

Fall 2017 CIS605 Semester-Long Project

Filling Station Sales System

Overview

This is a semester-long project, with parts of the project due at various points during the term. The code and user-interface design will be looked at closely in addition to checking for proper functioning of the running system.

The four deliverables, their due dates, and their brief deliverables are summarized in the table below:

	Deliverable	Due	Points
1	User Interface	September 17	25
2	Class Design + Basic Code + Input Validation	October 8	50
3	Custom Events + hard coded test data	November 12	75
4	Full System with Arrays + File I/O	December 12	100
			250

For this project you will be developing a system in Visual Basic .Net, using Visual Studio, which implements some of the functionality that might exist within the retail industry, specifically the operation of gasoline/filling station. Some functionality and data elements have been simplified in order to adequately scope the project for completion during the semester. As the semester progresses, you will be given more details on the project.

The basic function of this system is to track sales of different products, loyalty customers, and their transactions. By the fourth project submission, you will have a completed working system that manages many logistics of the application.

The following use case diagram summarizes the various actors that may use the system. You do NOT need to create separate applications for each. A real application would be very concerned about privacy and security. HOWEVER, to simplify this project, you do NOT need to worry about user access or privileges. You should assume that all actors will use the same program and that each actor will only use the parts of the UI that is applicable to them.

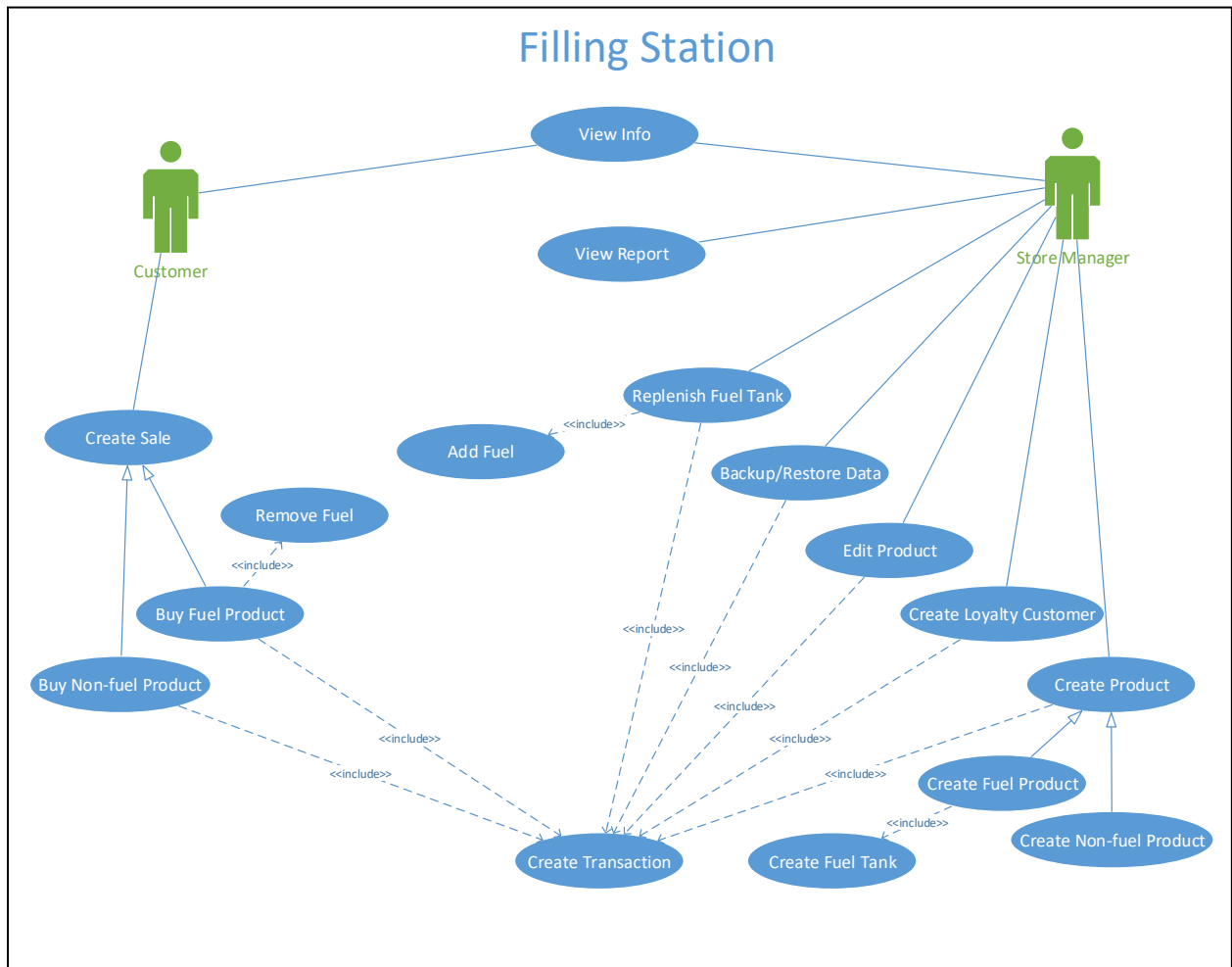


Figure 1: UML Use Case Diagram

The following high level use cases will help you to understand the user requirements better. This list represents the general functionality that you can expect for the final project submission. The requirements will change throughout the semester depending on the pace of material covered in lectures. **Not all of these requirements are expected until the end of the semester**; however, they are provided up front to keep you from going astray early. Carefully read each project assignment to understand the specific functionality required for that particular assignment. Details on these requirements will also be covered in lectures and help sessions throughout the semester.

ONCE AGAIN: some modifications and refinements WILL be made throughout the semester as the project matures. Be sure to understand the specific requirements for each project phase. Contact your IC if you have questions or concerns on what is required for any project phase.

Use Case #1: Create a Loyalty Customer	
Description	A Store Manager will create a new loyalty customer in the application before that customer may accrue rewards or receive discounts. Customers do not have to be loyalty customers. The customers who do not have a profile in the system are considered regular or non-loyalty customers.
Main Success Scenario	Manager correctly enters the following data into the application: <ul style="list-style-type: none"> • Alphanumeric ID unique to the customer (Example: CUST-001) • Name of the customer (Given name and surname combined into just one entry for simplicity) • Phone Number of the customer • Security Pin • Member Since. Defaults to the current system date. • Membership Age (in whole years) calculated based on current system date and member since date. • Accrued Reward Gallons. Defaults to zero.
Other	<ul style="list-style-type: none"> • Identifier must be unique and alphanumeric. • Name must be a free form text entry. • Phone must be unique and a proper US phone number format. • Security Pin characters should never be shown in plain text on the UI. Use the “UseSystemPasswordChar” property to hide the data input. Security Pin should always be encrypted while in data objects or in flat files. The security pin is alphanumeric. • Member Since must be a valid date not in the future. • Management is interested in knowing how long loyalty customers have been enrolled (in years). • Address and other demographic information is NOT required.

Use Case #2: Create Product	
Description	The Filling Station sells a variety of products. They currently offer four types of fuel: Regular, Premium, Super, and Diesel. They also offer three types of car washes: Standard, Enhanced, and Deluxe. Finally, they offer a five minute block of compressed air. The owners of the gas station may consider selling other products in the future (such as motor oil or wiper

	<p>fluid). The products should be classified into “Fuel”, “Car Wash”, or “Miscellaneous” categories to enable reporting roll ups.</p> <p>To encourage customer loyalty, those customers who are registered as a Loyalty Customer enjoy a discount on all fuel products, all the time – this is called the “Loyalty Discount” (Currently, the loyalty discount is 3 cents per gallon but is subject to change). Loyalty customers also receive a “Loyalty Discount” on all car wash products all the time (Currently, this discount is \$1 for each carwash, subject to change). In addition, after a loyalty customer accrues 100 gallons of gas purchases (of any grade), they receive a per-time “Reward Discount” on their next fuel purchase. This discount is instead of the loyalty discount (i.e. they are non-additive). Currently, the Reward Discount is 10 cents per gallon, also subject to change. The Reward Discount is applied every 100 gallons. Only one reward is allowed at a time (in other words, if a customer were to buy 300 gallons of fuel at one time, they would only qualify for one reward redeemable at their next visit).</p> <p>Example: Loyalty Customer, Adam, receives a 3¢ per gallon discount for every gallon they purchase. When he reaches 100 gallons in total purchases over any number of visits, his next visit will allow for a 10¢ per gallon discount on that one fill up. His accrued reward gallons resets to zero and he goes back to his 3¢ per gallon reward until he reaches the next 100 gallons in purchases. There are no limits to how many rewards Adam can earn.</p> <p>Regular (non-loyalty) customers always pay full price.</p> <p>See a sample advertisement below to further illustrate business rules.</p> <p>The Store Manager will create entries in the application to be able to sell these products.</p> <p>When a Fuel product is created, the Store Manager must also create data for a Fuel Tank for storing fuel at the same time. Fuel tanks are located under the filling station and hold a large quantity of saleable fuel. Fuel tanks will have their own unique ID as well as the maximum quantity of fuel they hold (popular fuel types typically have larger tanks of reserves), and the current quantity of fuel. A fuel product is not allowed to be created without an associated fuel tank. Likewise, fuel tanks are not allowed to be created unless they are associated to a fuel tank.</p> <p>Car Washes and miscellaneous products (non-fuel products) do NOT have fuel tanks.</p>
Main Success Scenario	<p>Manager correctly enters the following data into the application:</p> <ul style="list-style-type: none"> • Alphanumeric ID unique to the Product (Example: PROD-001) • Name of the product (Free form text, such as Diesel Fuel) • Classification of product (One of three values: “Fuel”, “Car Wash”, “Miscellaneous”)

	<ul style="list-style-type: none"> • Unit of Measure (such as “Gallon” or “Each”) • Price Per Unit of product in US Dollars (can change over time) • Loyalty Discount Per Unit in US Dollars – example \$0.03 (can change over time) • Reward Discount Per Unit in US Dollars – example \$0.10 (can change over time) • Tax Amount in Percent (5% would be .05) Taxes could be different for each product based on government regulations and can also change over time. <p>Fuel products also have:</p> <ul style="list-style-type: none"> • Their own unique Alphanumeric ID (Example: TANK-001) • Max Quantity of Fuel they can hold (In Gallons). Default value is 5000 gallons. <ul style="list-style-type: none"> ○ 1 US gallon = 0.133680556 foot³ ○ 1 gal = 0.133680556 ft³ ○ So, for example, 5,000 US gallons would be approximately 668.4 cubic feet or approximately 24.8 cubic yards. (1 cubic yard = 3ftx3ftx3ft = 27 cubic feet.)
Other	<ul style="list-style-type: none"> • Identifier must be unique and alphanumeric • Product Name must be free form text entry. • Classification is chosen from one of three static values in a dropdown: Fuel, Car Wash, and Miscellaneous. • Unit of Measure is a free form text entry. • Prices are all in US Dollars. Discount and Reward values should never be more than the Price per Unit value. • Tax Rate should be a percent. Taxes are never negative, but some products may not be taxed at all. • The trigger number for reward gallons is always 100. Management is confident that this number will be constant over time. • The ID and Max Quantity of a fuel tank is entered into the UI when a Fuel Product is created. • The current level of fuel in tanks should never be entered in the UI manually. When a fuel tank is created, you can assume it will be automatically filled to capacity based on the specified Max Quantity.

The Filling Station

\$3.00 per gallon	\$3.20 per gallon	\$3.50 per gallon	\$3.80 per gallon
Regular	Premium	Super	Diesel

Become a Loyalty Customer and enjoy these benefits!



3 cents off each gallon on every purchase!



Save up 100 gallons of fuel purchases and you'll get **10 cents** off your next fill up!



No Limit! Buy another 100 gallons, get another 10 cent discount!



Dirty Vehicle? Loyalty means \$1 off any car wash!

*All prices and discounts are subject to change at anytime without notice.

Figure: Sample Marquee to illustrate business rules

Use Case #3: View Info	
Description	A Store Manager may look at current information at any time by selecting a valid ID from the UI. Information relevant to the record should be shown in various list boxes and text boxes. This would apply to a Product, a Loyalty Customer, a Fuel Tank, or a Sale.
Main Success Scenario	An alphanumeric number that is valid in the application is selected from a list. Once selected, the various data elements for that object should be displayed on the form.
Other	<ul style="list-style-type: none"> The application should pull up correct data along with any relevant lists and calculations as discussed in lectures as the project progresses. The program should gracefully handle a situation where the selected ID could not be found in the application. (Specific details will be covered in lecture.)

Use Case #4: Edit Product	
Description	After a Store Manager successfully views a current product info by selecting a valid Product ID from a dropdown list (see Use Case 3), some data elements may be edited and updated in the application.
Main Success Scenario	<p>Assumption: Use Case #3 for View Product is completed successfully. Once the correct data is displayed on the screen, data elements may be modified and saved back into the application where they will overwrite the previous data elements.</p> <p>Specifically, the Price Per Unit, Loyalty Discount Per Unit, Reward Discount Per Unit, and Tax Rate can be changed by the store manager at any time. The ID, Name, Product Class and Unit of Measure should not be allowed to be changed. Fuel Tanks are not allowed to be edited.</p> <p>All changes should overwrite the current product offerings but not change the accounting for previous sales.</p>
Other	<ul style="list-style-type: none"> UI should enable controls applicable to editing the product and disable controls not valid when editing a product.

Use Case #5: Create Sale / Buy Product (including Buy Fuel Product AND Buy Non-Fuel Product)	
Description	<p>The customer may purchase a product at any time. Purchasing is a complex operation, so be sure to read the rules here carefully.</p> <ol style="list-style-type: none"> 1) The Customer enters a unique ID for this sales transaction (For example: SALE-0001) 2) The customer must indicate if they are a Regular Customer or a Loyalty Customer. If the customer selects a loyalty customer phone number, continue with step 3. Regular customers will leave the phone number dropdown blank and continue with step 5. 3) The loyalty customer provides their security pin. If a customer's name/PIN value is invalid, the system should present an error and not allow the transaction to proceed until the proper pin is selected. (Or, the customer changes to a regular transaction) 4) Once a loyalty customer is validated, the system should provide the current accrued gallon rewards as well as a list of previous sales for that customer. 5) The customer then chooses the product that they wish to purchase. <ol style="list-style-type: none"> a. If the product selected is a fuel product, the system should identify the correct discount rate based on customer type (regular vs loyalty) and the accrued reward gallons. If the accrued reward gallons for the customer is greater than 100 (this number never changes), then the customer is entitled to the larger reward discount. b. If the product selected is a non-fuel product (car wash, miscellaneous), then the number of accrued reward gallons becomes irrelevant for that purchase, but a loyalty discount may still apply.

	<p>6) The customer selects how much of the product they wish to purchase. If it is a fuel purchase, the system must check that enough product exists in the fuel tanks (the system can only sell what is available!)</p> <p>7) The Sale Date is defaulted to the current system date/time.</p> <p>8) Calculations are made and the sale is posted. NOTE: Unlike most retail stores, taxes at filling stations are included in the customer's price. In other words, the Extended Price is calculated first (Price Per Unit – Discount Per Unit) * Quantity Purchased. Then, taxes are deducted from that amount. For example, if a customer purchases 10 gallons of gas at \$5 per gallon (after all the discounts are applied) then the Extended Price is \$50. If the tax rate on that transaction is 20%, then the Net Amount to the filling station is \$41.67 and the Tax Amount is \$8.33. $\text{Net Amount} = \text{Extended Price} / (1 + \text{tax rate})$. In this case, 20% would be 0.20 in decimal, and 1 + tax rate would be 1.20.</p> <p>9) Price Per Unit, Discount Per Unit, and Tax Rate must be captured and stored at the time the sale was posted in order to keep accurate information as the price fluctuates.</p> <p>10) After the sale is posted, for fuel products only:</p> <ol style="list-style-type: none"> Accrued reward gallons are incremented for loyalty customers Current fuel quantities are decremented for fuel tanks. See the Remove Fuel use case below. If a loyalty customer was entitled to use their 100-gallon reward discount, then their accrued reward gallons total becomes zero. (i.e. they reset and start accruing for their next discount) If a tank falls below 5% full, then a warning should appear in the UI and/or the transaction log. In this case the Manager may choose to initiate the Replenish Fuel Tank process manually. If a tank falls below 2% full, then the system will initiate the Replenish Fuel Tank process automatically itself. See the Replenish Fuel Tank use case below for more details.
Main Success Scenario	<p>The customer initiates a sale by identifying themselves from a drop down box + Security PIN (or accepting regular customer terms), the product and quantity they want to purchase, and supplying a unique alphanumeric ID for the transaction.</p> <p>The system identifies correct discounts and applies the correct calculations to create a Sale object and adjust quantities as necessary.</p>
Other	<ul style="list-style-type: none"> Identifiers must be unique and alphanumeric. Customer and Product should be found in the application. If not, the application should handle the error gracefully. Sale Date should default to current system date, but be allowed to be changed.

	<ul style="list-style-type: none"> • Quantity should be a decimal and always positive. • The customer can only buy as much gasoline as is available at the start of the purchase. • Security PIN characters should not be visible on the UI. The provided PIN must be compared to the encrypted PIN stored in the customer object to validate the customer.
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Use Case #6: Remove Fuel	
Description	<p>After every successful fuel purchase, the amount of fuel that was purchased must be emptied from the fuel tank. In addition, the application must react to certain business event triggers related to the level of fuel in the tanks.</p> <p>If the current fuel level in the fuel tank falls below 5% full based on its maximum capacity, then a warning message is issued to the store manager and a command button is enabled to allow for a reorder to replenish that fuel tank.</p> <p>If the current fuel level in the fuel tank falls below 2% full based on its maximum capacity then the system automatically orders and replenishes the fuel for filling station without store manager interaction.</p>
Main Success Scenario	<p>The fuel product purchased is associated with a specific fuel tank. That tank must have the correct quantity of fuel deducted. After the deduction, the system should check for two conditions: less than 5% full and less than 2% full. The 5% full condition triggers a warning level that the fuel tank is low. The 2% full condition triggers the Replenish Fuel Tank use case automatically.</p>
Other	<ul style="list-style-type: none"> • Consider using custom events as discussed in lecture to trigger the event actions.

Use Case #7: Replenish Fuel Tank and Add Fuel	
Description	<p>The fuel in Fuel Tanks are only able to be increased by ordering more fuel from the distributor. This can be done one of two ways: either the manager selects a tank from the UI and manually requests a reorder, or the system automatically issues a reorder.</p> <p>In reality, an order would be placed and tanker truck would appear later. For this simulation, you can assume the tanker truck will appear immediately and the fuel will be automatically available for the next sale.</p> <p>A tanker truck can only carry 4000 gallons of a fuel for any order.</p>
Main Success Scenario	<p>Replenish Fuel Tank is called from one of two methods but resolves exactly the same for both method: the amount of fuel is increased until the fuel tank is full or the tanker truck is out of fuel.</p>

Other	<ul style="list-style-type: none"> Remember that a fuel tank can never have a current fuel level less than zero or greater than that tank's maximum capacity.
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Use Case #8: Create Transaction	
Description	<p>Every data change in the application must be captured in order to accommodate Backup and Restore processes.</p> <p>As each process completes, an entry with a specific string format will be recorded. The transactions should be visible in the transaction log that is displayed in the UI as well as in an array in the application.</p> <p>For transactions that are logged from UI input: errors should be caught interactively and displayed to the user for immediate correction.</p> <p>For transactions that are logged from the input of a flat file (see Backup/Restore Data below), errors are noted in the transaction log through the use of an "Is Error" flag.</p>
Main Success Scenario	All transactions logged in the proper format.
Other	<ul style="list-style-type: none"> Specific text formats will be provided later and discussed in lectures.

Use Case #9: View Report	
Description	The store manager needs to see certain reports and transaction logs.
Main Success Scenarios	<ol style="list-style-type: none"> The user needs to see scrollable lists of all data in the application: customers, products, etc. The user needs to see a running transaction log: a scrollable list of all transactions that have occurred in the application, as they occur. Calculations/metrics should appear on the summary and/or report page and update automatically as transactions happen.
Other	<ul style="list-style-type: none"> Calculations should be accurate at all times. Be careful to not divide by zero when calculating averages. Specific report requirements will be provided below as soon as management has determined which key performance indicators (KPIs) are most important. Reports may include (but not limited to): sales reports per category of product, total discounts offered, average sale amount, etc... More details on the reports will follow as the semester progresses.

Use Case #10: Backup/Restore Data	
Description	The application must be able to backup and restore in multiple ways. A Refresh button will be required that will reset the UI and all data objects to an initial state. A requirement to reset all data objects and then replay the transactions in the transaction array may be required as well.

	<p>A “Save” button will export the transactions to a flat file for offsite storage. A “Load” button will be used to import and replay transactions from a flat file.</p> <p>Finally, a “Test Data” button is required for the QA department to hardcode some transactions for testing purposes.</p>
Main Success Scenario	<p>The application should be able to load/process transactions from any of these methods as well as through standard UI inputs through the normal course of business.</p> <p>The application should be able to export transactions to a flat file in the proper format.</p>
Other	<ul style="list-style-type: none"> • Specific file formats will be provided later.

Management would like the following metrics/calculations shown on the Summary Page:

- MANAGEMENT IS CURRENTLY INVESTIGATING AND WILL PROVIDE REQUIREMENTS AT A LATER TIME.

All of these metrics must be calculated and not persistently stored in variables. The Summary screen should update anytime the data changes in the application.

The following UML Class Diagram (**subject to change**) summarizes this structural information and the interrelationships between Classes. All data will be stored in memory in the application (i.e. no databases will be used).

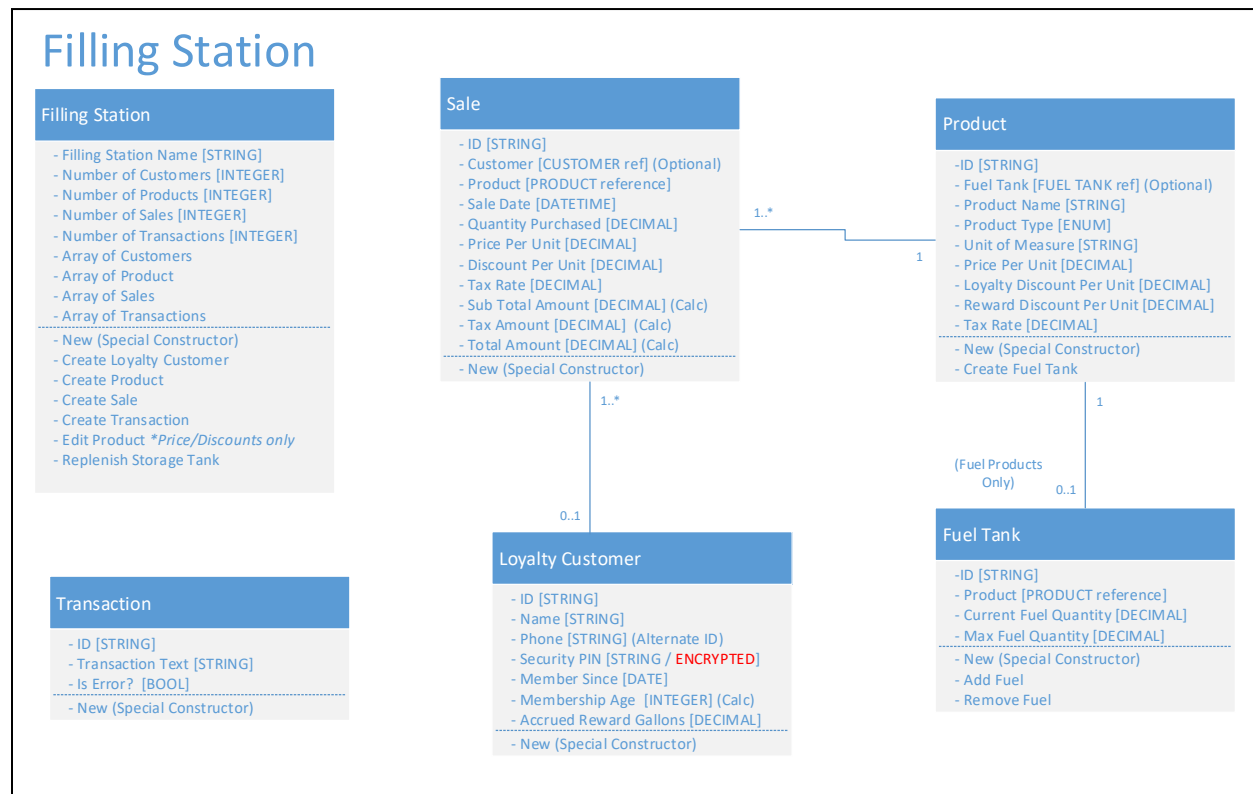


Figure: UML Class Diagram

Semester Project: Deliverable 3 – Custom Events

Due: November 12, 2017 at 11:59 PM Mountain Time

Points: 75 (weighted in the Project Category)

Solution Name: Proj03-FillingStation-LLLL...-FFFF... (LLLL = your last name, FFFF = your first name, CamelCase)

Project Name: FillingStation

Continue to use the same project that you submitted for Project 2. (1) Rename the solution directory to Proj03-LLLL-FFFF, where LLLL and FFFF are your last and first names using CamelCase. (2) Rename any .sln and .suo files within it (to say Proj02 instead of Proj01 and to use your LLLL & FFFF name). (3) Double click on the .sln file to open the new copy of your Solution. You will then be ready to work on Project 3.

For this increment of the project, you will be focusing on custom events and handling, selection, additional validation, and additional functionality in Behavioral Methods.

1. Make any changes and error corrections to your Project 2 code based on feedback received.
2. Include custom events for the following. Be sure to use EventArgs classes to pass the appropriate data.
 - a. Create Loyalty Customer
 - b. Create Product
 - c. Create Sale
 - d. Create Fuel Tank
 - e. Create Transaction
3. For each business process, be sure to:
 - a. Build upon and/or correct the Behavioral Methods in the Filling Station class for each business process:
 - i. Create the object (e.g. Product, Sale, etc...)
 - ii. Keep track of the “number of” objects created in the Filling Station class
 - iii. Raise a corresponding custom event from Filling Station using an EventArgs class

- iv. Return a reference to the created object if successful, or Nothing if unsuccessful. (“Nothing” is the keyword in VB that indicates “null”, “nil”, “reference to nothing”, “empty”, ...)
 - b. Implement a descriptively named event procedure in FrmMain that responds to each custom event.
 - i. Have all data presented in combo/list boxes and the transaction log populate from these custom events (NOT from the button clicks as you did in Project 2. You must remove any data presentation from the button click events in FrmMain).
 - ii. Update lists in the Summary tab as well as combo boxes on the functional tabs.
 - iii. Test to make sure UI updates the same whether the data is created from an interactive button click or from the hard coded Process Data Test method.
- 4. Further UI Validation and feedback including:
 - a. Blank string values
 - b. Loyalty Join Date in the future
 - c. Radio Button selection
 - d. Numeric value out of range
- 5. Further ENUM logic to translate Radio Button selection into the proper Product Type.
- 6. When an item in a combo/list box is selected, information about that selection should be displayed in the proper ToString textbox. (Eventually, after we learn about arrays and loops for Project 4, we will be able to look up complete information and display it; before that time, we will only be able to display ID numbers and hard-coded messages).
- 7. For “Modify Product”: Create the procedure in Filling Station with the necessary parameters. This procedure should NOT need to increment any “NumberOf” variables (updates also do not create new objects). For Project 3, you will NOT need to actually update any data – because we will not be able to look up and find the Account to actually update until Project 4. But, you will have to raise a relevant custom event and update the transaction log with a temporary, hard-coded message.

8. Make it so that any data entered from the GUI as well as data entered from your “Process Test Data” method is tracked together. In other words, there should be ONLY ONE SINGLE module level variable in FrmMain for FillingStation. (This is the same as what was expected in Proj02.)
9. Update any Behavioral Methods as necessary to add more functionality such as CustomerSince age and any others as discussed in lecture.
10. Complete any other code elements as discussed and assigned in lecture.

NOTE: We will still NOT store data long term in this iteration, so you will continue to use “placeholder” references instead.

Required Elements (check these off before you submit)

- ☐ Zip File with all necessary files included
- ☐ Project compiles correctly with no compile errors
- ☐ Project runs with no run time errors (test every data entry)
- ☐ Usability: tab stops, message boxes, etc...
- ☐ Supportability: comments, correct use of template, etc...
- ☐ Code Template for ALL classes with header information filled in
- ☐ Data entry validated
- ☐ Correct output in the Transaction Log
- ☐ Click events for all buttons, including the exit button
- ☐ Click event for “Test Data” button using hardcoded data
- ☐ Custom Events implemented
- ☐ Event Arg classes
- ☐ Additional Data Validation on user input tabs
- ☐ All required controls updated upon successful object creation (transaction log, summary tab, combo/list boxes within functional tabs)
- ☐ Clicking on a list box displays information in the ToString box (only basic data for project 3)