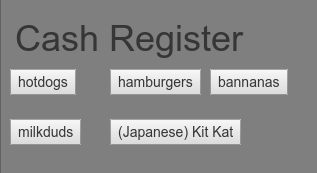
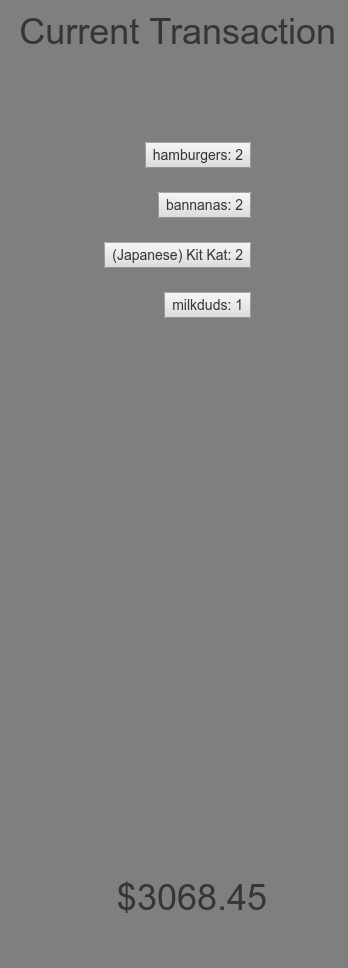
There are three major parts of this register.

1. Sale Items
2. Transaction Info
3. Cashier Info

**Sale Items:**

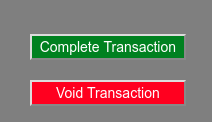
All items available for sale appear as buttons,

clicking a button adds one instance of the product in question to the pending transaction.

**Transaction Info:**

The transaction table enables viewing of the transaction followed by

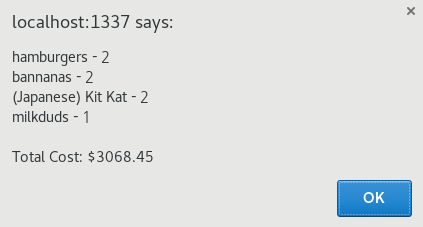
the quantity of the item to be purchased. Cashiers may

remove a single quantity of an item by clicking on its corresponding button. The total cost of the order is listed at the bottom.

Furthermore, there are two buttons at the bottom of the page,

the first button ‘Complete Transaction’ completes the transaction,

updating the database to reflect the new quantities, in addition to displaying a popup with receipt info. The second button ‘Void Transaction’ clears the pending transaction, removing all the items that were to be purchased.

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**Cashier Verification**

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The Login function prevents guests from interacting with the system. In order to add a new user, a verified user must already be logged in. Manually querying the database enables creation of a user without a currently existing user. The till buttons will not function unless a verified cashier is logged into the system. Once logged in, the user’s username is displayed above the login area.

**WARNING: DO NOT UTILIZE SENSITIVE PASSWORDS.**

The current system stores passwords in plain text, unencrypted and lacking any security measures whatsoever. Be careful!

The system tracks the cashier logged in for any given transaction. This information is stored in the database tables till\_sales and user\_sales. These tables also contain timestamp information for orders.

Appendix

registerApi

* getButtons
  + Queries the database returning an array of RowDataPackets containing information used to display buttons
* updateInventory
  + Is given:
    - invID – the id that matches the id of the item in the database table
    - quantity – the amount of the given item in question to be purchased
    - receiptNumber – a unique identifier for the transaction (milliseconds since January 1st,1970+random number between 1-1,000,000)
    - user – the user (cashier) logged in during the transaction
    - firstTime – the timestamp of the first instance of a button click
    - lastTime – the timestamp of the last instance of a button click
    - finalCost – the total cost of the transaction
  + Queries the database affecting tables:
    - till\_sales
      * Adds an entry for each type of item sold containing the amount, receipt number, timestamps, and the invID
    - user\_sales
      * Adds an entry for the transaction as a whole, containing the user, receipt number, when the transaction started, when it was completed, and contains the final cost
    - inventory
      * Reduces quantity of items in the transaction
* logIn
  + Is given:
    - username – username of the attempted login
    - password – password of the attempted login
  + Returns an array, if the array has only one entry the user is allowed to log in
* checkName
  + Is given:
    - username – username attempted to be created
  + Queries the database to see if till\_users contains that username already
* addNewUser
  + Is given:
    - username – username of the user to be created
    - password – password of the user to be created
  + Queries the database, creating another row in till\_users with the given username and password