

Product Introduction

The Supermarket Cashier is a user-friendly system designed for cashiers and managers. User interfaces include an interface for cashier and an interface for manager. It provides easy-use functions used in supermarket operation management, such as generating financial reports, checking out items, etc.

User Interface Manual

Cashier Interface

The Cashier Interface is a user-friendly system designed for cashiers. It features a main window with a light gray background. On the left side, there are two input fields: "Barcode" and "Quantity", both with a value of "0". To the right of the "Barcode" field is a button with the text ">>". To the right of the "Quantity" field is a button with the text "<<". Below these fields are two buttons: "Start Check Out" and "Collect Money". On the right side of the interface is a large table with four columns: "Barcode", "Name", "Quantity", and "Unit Price". Below the table is a section labeled "Aggregate" with a large empty box for displaying the total amount.

Barcode	Name	Quantity	Unit Price
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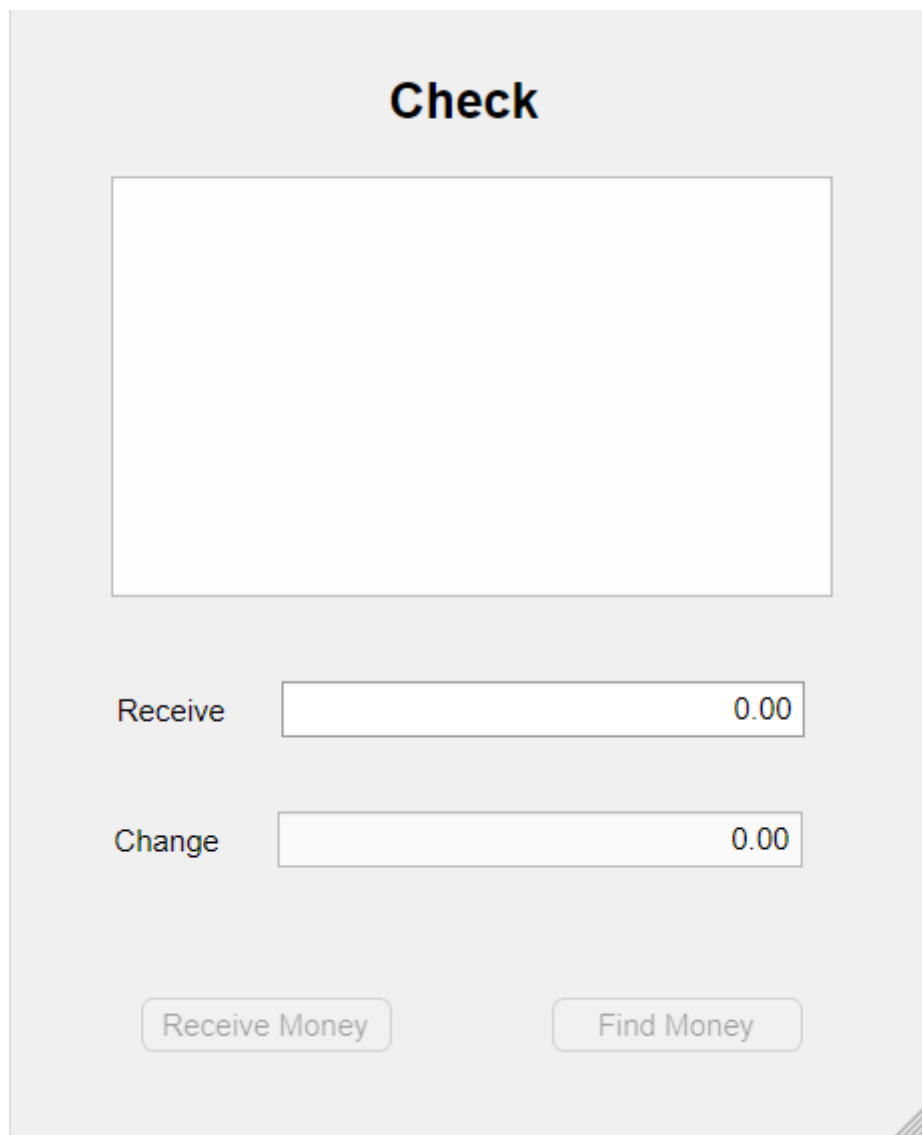
Aggregate

1. Check out

- Click "Start Check Out" button to start.
- Enter the barcode and quantity of the merchandise in corresponding edit fields. Click ">>" to add, and click "<<" to cancel. One merchandise could be added or cancelled repeatedly. All information about items and total

money is shown on the right of the interface. Notice that the quantity and barcode entered should be consistent with the real merchandise, or it could cause an edit failure.

- c) Click "Collect Money" after all items are added and the information shown is correct.



- d) A new interface would pop out. All items and total money are shown textually. After checking again, collect money and enter money collected in "Receive" edit field, and then click "Receive Money".

- e) The change money would be printed in the "Change" field. Give the change money to customer and click "Find Money" to confirm.
- f) The current interface would disappear and the Cashier Interface would pop out again, with initial state.

Manager Interface

< Put in Edit Quantity Edit Info G > +				Barcode	Name	Quantity	Cost	Price	Unit
*Barcode <input type="text" value="0"/>									
*Quantity <input type="text" value="0"/>									
Name <input type="text"/>									
Cost <input type="text" value="0"/>									
Price <input type="text" value="0"/>									
Unit <input type="text"/>									
<div> <div>Clear</div> <div>Put in</div> </div>									
<div>Refresh Storage</div>									

Message

All ready.

Confirm

Cancel

1. Refresh Storage
 - a) You can click "Refresh Storage" to refresh storage display whenever you want. It makes the table display the latest storage situation.
2. Quick barcode input
 - a) You can select any information of any merchandise in the table, all barcode edit fields will be filled with the barcode of the corresponding merchandise.
3. Put in storage

- a) Click "Put in" tab.
- b) Enter the information of merchandise that is going to be put in in corresponding edit fields. The star symbol means that you have to enter barcode and quantity.
- c) You can click "Clear" to cancel all the inputs in the edit fields (i.e. reinitialize them) whenever you want.
- d) Click "Put in" button.
- e) Check the message on the "Message" panel. Click "Confirm" to confirm or "Cancel" to cancel.
- f) The table would be refreshed automatically after the operation is finished.

4. Edit stock quantity

- a) Click "Edit Quantity" tab.
- b) Enter the barcode of merchandise that is going to be edited in "Barcode" edit field. Enter the quantity you want to change (where positive value means increase and negative value means decrease) in "Quantity" edit field.
- c) Remember that this tab is for some special edit, such as returning the merchandise or disposing expired merchandise. Don't mix it up with put in.
- d) Click "Edit" button. Change message would be displayed on the "Message" panel.

- e) The table would be refreshed automatically after the operation is finished.

5. Edit merchandise information

- a) Click "Edit Info" tab.
- b) Enter the barcode of merchandise that is going to be edited in "Barcode" edit field. Enter the information you want to change (if you don't enter some (i.e. they are default values), it will thought as you don't want to change them) in other edit field.
- c) You can click "Clear" to cancel all the inputs in the edit fields (i.e. reinitialize them) whenever you want.
- d) Click "Edit" button.
- e) Check the message on the "Message" panel. Click "Confirm" to confirm or "Cancel" to cancel.
- f) The table would be refreshed automatically after the operation is finished.

6. Get merchandise change information

- a) Use date pickers to select the statistics start time and end time. Use edit field to enter the barcode of the merchandise need to be analyzed.
- b) Click "Tendency Chart", corresponding cost, price, profit and stock quantity updating records and sale quantity records will be found or calculated.

- c) The change tendency charts of all data above during selected time will be displayed on the whole window. If all records are empty, nothing will be displayed.
- d) "OK" is used to return to the manager UI.
- e) The confirm message will be on the message panel.

7. Generate financial report

- a) Use date pickers to select the time slot.
- b) Click "Financial Report", total cost, total turnover and total profit during selected time slot will be displayed on the right of the window.
- c) The confirm message will be on the message panel. Click "Confirm" to return.