

POS store project report

Prepared by

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Vietnamese German University

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Table of Contents

Project Description	4
Project Overview	4
The Purpose of the Project	4
The Scope of the Work	4
Product Scenarios	4
Stakeholders	4
Mandated Constraints	4
Naming Conventions and Definitions	4
Relevant Facts and Assumptions	4
Requirements	4
Product Use Cases	4
Functional Requirements	4
Non functional Requirements	4
Data Requirements	4
Performance Requirements	4
Dependability Requirements	4
Maintainability and Supportability Requirements	5
Security Requirements	5
Usability and Humanity Requirements	5
Look and Feel Requirements	5
Operational and Environmental Requirements	5
Cultural and Political Requirements	5
Legal Requirements	5
Design	5
System Design	5
Current Software Architecture	5

Proposed Software Architecture	5
Subsystem services	5
User Interface	5
Object Design	5
Test Plan	5
Features to be tested / not to be tested	5
Pass/Fail Criteria	5
Approach	6
Suspension and resumption	6
Testing materials (hardware / software requirements) .	6
Test cases	6
Testing schedule	6
Project Issues	6
Open Issues	6
Off-the-Shelf Solutions	6
New Problems	6
Tasks	6
Migration to the New Product	6
Risks	6
Costs	6
Waiting Room	6
Idea for Solution	6
Project Retrospective	6
Glossary	7
References/Bibliography	7
Index	7

List of table	7
List of figures	7

1. Project Description

a. Project Overview

b. The Purpose of the Project

We are creating a Web Application which allows an merchant to calculate the amount owed by the customer, indicate that amount ,may prepare an invoice for the customer.After finishing the payment process,the system will update products 's information to the database which will be showed to the manager of the chain stores.

c. The Scope of the Work

First of the POS system's objectives is Inventory management which means using bar code identification in receiving, tracking and selling inventory items.a POS system can also monitor the cost of goods sold, purchase price, and profit margins, allowing users to pull reports and determine when to adjust customer pricing.

Second is the Customer Data Control. Retailers can use a POS system to gather information on current customers. By using customer identification variables such as a phone number or Identity card's number, retailers can modify the buying experience of customers which will help them to encourage customers for further buying with different method.

Accounting automation is the last objective.This means POS system can simplify the accounting and record-keeping tasks involved in business. Sales are automatically calculated to determine sales and use tax owed, gross receipts accumulated and even expenses like payouts to vendors for inventory.

Overall, POS systems seek to automate as much of a retailer's financial processes as possible. By increasing information reporting accuracy,retailers gain smoother operations and better information on which to make crucial business decisions.By reducing the labor hours required to gather such information retailers can reduce the cost associated with record keeping.

- d. Product Scenarios
- e. Stakeholders
- f. Mandated Constraints
- g. Naming Conventions and Definitions
- h. Relevant Facts and Assumptions

2. Requirements

- a. Product Use Cases
- b. Functional Requirements
- c. Non functional Requirements
 - i. Data Requirements
 - ii. Performance Requirements
 - iii. Dependability Requirements
 - iv. Maintainability and Supportability Requirements
 - v. Security Requirements

- vi. Usability and Humanity Requirements
- vii. Look and Feel Requirements
- viii. Operational and Environmental Requirements
- ix. Cultural and Political Requirements
- x. Legal Requirements

3. Design

- a. System Design
- b. Current Software Architecture
- c. Proposed Software Architecture
- d. Subsystem services
- e. User Interface
- f. Object Design

4. Test Plan

- a. Features to be tested / not to be tested

- b. Pass/Fail Criteria
- c. Approach
- d. Suspension and resumption
- e. Testing materials (hardware / software requirements) .
- f. Test cases
- g. Testing schedule

5. Project Issues

- a. Open Issues
- b. Off-the-Shelf Solutions
- c. New Problems
- d. Tasks
- e. Migration to the New Product
- f. Risks

g. Costs

h. Waiting Room

i. Idea for Solution

j. Project Retrospective

6. Glossary

7. References/Bibliography

8. Index

9. List of table

10. List of figures