

Markit - Market Kit

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Documentation

1. Startup

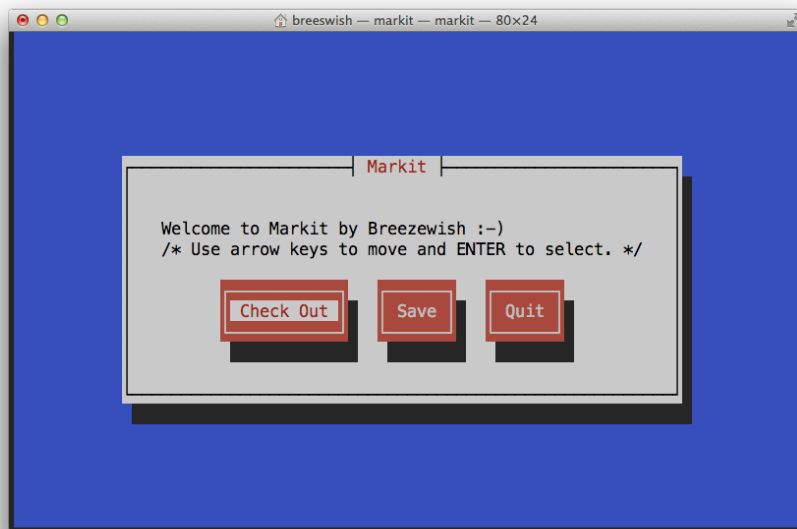


Figure1. Startup screen

Choose 'Check Out' to start a check-out progress, choose 'Save' to save current data to file, or choose 'Quit' to exit the application.

Press [TAB/Left Arrow/Right Arrow] to switch focus between different buttons.

Press [ENTER/SPACE] to push the button and perform actions.

2. Check Out

2.1 Basket Screen

The Basket screen shows all items in the current basket.

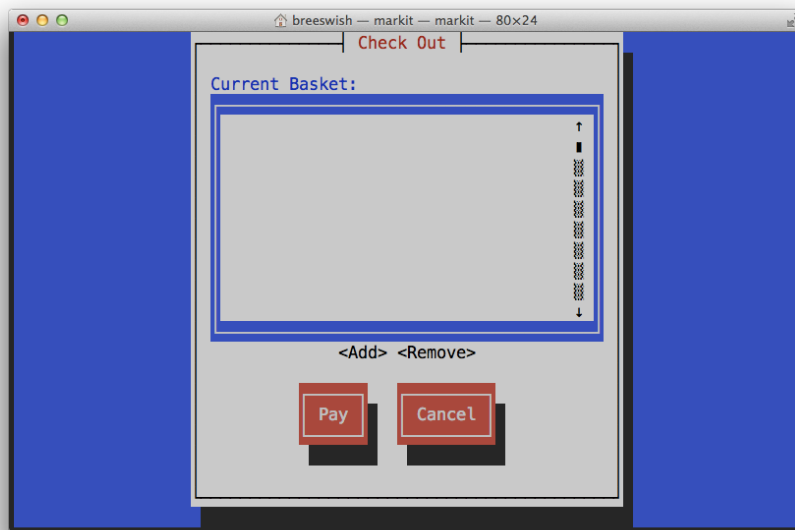
Choose 'Add' to add an item to basket, or choose 'Remove' to remove selected item from basket. If everything is OK, choose 'Pay' to start a payment progress based on the current basket, or choose 'Cancel' to withdraw and return to startup screen.

Press [TAB/Left Arrow/Right Arrow] to switch focus between buttons or listbox.

Press [Up Arrow/Down Arrow] to select item in the listbox.

Press [ENTER/SPACE] to push the button and perform actions.

Figure2. Basket screen



2.2 Add Item Screen

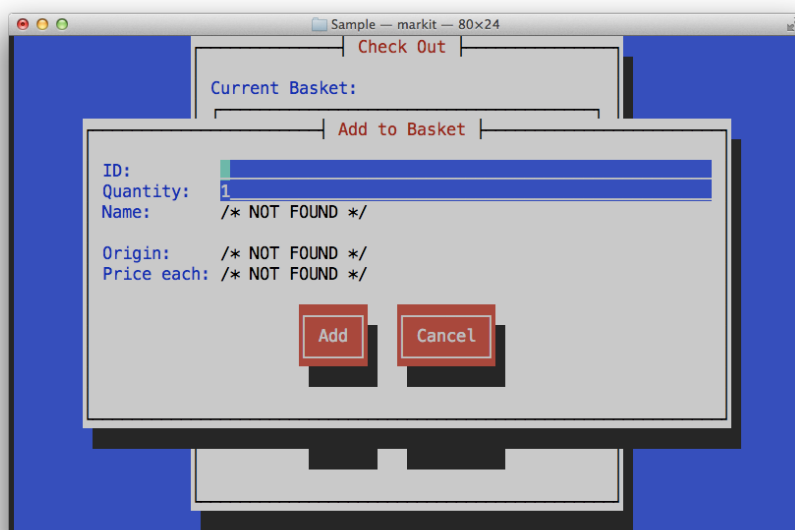


Figure3. Add item screen

User could input the product ID and the quantity in the dialog.
Product information will be automatically resolved after inputing product ID.

Choose 'Add' to add the specific product to the basket, or choose 'Cancel' to cancel it.

Press [TAB/Left Arrow/Right Arrow] to switch focus between buttons or listbox.

Press [ENTER/SPACE] to push the button and perform actions.

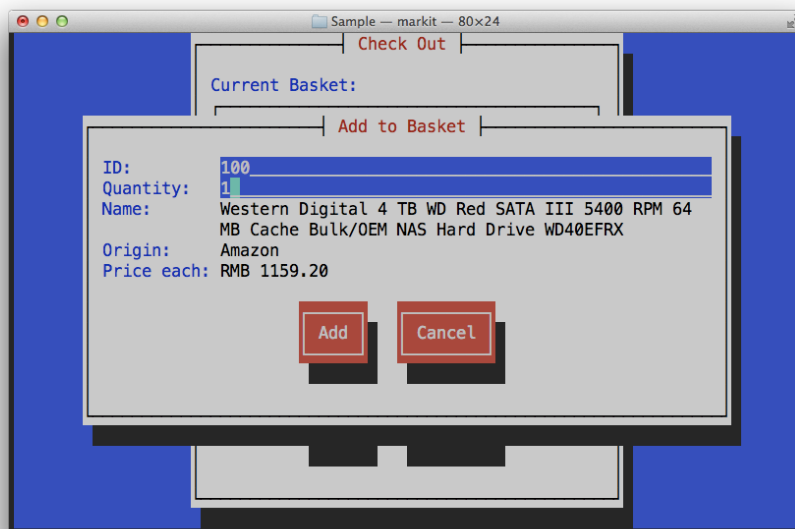


Figure4. Automatically resolve product information after inputing ID

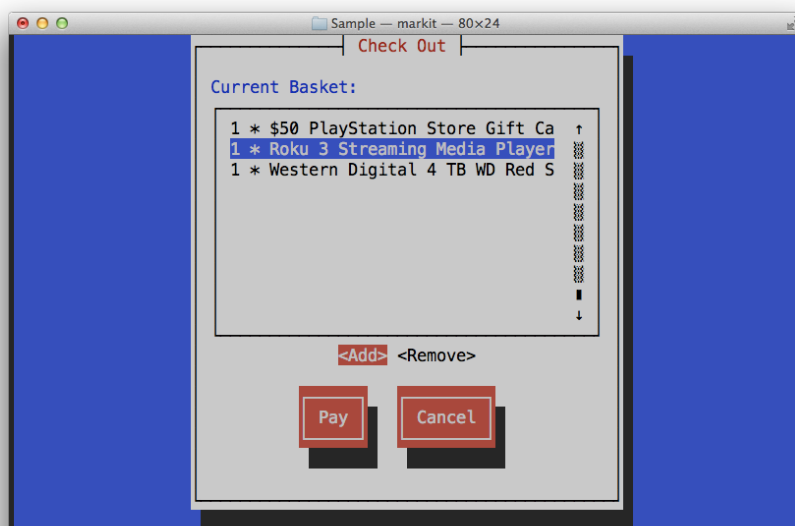


Figure5. A non-empty basket

2.3 Payment

2.3.1 Discount Screen

Before payment, user is allowed to input VIP card ID to get discounts.

Choose 'Use' to confirm using specific VIP card to complete payment, or choose 'Skip' to pay without VIP card discounts.

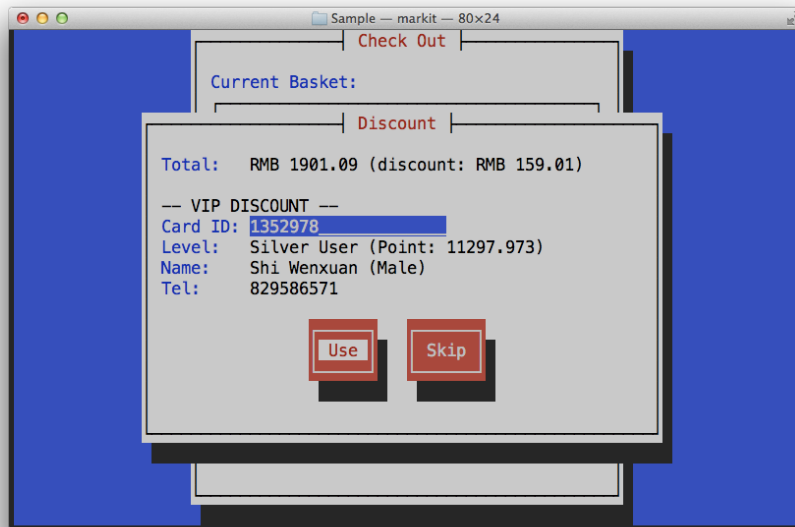


Figure6. Discount screen

2.3.2 Payment Choice Screen

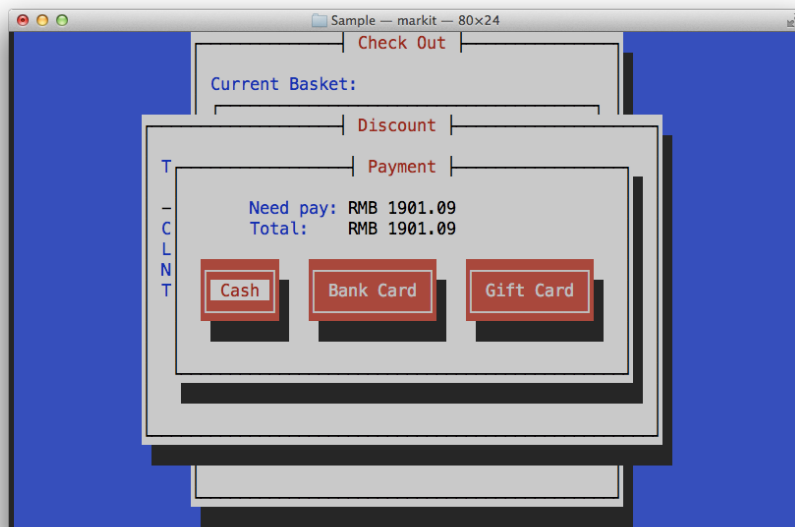


Figure7. Payment choice screen

User could choose 'Cash', 'Bank Card', 'Gift Card' to pay.

Notice: User can use multiple payment methods in the payment progress. If payment is not completed after a single payment action, user will be returned to this screen.

2.3.3 Different Payment Methods

2.3.3.1 Cash Payment Screen

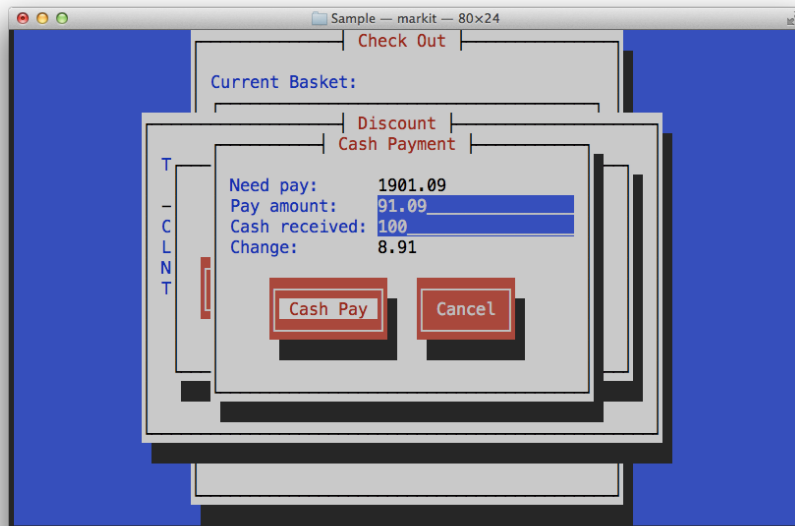


Figure8. Cash payment screen

User could input desired pay amount and received cash amount. The application would calculate changes based on user input.

Choose 'Cash Pay' to pay by cash, or choose 'Cancel' to cancel the progress and return to Payment Choice Screen.

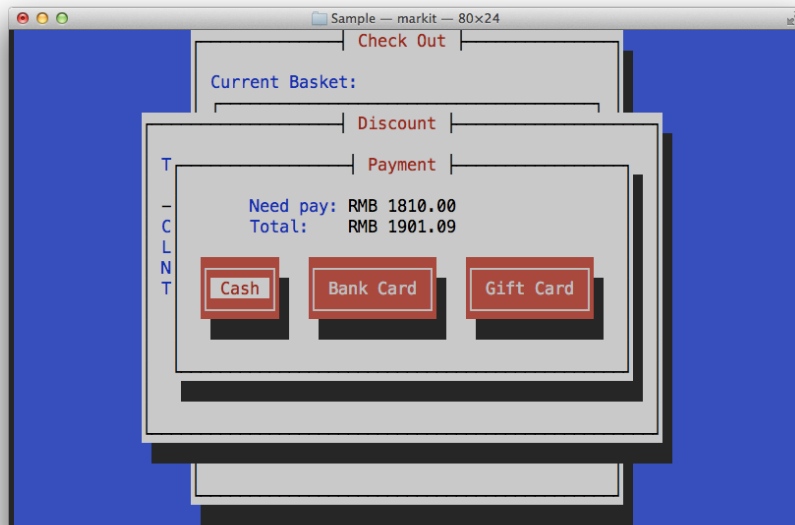


Figure9. Incomplete payment

2.3.3.2 Bank Card Payment Screen

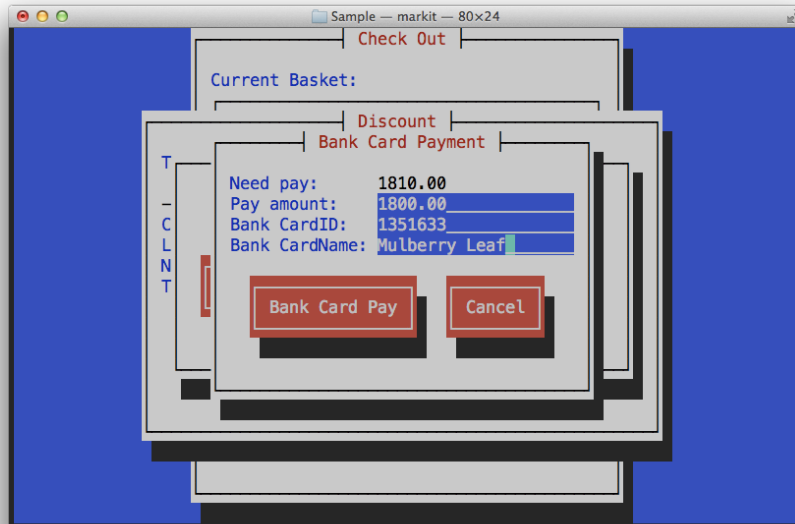


Figure10. Bank card payment screen

User could input desired pay amount, their bank card ID and bank card name.

Choose 'Bank Card Pay' to pay by bank card, or choose 'Cancel' to cancel the progress and return to Payment Choice Screen.

2.3.3.3 Gift Card Payment Screen

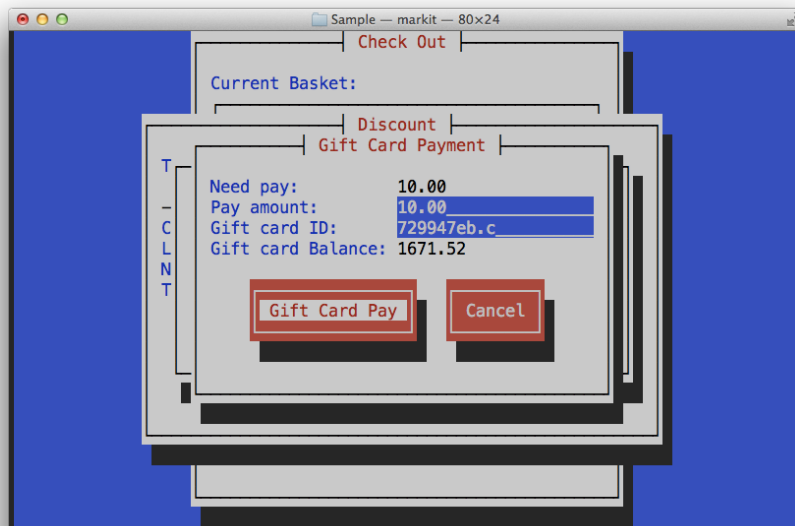


Figure11. Gift card payment screen

User could input desired pay amount and gift card ID. The application would show card balance after inputting. If the balance is insufficient, the progress will fail.

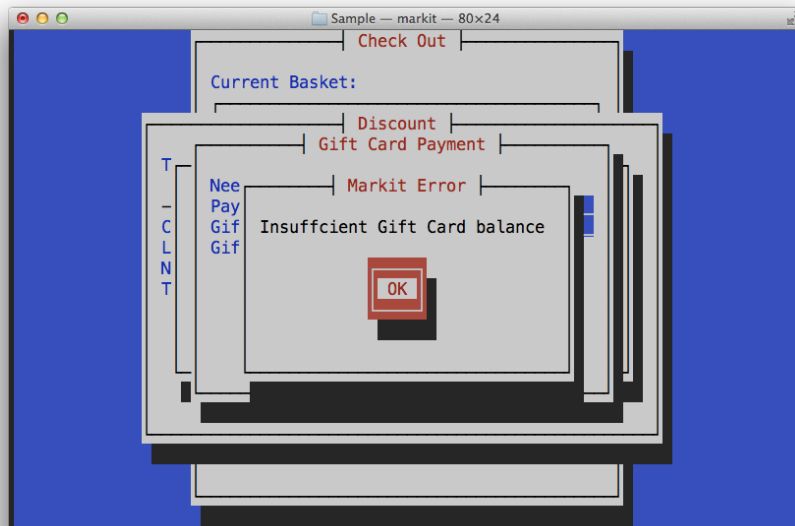


Figure12. Insufficient balance

2.4 Review Screen

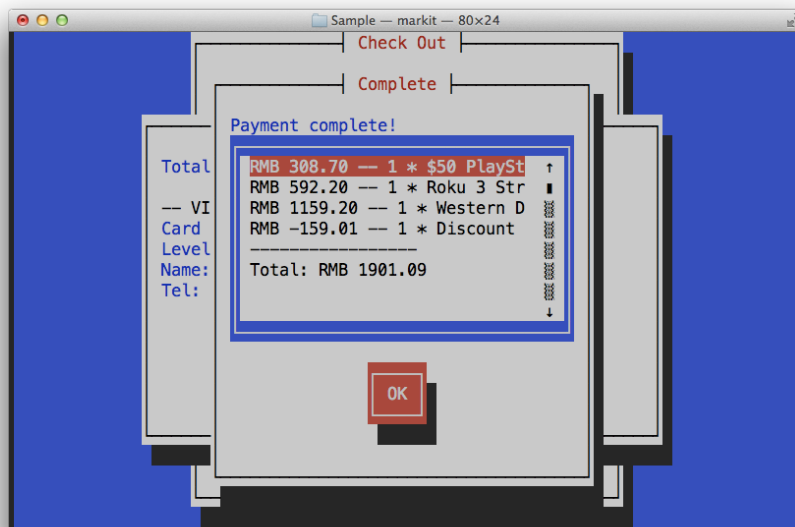


Figure13. Review screen

After payment, user could review his shopping list. After choosing 'OK', user will be returned to startup screen.

3. Save Screen

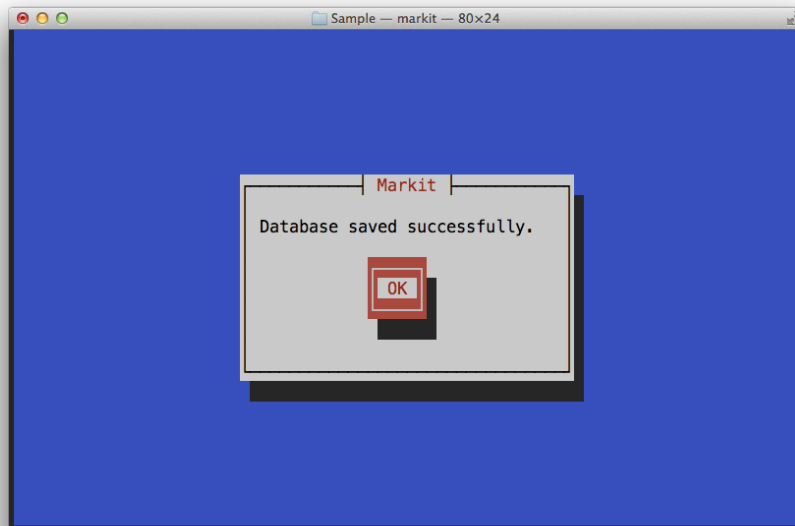


Figure14. Save database successfully

Build & Run

1. Linux (Debian, Ubuntu)

g++ 4.6+ required

```
sudo apt-get install build-essential cmake libnewt-dev
cd Source
cmake .
make
cd ../Sample
../Source/markit
```

2. Linux (Fedora, CentOS, RHEL)

g++ 4.6+ required

```
sudo yum install cmake newt-devel
cd Source
cmake .
make
cd ../Sample
../Source/markit
```

3. Darwin (OS X)

g++ 4.6+ required

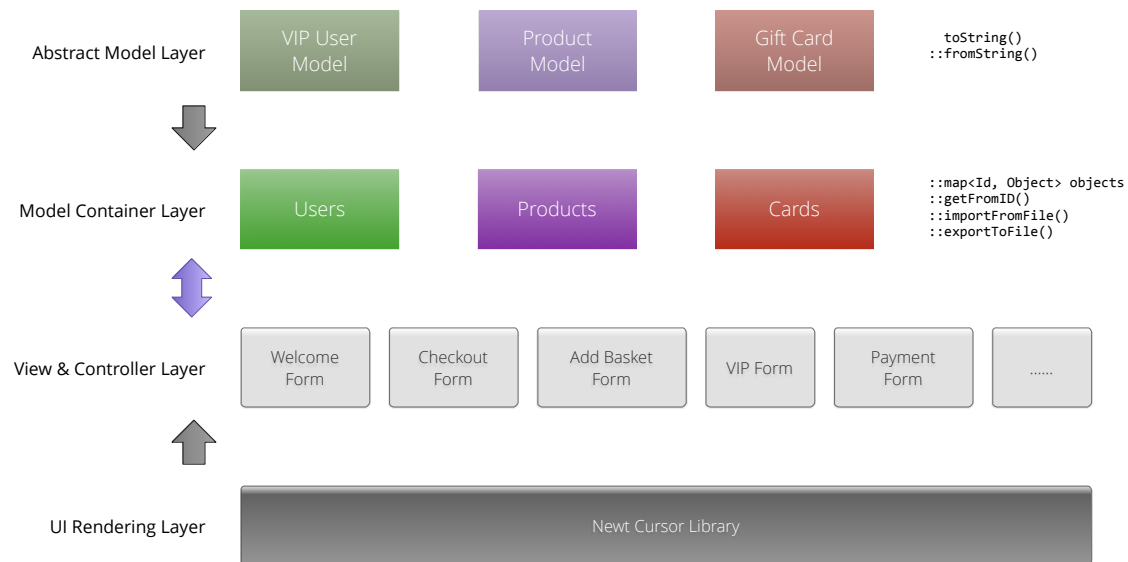
```
brew install cmake newt
cd Source
cmake .
make
cd ../Sample
../Source/markit
```

4. Windows

Not supported yet

Architecture

Model-View-Controller



Principle & Philosophy

1. KISS
2. Don't reinvent the wheel

3rd-party Libraries

1. Newt (Text based UI framework)

[http://en.wikipedia.org/wiki/Newt_\(programming_library\)](http://en.wikipedia.org/wiki/Newt_(programming_library))

2. cmake