

Team 1:

- Fu-Yin Lin
- Ryan McHale
- Karim Kassouri
- Munhib Saad
- Parker Wieck
- Muhammad Ali
- Ayomide Alabi

Store.java contains functions that will likely be useful for later releases. However, given that it covers material irrelevant to iteration 1, only the relevant sections have been tested. The main section that is excluded has to do with PLU codes.

The use case related to “Customer wishes to checkout” appears to rely on hardware simulations not yet implemented. We have given an example of what this may look like in the commented-out method “touchScreenButtonPressed()” within the SelfCheckoutStationLogic.java file. This function was Ayomide Alabi’s contribution, they did not push the change themselves due to technical difficulties.

Finally, the test “scanPlaceMismatchWithinSensitivity” interacts with the underlying hardware simulation and includes a random chance of failure. If this test fails, please rerun the test a few times.