

Quick start guide

By Matt Mitchell

This is a quick start guide to using the store register that have BUTTONS!

User
Password
Login

As you can see you need to login, for to testing user “Matt” with password 1234 will work. Once logged there will be buttons on the left hand side with the current transactions shown in the middle of the screen.

Convenience Store Register (with buttons)

hotdogs	Item	Quantity	Total
hamburgers			
bananas		Total:	0.00
milkduds			
Unleaded			
Premium			
Super			
E85			
Diesel			
Diesel - Ultra Low Sulfur			
SALE			
VOID			

Clicking on the button will then add that item to the table. After clicking on a few items it will show up in the current transactions table, clicking on a button will add an additional item.

Convenience Store Register (with buttons)

hotdogs	Item	Quantity	Total
hamburgers	hotdogs	1	1.5
bananas	hamburgers	1	2.5
milkduds	bananas	1	0.99
Unleaded	milkduds	2	4
Premium		Total:	8.99
Super			
E85			
Diesel			
Diesel - Ultra Low Sulfur			
SALE			
VOID			

If an item was added accidentally just click on the item in the table and it will be removed. If the customer decides not to purchase their items there is a simple VOID button that removes everything from the table.

Once everything have to rung u[and ready to be for the sale clicking on SALE will produce a receipt.

Receipt
Sold by Matt

Item	Quantity	Price
hotdogs	1	1.5
hamburgers	1	2.5
bananas	1	0.99
milkduds	2	4

Total: \$8.99

Close

Clicking CLOSE will then close the receipt and the register is ready for a new transaction. If you need to logout there is a yellow LOGOUT button at the top of the screen clicking it will bring the register back to the login screen.

This have been a produces thanks to caffine_rage

Appendix:

Incase you ever need to know what's going on in the background here are some of the function calls.

- **getButtons**
 - Call the buttons from till_buttons and creates all of the buttons
 - Using Call fluto006.newAddItem(id,user)
- **clickButton**
 - Takes both user, button_id = id
 - Calls a procedure that takes in these to variables a new item is added to the current_transactions
- **completeTransaction**
 - Takes a user, total(of table) and then added this to the completed transaction table
 - Also clears the current transaction table to make room for a new one
- **voidTransaction**
 - Cleans the current transaction table
- **deleteItem**
 - Removes the current item from current_transaction table
- **listTransaction**
 - Updates the list of current_transaction client side after ever clickbutton or deleteitem event.

A lot of the heavy lifting is done with procedure calls to the database.