

1. Create sale transaction
  - a. The **UI** prompt the user to enter the *name* of the **Item** and the *price* of the **Item**. Then a **Transaction** is created and the *items* the user enters in are added to that **Transaction**. When the user is done with the **Transaction** the receipt is generated and displayed.
2. Return item(s)
  - a. The **UI** prompts the user to enter the **Transaction** *id* and then asks the user to enter in the *items*. The the *item* is removed and listed as *returned* and a receipt is displayed.
3. Enter rebate
  - a. The **UI** prompts the user to enter in a rebate *amount* and the date the rebate was given. Then the **Manager** will store the rebate *amount* and the *date* the rebate was given.
4. Generate rebate check
  - a. The rebate check is generated and displayed on the screen with the *date* of the rebate and the *amount* of the rebate.