IT314: Modelling Class Diagram and Activity Diagram Vats Shah-202201417

Use Case Textual Descriptions

1. Use Case: Process Sale

Primary Actor: Cashier

Preconditions:

- Cashier is logged in and authenticated.
- Customer is at the POS terminal with items to purchase.

Success End Condition:

• The sale is saved, a receipt is printed, and the inventory is updated.

Basic Flow:

- 1. Customer arrives at the POS with goods to purchase.
- 2. Cashier initiates a new sale.
- Cashier scans barcodes of items.
- 4. The **system retrieves item information** from the catalog system (name, price).
- 5. Cashier repeats steps 3-4 for all items.
- 6. The system computes the total amount.
- 7. Customer pays (cash, card, or check).
- 8. The **system processes payment** and deducts stock from the inventory.
- 9. The system prints the receipt.
- 10. Customer leaves with goods and receipt.

Extensions:

- If the barcode cannot be read, the cashier can input it manually.
- If a customer cancels the transaction, the cashier can void it in the system.

2. Use Case: Handle Return

Primary Actor: Cashier

Preconditions:

- Cashier is logged in and authenticated.
- Customer has a valid receipt or item for return.

Success End Condition:

The item is returned, and the stock is updated.

Basic Flow:

- 1. Customer approaches the POS to return an item.
- 2. Cashier initiates a return transaction.
- 3. Cashier scans the barcode from the receipt or the item itself.
- 4. The **system retrieves item information** (name, price, date of purchase).
- 5. The **cashier confirms** the item is returnable (e.g., within return window).
- 6. The **system processes the return** and updates the stock.
- 7. The **customer receives a refund** or store credit.
- 8. The system prints a return receipt.

Extensions:

- If the item does not have a barcode or receipt, manual lookup may be needed.
- If the return is outside the allowed period, it can be declined.

Entity/Boundary Control Objects

1. Process Sale

- Entity Objects:
 - o Item
 - Sale Transaction
 - Receipt
 - Stock
 - Payment

Boundary Objects:

- Cashier Interface
- Barcode Reader
- Credit Card Reader
- Printer

Control Objects:

- SaleController
- PaymentController
- StockManager

2. Handle Return

• Entity Objects:

- o Item
- Return Transaction
- Stock
- Receipt

Boundary Objects:

- Cashier Interface
- Barcode Reader
- Printer

Control Objects:

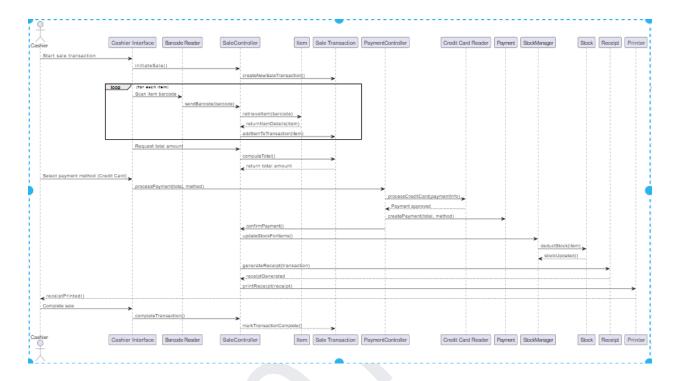
- ReturnController
- StockManager
- RefundProcessor

Sequence Diagrams

1. Sequence Diagram: Process Sale

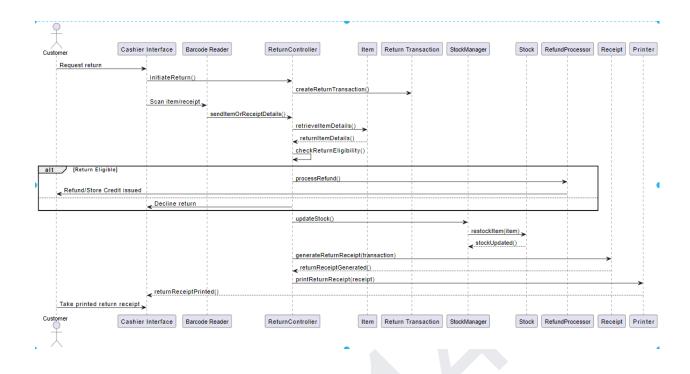
- 1. Cashier starts the sale.
- 2. **POS System** asks for the barcode.
- 3. Barcode Reader sends the scanned item to POS System.
- 4. POS System retrieves the item details from the Catalog System.
- 5. Cashier repeats steps 2-4 until all items are scanned.
- 6. **POS System** computes the total.
- 7. Customer pays, and **POS System** interacts with the **Payment System**.
- 8. The Inventory System deducts stock.

9. POS System prints the receipt.



2. Sequence Diagram: Handle Return

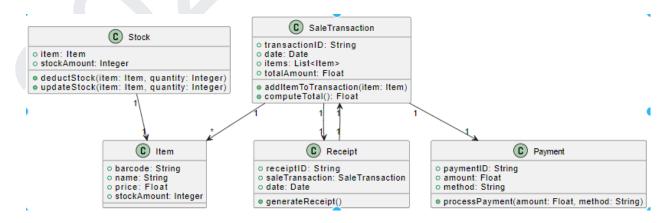
- 1. Customer requests return.
- 2. Cashier starts the return process.
- 3. **POS System** scans the item or receipt.
- 4. POS System retrieves details from the Catalog System.
- 5. POS System checks return eligibility.
- 6. **POS System** processes the refund through the **Payment System** or issues store credit.
- 7. Inventory System updates stock.
- 8. POS System prints the return receipt.



Analysis Domain Models

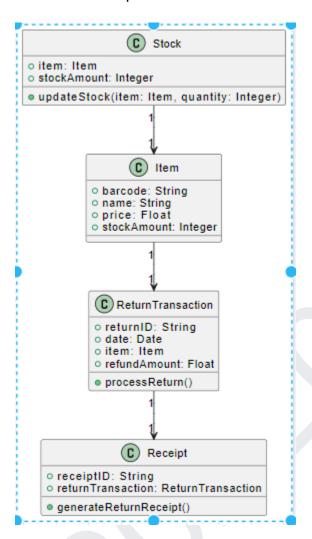
Entities for "Process Sale":

- Item: Holds information about products.
- Sale Transaction: Records all details of the transaction.
- Receipt: Stores transaction details for customer records.
- Stock: Tracks the availability of items.
- Payment: Manages the payment details (cash, card, check).



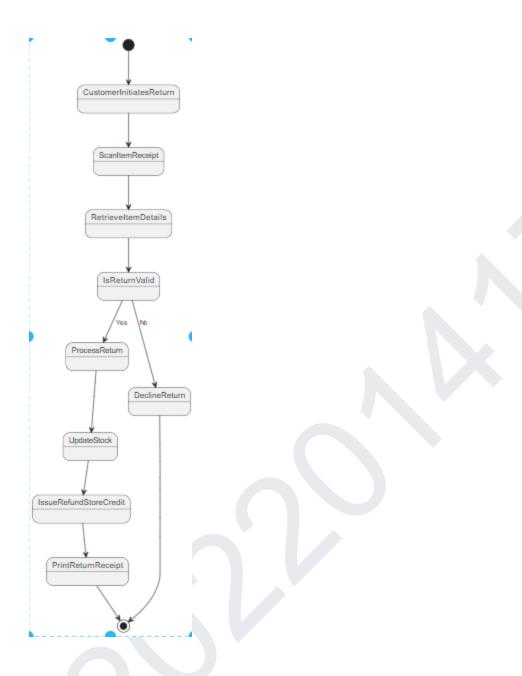
Entities for "Handle Return":

- Item: Information about the returned product.
- Return Transaction: Records details of the return.
- Receipt: Verifies return.
- Stock: Updates stock based on returned items.



Activity Diagram:

Process Sale:



Handle Return:

