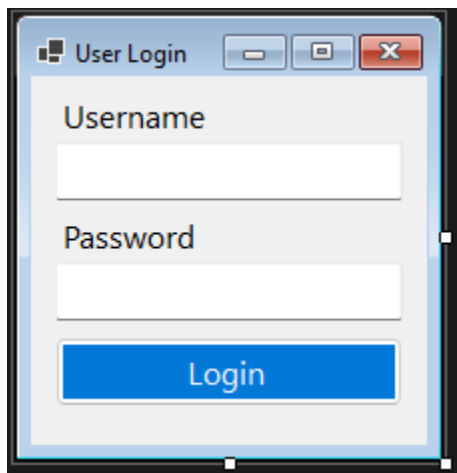
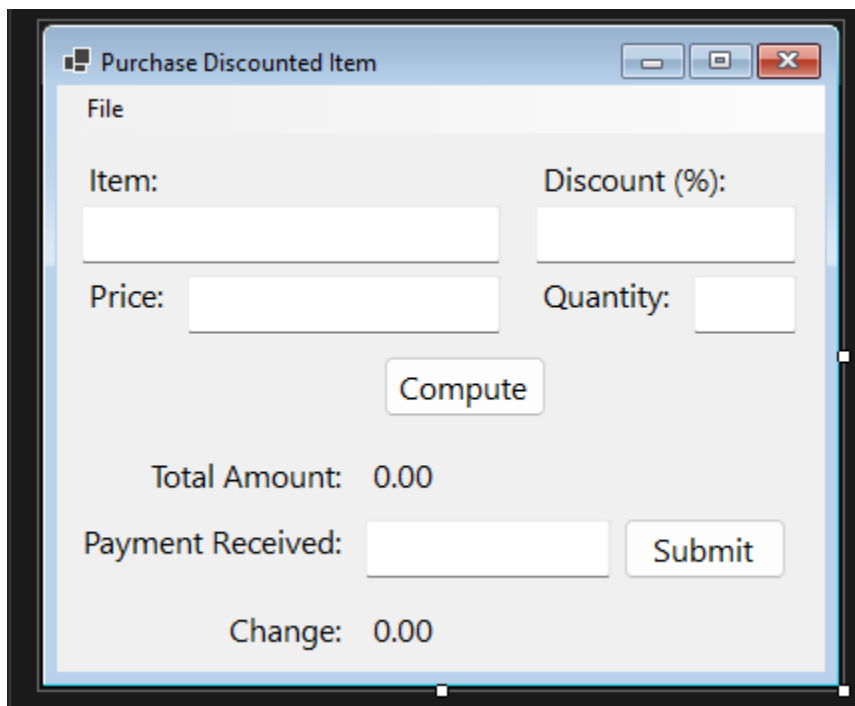


Screenshot of the design:

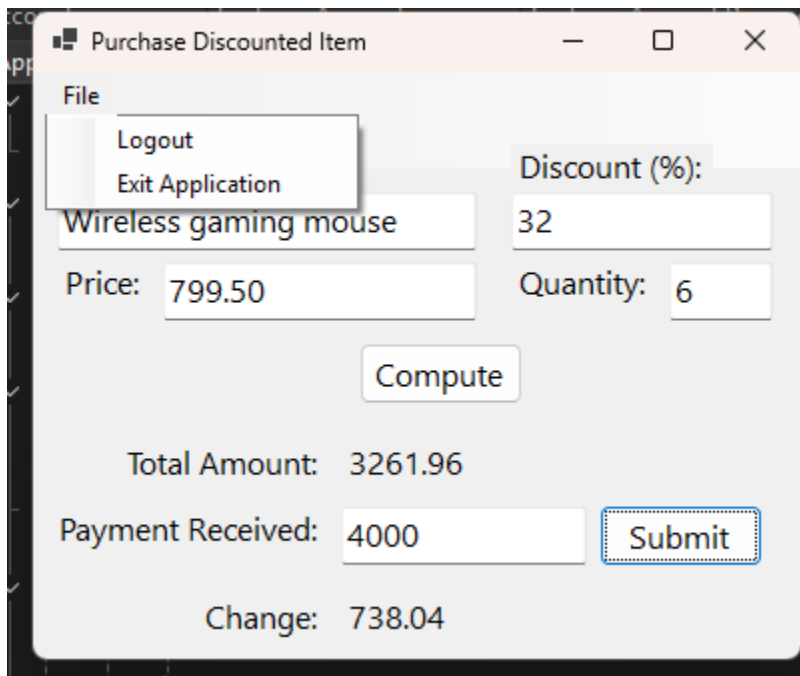
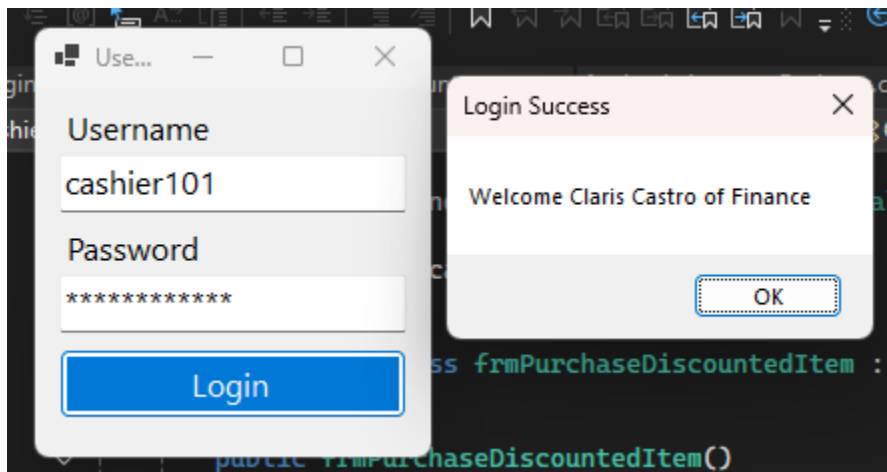


A screenshot of a 'User Login' window. The window has a title bar with the text 'User Login' and standard minimize, maximize, and close buttons. The main content area is light gray and contains three elements: a 'Username' label above a white text input field, a 'Password' label above another white text input field, and a blue 'Login' button at the bottom.



A screenshot of a 'Purchase Discounted Item' window. The window has a title bar with the text 'Purchase Discounted Item' and standard minimize, maximize, and close buttons. The main content area is light gray and contains several input fields and buttons. At the top, there is a 'File' label. Below it, there are four input fields arranged in two rows: 'Item:' and 'Discount (%)' in the first row, and 'Price:' and 'Quantity:' in the second row. A 'Compute' button is centered below these fields. At the bottom, there are three elements: 'Total Amount: 0.00', 'Payment Received:' followed by a text input field, and a 'Submit' button. The 'Change: 0.00' label is positioned below the 'Payment Received' input field.

Screenshot of the output:



Screenshot of the code:


```
frmLoginAccount.resx    frmLoginAccount.cs    frmLoginAccount.Designer.cs    frmLoginAccount.cs [Design]    Program.cs    frmPurchaseDiscountedItem.cs    frmPurchaseDiscountedItem.cs [Design]
CashierApplication
{
    namespace CashierApplication
    {
        internal static class Program
        {
            [STAThread]
            static void Main()
            {
                Application.EnableVisualStyles();
                Application.SetCompatibleTextRenderingDefault(false);
                Application.Run(new frmLoginAccount());
            }
        }
    }

    namespace UserAccountNamespace
    {
        public abstract class UserAccount
        {
            protected string username;
            protected string password;
            protected string full_name;
            protected string department;

            public UserAccount(string name, string dept, string uname, string pwd)
            {
                full_name = name;
                department = dept;
                username = uname;
                password = pwd;
            }

            public abstract bool validateLogin(string uname, string pwd);
        }

        public class Cashier : UserAccount
        {
            public Cashier(string name, string dept, string uname, string pwd)
            {
                : base(name, dept, uname, pwd) { }
            }

            public override bool validateLogin(string uname, string pwd)
            {
                return username.Equals(uname) && password.Equals(pwd);
            }
        }
    }
}
```

```
frmLoginAccount.resx    frmLoginAccount.cs    frmLoginAccount.Designer.cs    frmLoginAccount.cs [Design]    Program.cs    frmPurchaseDiscountedItem.cs    frmPurchaseDiscountedItem.cs [Design]
CashierApplication
{
    namespace UserAccountNamespace
    {
        public override bool validateLogin(string uname, string pwd)
        {
            return username.Equals(uname) && password.Equals(pwd);
        }

        public string WelcomeMessage => $"Welcome {full_name} of {department}";
    }

    namespace ItemNamespace
    {
        public abstract class Item
        {
            protected string item_name;
            protected double item_price;
            protected int item_quantity;
            private double total_price;

            public Item(string name, double price, int quantity)
            {
                item_name = name;
                item_price = price;
                item_quantity = quantity;
            }

            public abstract double getTotalPrice();

            public virtual void setPayment(double amount)
            {
                total_price = getTotalPrice();
            }
        }

        public class DiscountedItem : Item
        {
            private double item_discount;
            private double discounted_price;
            private double payment_amount;
            private double change;

            public DiscountedItem(string name, double price, int quantity, double discount)
            {
                : base(name, price, quantity)
            }

            item_discount = discount * 0.01;
        }
    }
}
```

```
frmLoginAccount.resx    frmLoginAccount.cs    frmLoginAccount.Designer.cs    frmLoginAccount.cs [Design]    Program.cs    frmPurchaseDiscountedItem.cs    frmPurchaseDiscountedItem.cs [Design]
CashierApplication
    {
        item_quantity = quantity;
    }

    4 references
    public abstract double getTotalPrice();

    4 references
    public virtual void setPayment(double amount)
    {
        total_price = getTotalPrice();
    }
}

    7 references
    public class DiscountedItem : Item
    {
        private double item_discount;
        private double discounted_price;
        private double payment_amount;
        private double change;

        3 references
        public DiscountedItem(string name, double price, int quantity, double discount)
            : base(name, price, quantity)
        {
            item_discount = discount * 0.01;
        }

        4 references
        public override double getTotalPrice()
        {
            discounted_price = item_price - (item_price * item_discount);
            return discounted_price * item_quantity;
        }

        public override void setPayment(double amount)
        {
            base.setPayment(amount);
            payment_amount = amount;
            change = payment_amount - getTotalPrice();
        }

        public double getChange()
        {
            return change;
        }
    }
}

100 %    No issues found    Ln: 22    Ch: 37    SPC    CRLF
Error List    Output
```

```
frmLoginAccount.resx    frmLoginAccount.cs    frmLoginAccount.Designer.cs    frmLoginAccount.cs [Design]    Program.cs    frmPurchaseDiscountedItem.cs    frmPurchaseDiscountedItem.cs [Design]
CashierApplication
    {
        using UserAccountNamespace;

        namespace CashierApplication
        {
            4 references
            public partial class frmLoginAccount : Form
            {
                private readonly Cashier cashier = new Cashier(
                    "Claris Castro",
                    "Finance",
                    "cashier101",
                    "st1@password");

                2 references
                public frmLoginAccount()
                {
                    InitializeComponent();
                    cashier = new Cashier(
                        "Claris Castro",
                        "Finance",
                        "cashier101",
                        "st1@password");
                }

                0 references
                private void textBox1_TextChanged(object sender, EventArgs e)
                {
                }

                1 reference
                private void button1_Click(object sender, EventArgs e)
                {
                    if (cashier.validateLogin(Username.Text, Password.Text))
                    {
                        MessageBox.Show(cashier.WelcomeMessage, "Login Success");
                        this.Hide();
                        new frmPurchaseDiscountedItem().Show();
                    }
                    else
                    {
                        MessageBox.Show("Invalid credentials", "Login Failed");
                    }
                }
            }
        }
    }

100 %    No issues found    Ln: 1    Ch: 1    SPC    CRLF
Error List    Output
```

Source code:

Program.cs:

```
namespace CashierApplication
```

```
{
```

```
    internal static class Program
```

```
    {
```

```
        [STAThread]
```

```
        static void Main()
```

```
        {
```

```
            Application.EnableVisualStyles();
```

```
            Application.SetCompatibleTextRenderingDefault(false);
```

```
            Application.Run(new frmLoginAccount());
```

```
        }
```

```
    }
```

```
}
```

```
namespace UserAccountNamespace
```

```
{
```

```
    public abstract class UserAccount
```

```
    {
```

```
        protected string username;
```

```
        protected string password;
```

```
        protected string full_name;
```

```
        protected string department;
```

```
        public UserAccount(string name, string dept, string uname, string pwd)
```

```
{  
    full_name = name;  
    department = dept;  
    username = uname;  
    password = pwd;  
}
```

```
public abstract bool validateLogin(string uname, string pwd);  
}
```

```
public class Cashier : UserAccount
```

```
{  
    public Cashier(string name, string dept, string uname, string pwd)  
        : base(name, dept, uname, pwd) { }
```

```
    public override bool validateLogin(string uname, string pwd)  
    {  
        return username.Equals(uname) && password.Equals(pwd);  
    }
```

```
    public string WelcomeMessage => $"Welcome {full_name} of {department}";  
}  
}
```

```
namespace ItemNamespace
```

```
{
```

```
public abstract class Item
{
    protected string item_name;
    protected double item_price;
    protected int item_quantity;
    private double total_price;

    public Item(string name, double price, int quantity)
    {
        item_name = name;
        item_price = price;
        item_quantity = quantity;
    }

    public abstract double getTotalPrice();

    public virtual void setPayment(double amount)
    {
        total_price = getTotalPrice();
    }
}

public class DiscountedItem : Item
{
    private double item_discount;
    private double discounted_price;
```



```
private double payment_amount;
```

```
private double change;
```

```
public DiscountedItem(string name, double price, int quantity, double discount)
```

```
    : base(name, price, quantity)
```

```
{
```

```
    item_discount = discount * 0.01;
```

```
}
```

```
public override double getTotalPrice()
```

```
{
```

```
    discounted_price = item_price - (item_price * item_discount);
```

```
    return discounted_price * item_quantity;
```

```
}
```

```
public override void setPayment(double amount)
```

```
{
```

```
    base.setPayment(amount);
```

```
    payment_amount = amount;
```

```
    change = payment_amount - getTotalPrice();
```

```
}
```

```
public double getChange()
```

```
{
```

```
    return change;
```

```
}
```

```
}  
}
```

frmPurchaseDiscountedItem.cs:

```
using ItemNamespace;
```

```
using static System.Windows.Forms.VisualStyles.VisualStyleElement.Tab;
```

```
namespace CashierApplication
```

```
{
```

```
    public partial class frmPurchaseDiscountedItem : Form
```

```
    {
```

```
        public frmPurchaseDiscountedItem()
```

```
        {
```

```
            InitializeComponent();
```

```
        }
```

```
        private void Form1_Load(object sender, EventArgs e)
```

```
        {
```

```
        }
```

```
        private void Compute_Click(object sender, EventArgs e)
```

```
        {
```

```
            try
```

```
            {
```

```
                DiscountedItem item = new DiscountedItem(
```

```
                    Item.Text,
```

```
                    Convert.ToDouble(Price.Text),
```

```
        Convert.ToInt32(Quantity.Text),
        Convert.ToDouble(Discount.Text));

    Total.Text = item.getTotalPrice().ToString("0.00");
}
catch (Exception ex)
{
    MessageBox.Show($"Error: {ex.Message}");
}
}

private void Submit_Click(object sender, EventArgs e)
{
    try
    {
        DiscountedItem item = new DiscountedItem(
            Item.Text,
            Convert.ToDouble(Price.Text),
            Convert.ToInt32(Quantity.Text),
            Convert.ToDouble(Discount.Text));

        item.setPayment(Convert.ToDouble(Payment.Text));
        Change.Text = item.getChange().ToString("0.00");
    }
    catch (Exception ex)
    {
        MessageBox.Show($"Error: {ex.Message}");
    }
}
```

```

    }
}

private void fileToolStripMenuItem_Click(object sender, EventArgs e)
{
    MenuStrip menu = new MenuStrip();
    ToolStripMenuItem fileMenu = new ToolStripMenuItem("File");

    ToolStripMenuItem logoutItem = new ToolStripMenuItem("Logout");
    logoutItem.Click += (s, e) => {
        this.Close();
        new frmLoginAccount().Show();
    };

    ToolStripMenuItem exitItem = new ToolStripMenuItem("Exit");
    exitItem.Click += (s, e) => Application.Exit();

    fileMenu.DropDownItems.Add(logoutItem);
    fileMenu.DropDownItems.Add(exitItem);
    menu.Items.Add(fileMenu);

    this.MainMenuStrip = menu;
    this.Controls.Add(menu);
}
}

```

```
frmLoginAccount.cs:
using System;

using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;
using UserAccountNamespace;

namespace CashierApplication
{
    public partial class frmLoginAccount : Form
    {
        private readonly Cashier cashier = new Cashier(
            "Claris Castro",
            "Finance",
            "cashier101",
            "st1@password");

        public frmLoginAccount()
        {
            InitializeComponent();
            cashier = new Cashier(
```

```
        "Claris Castro",  
        "Finance",  
        "cashier101",  
        "st1@password");  
    }
```

```
private void textBox1_TextChanged(object sender, EventArgs e)  
{  
  
}
```

```
private void button1_Click(object sender, EventArgs e)  
{  
    if (cashier.validateLogin(Username.Text, Password.Text))  
    {  
        MessageBox.Show(cashier.WelcomeMessage, "Login Success");  
        this.Hide();  
        new frmPurchaseDiscountedItem().Show();  
    }  
    else  
    {  
        MessageBox.Show("Invalid credentials", "Login Failed");  
    }  
}  
}
```