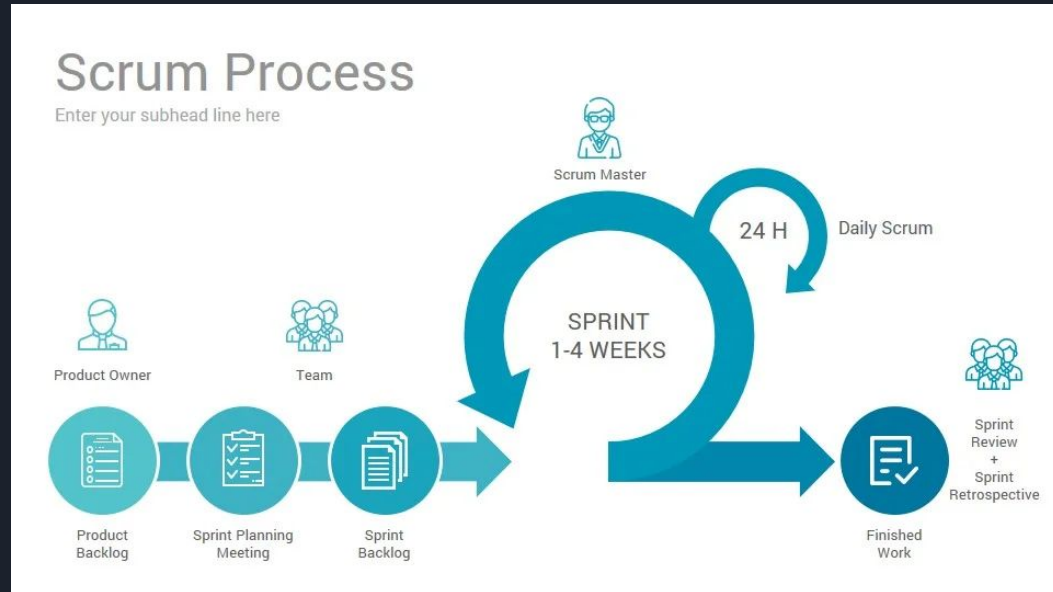
***Code integration*** / Nizam 2h / Until finishing all the code and having helped in the codes

***Documentation and Presentation*** - Jose David and Sergio / 2h 50min / Until finishing the Presentation and documentation of iteration 1.

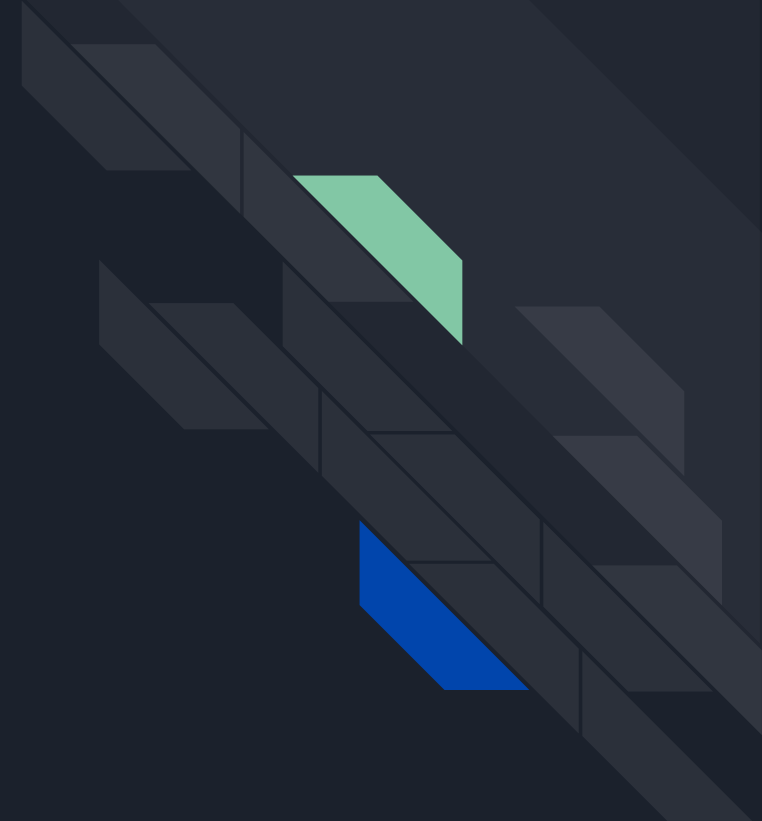
***Planning*** - All / 20 min / Until we all know what we have to do.

# What is Scrum?

Scrum is an agile methodology project management framework that helps teams structure and manage work through a set of values, principles, and practices.



# PROJECT SCRUM:MANAGEMENT OF PURCHASE TICKETS





# Menu

In the menu we have decided which variables we are going to put such as: select an option, create a new user, add product.

Selecciona una opción

1. Crea un nuevo usuario
2. Visualiza los usuarios
3. Añadir producto
4. Mostrar ticket
5. Salir del programa



# Product Management

The program will be in charge of product management, it will help us to manage all the products we have. Below I will show you an image of the program.

```
/usr/lib/jvm/java-8-oracle/bin/java ...
```

```
Menú:
```

1. Añadir producto
2. Mostrar ticket
3. Salir



# Product Management

The program will be in charge of product management, it will help us to manage all the products we have. Below I will show you an image of the program.

## 1. Add Product

```
/usr/lib/jvm/java-8-oracle/bin/java ...  
  
Menú:  
1. Añadir producto  
2. Mostrar ticket  
3. Salir  
1  
Introduce el nombre del producto: Pa  
Introduce el precio del producto: 2  
Introduce el establecimiento donde se compró: Mercadona  
Producto añadido correctamente.
```





# Product Management

The program will be in charge of product management, it will help us to manage all the products we have. Below I will show you an image of the program.

## 2. Ticket

```
Menú:
1. Añadir producto
2. Mostrar ticket
3. Salir
2

----- TICKET -----
1. Producto: Pa
   Precio: 2.0€
   Establecimiento: Mercadona
-----
2. Producto: Carn
   Precio: 6.0€
   Establecimiento: Aldi
-----

Total de la compra: 8.0€
-----

Menú:
1. Añadir producto
2. Mostrar ticket
3. Salir
1
```



# Product Management

The program will be in charge of product management, it will help us to manage all the products we have. Below I will show you an image of the program.

## 3. Exit

```
Menú:  
1. Añadir producto  
2. Mostrar ticket  
3. Salir  
3  
Saliendo del sistema...  
  
Process finished with exit code 0
```



# User Management

The program will be in charge of user management, it will help us to manage all the users we have. Below I will show you an image of the program.

```
Creación de usuario
```

```
Introduce el nombre de usuario: Jose
```

```
Introduce una contraseña: 123
```

```
Repite la contraseña: 123
```

```
Usuario creado correctamente
```

```
-----  
LISTA DE USUARIOS CREADOS
```

```
Jose
```

```
Teresa
```

```
Isabel
```



# Code Integration

For the integration of the code, what we have done is divide the functions, first we have made a code that serves for the management of users and products, also a menu. Once this is done, we have put together all the codes in a structured and correct way.

```
case 3:
    // Opción para añadir un nuevo producto
    System.out.print("Introduce el nombre del producto: ");
    String product = scanner.next();
    productos.add(product); // Añadimos el nombre del producto al ArrayList

    System.out.print("Introduce el precio del producto: ");
    Double price = scanner.nextDouble();
    precios.add(price); // Añadimos el precio del producto al ArrayList
    scanner.nextLine(); // Limpiar el buffer

    System.out.print("Introduce el establecimiento donde se compró: ");
    String local = scanner.next();
    establecimientos.add(local); // Añadimos el establecimiento al ArrayList

    System.out.println("Producto añadido correctamente.");
    break;
```



# How is the project related to the current?

The project is related to AR because this AR is programming and what we have to do is make a program that serves for user management, product management and making a menu.

Once this is done, we combine all the code together into the final code.

```
public static void create(ArrayList<String> users)
{
    Scanner scanner = new Scanner(System.in);
    System.out.println("_____");
    System.out.println("Creación de usuario");
    System.out.println();
    System.out.print("Introduce el nombre de usuario: ");
    String username = scanner.next();
    System.out.println();
    System.out.print("Introduce una contraseña: ");
    String password = scanner.next();
    System.out.println();
    System.out.print("Repite la contraseña: ");
    String passwordRepeat = scanner.next();
}
```



Future....