

Design Document

Purpose:

This program will do the following tasks:

- Main screen
 - Ask user to enter login information. Ask user to input if they would like to self-checkout or use cashier-checkout.
- Cashier-checkout
 - Allow cashier to use sales menu, taking out products for customer. In addition, cashier can add, update, and delete customer data from interface.
- Self-checkout
 - Allow customer to self-checkout products.

These will be the menu available:

- Abdul's Cafe and Bakery Breakfast Menu:
- Yogurt Parfait | \$8.00 |
- Bacon & Egg | \$14.00 |
- Eggs Benedict – Canadian | \$16.00 |
- Eggs Benedict – Garden | \$15.00 |
- Eggs Benedict – Gravlox | \$16.00 |
- Crab & Spring Onion Omelette | \$17.00 |
- Buttermilk Waffles | \$14.00 |
- Hazelnut Chocolate Crêpe | \$15.00 |
- Bacon Breakfast Sandwich | \$9.00 |
- Veggie Breakfast Sandwich | \$9.00 |

Briefing about classes/functions/objects/files:

It will include iostream, string, and all header files. It will also use namespace std. Data of five customers will already be established in program:

```
person[0].ID = 11;
person[0].username = "joe@gmail.com";
person[0].password = "bobby";
person[0].typeofdiscount = 'E';
person[1].ID = 12;
person[1].username = "kyle@gmail.com";
person[1].password = "drew";
person[1].typeofdiscount = 'E';
person[2].ID = 13;
person[2].username = "narr@gmail.com";
person[2].password = "dog";
person[2].typeofdiscount = 'R';
person[3].ID = 18;
person[3].username = "daad@gmail.com";
person[3].password = "doop";
person[3].typeofdiscount = 'R';
person[4].ID = 166;
person[4].username = "narrkk@gmail.com";
person[4].password = "dogmath";
person[4].typeofdiscount = 'R';
```

Files:

- MainScreen.cpp
 - mainMessage()
 - Login page for user, ask for user id and password
 - Ask user if they would like to self-checkout, creating and using object s, or use cashier-checkout through object c
 - Create loop to ask customer if they want they continue shopping
- MainScreen.h
 - Declare class MainScreen public and private members
- CashierCheckOut.cpp
 - salesMenu()
 - will display sales menu, ask cashier to input customer's desired number and type of products to be purchased, determine type of discount for customer, and compute transaction for customer, create loop to see if customer would like to keep shopping
 - dataEntryMenu()
 - allow cashier to edit, update, delete, and add new customers to database
- CashierCheckOut.h
 - Declare class CashierCheckOut derived from MainScreen public, and create any needed public and private members
- SelfCheckOut.cpp
 - findCost(int id)

- will display sales menu, ask cashier to input customer's desired number and type of products to be purchased, determine type of discount for customer, and compute transaction for customer, create loop to see if customer would like to keep shopping
- SelfCheckOut.h
 - Declare class SelfCheckOut derived from MainScreen public, and create any needed public and private members
- structure.h
 - declare structure needed to save customer information

Main file (main.cpp):

- The program will welcome the user to the company
- The object m from class MainScreen will be created, and mainMessage() function will be called.
- The program will thank the user for coming, and end.