

SUPERMARKET POINT OF SALE **SYSTEM (POS)**

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0. Acknowledgment

Special thanks to [creately.com](#) for the UML designed and [stackoverflow](#) for the assistance of the complications we faced during the development of our program.

1. Introduction

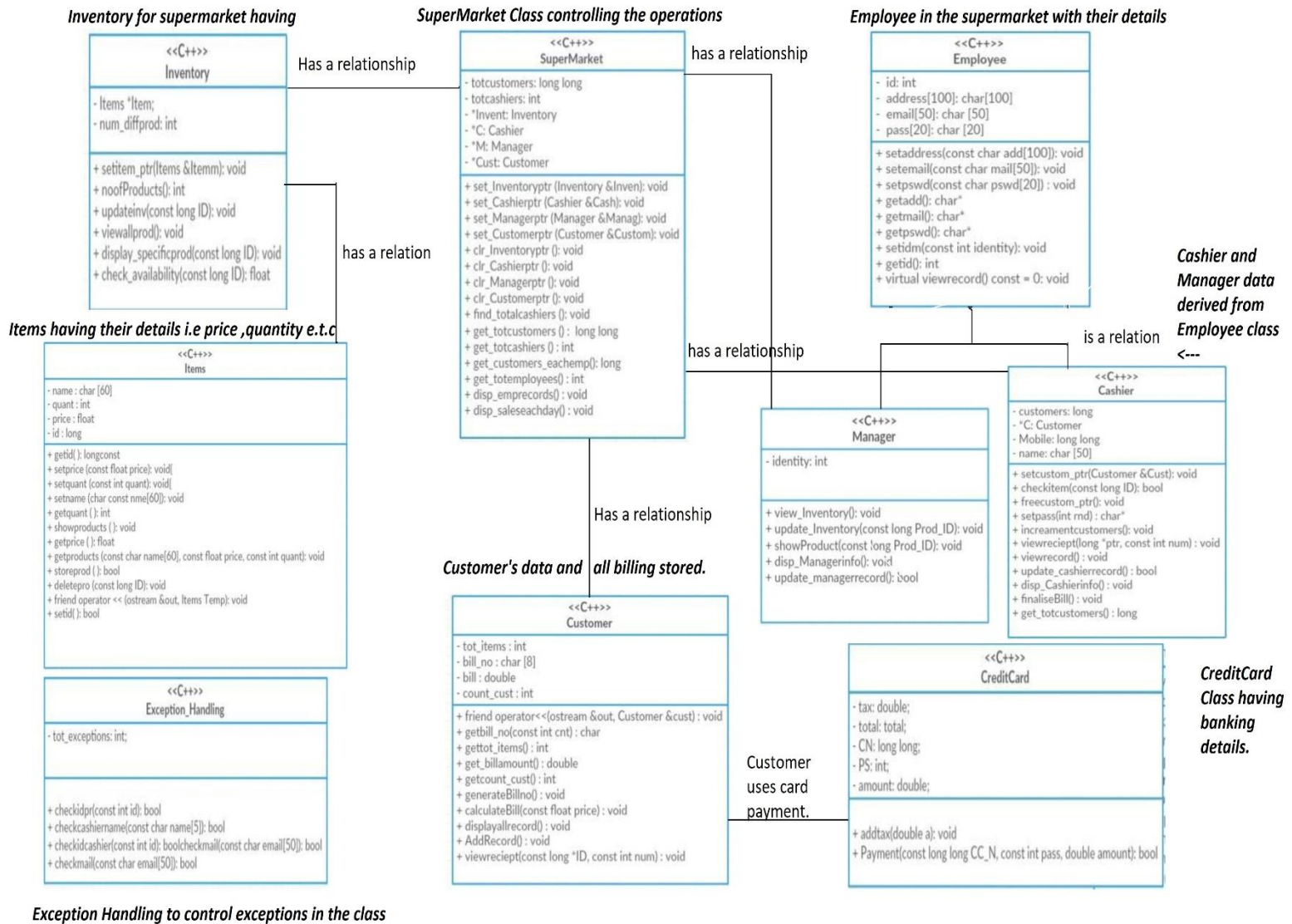
The project we designed is a point of sale system usually installed in the supermarkets that helps making the sale and purchase to be transparent and fair. The project is designed keeping in view the requirements in today's world as now everything is automated and everything is kept up to date on the computer system using the software.

Our system is designed to help supermarkets to minimize the chances of errors and overbilling in their everyday transactions. The program designed consists of many functionalities ranging from the manager backed system to the cashier backed system and then printing of the bill. The program designed will run in real time and is secured with authentication measures that is (Email and Passwords).

2. Tools and technologies used

We have used two IDE's to check the flow and accuracy of the program in order to debug efficiently. Microsoft Visual Code and Dev C++ are two IDE's we have used while developing our program. Moreover, we have used multiple libraries for efficient execution and performance of our program. Developing Language used is C++.

3. Model / Class diagram



Subject to some additions of methods and data

4. Link to source

<https://github.com/ibadsaleem/SuperMarket-POS-SYSTEM>

5. Future work

Keeping in mind the program designed we can further improved it by using database techniques and Graphical User Interface (GUI) building which can make our system professional and mature enough to be used in a professional field.

6. Work Distribution

Project Analysis	Project Contributors		
	Faisal Malik (19K0144)	Ali Muhammad (19K-0324)	M. Ibad Saleem (19K-0220)
	Class Customer Class Employees Class Manager Class SuperMarket main() InputPassword()	Class Customer Class ExceptionHandling Class Cashier Class SuperMarket main() formnum()	Class Inventory Class CreditCard Class ExceptionHandling Class Items main() interface.h