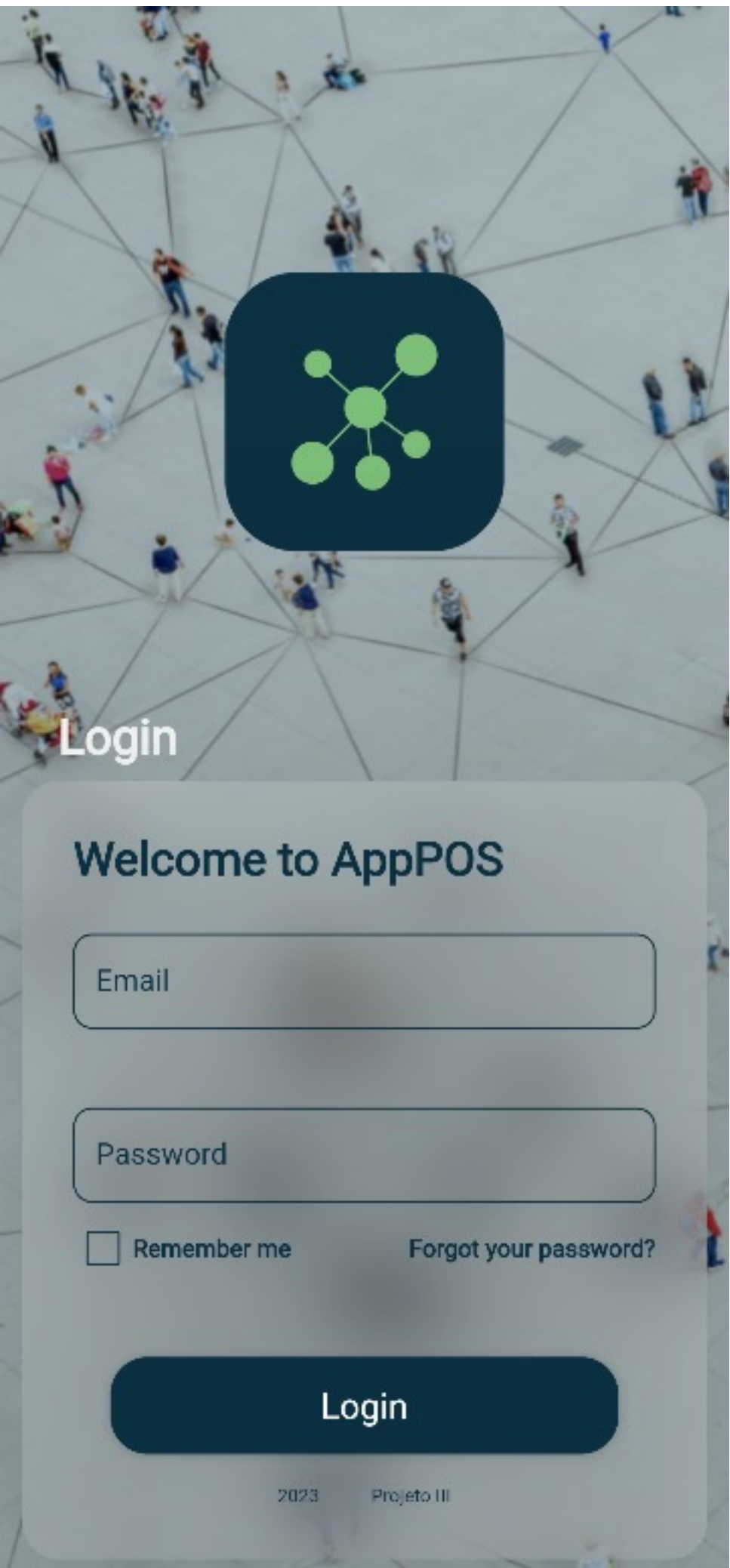
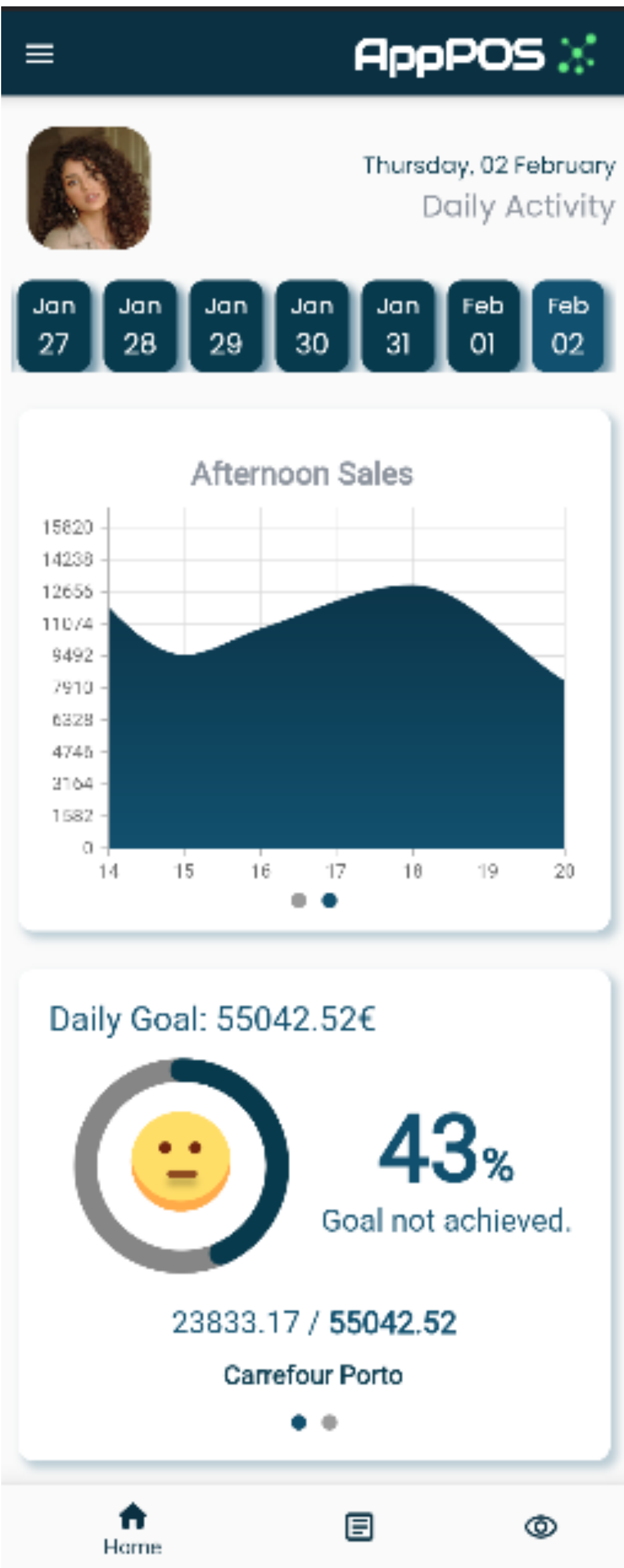


Introduction

Within the scope of Project 3 Curricular Unit, we were proposed a Project with the company Tlantic Portugal. This Project is a POS App for the various customers of the company. A client-server architecture (http) was used, using the dart programming language on the frontend (mobile), with the flutter framework and the Go programming language on the backend.



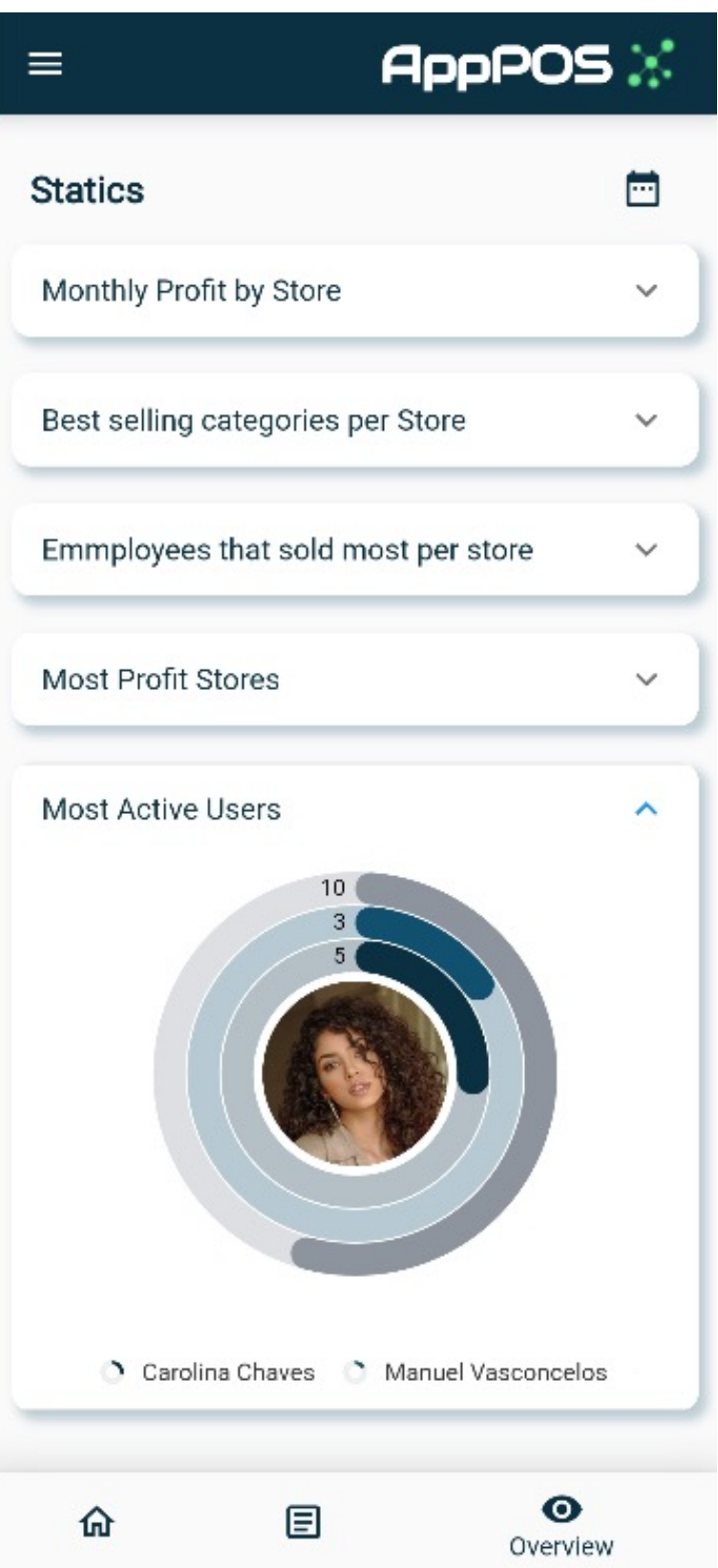
Login Page



Home Page

Objectives

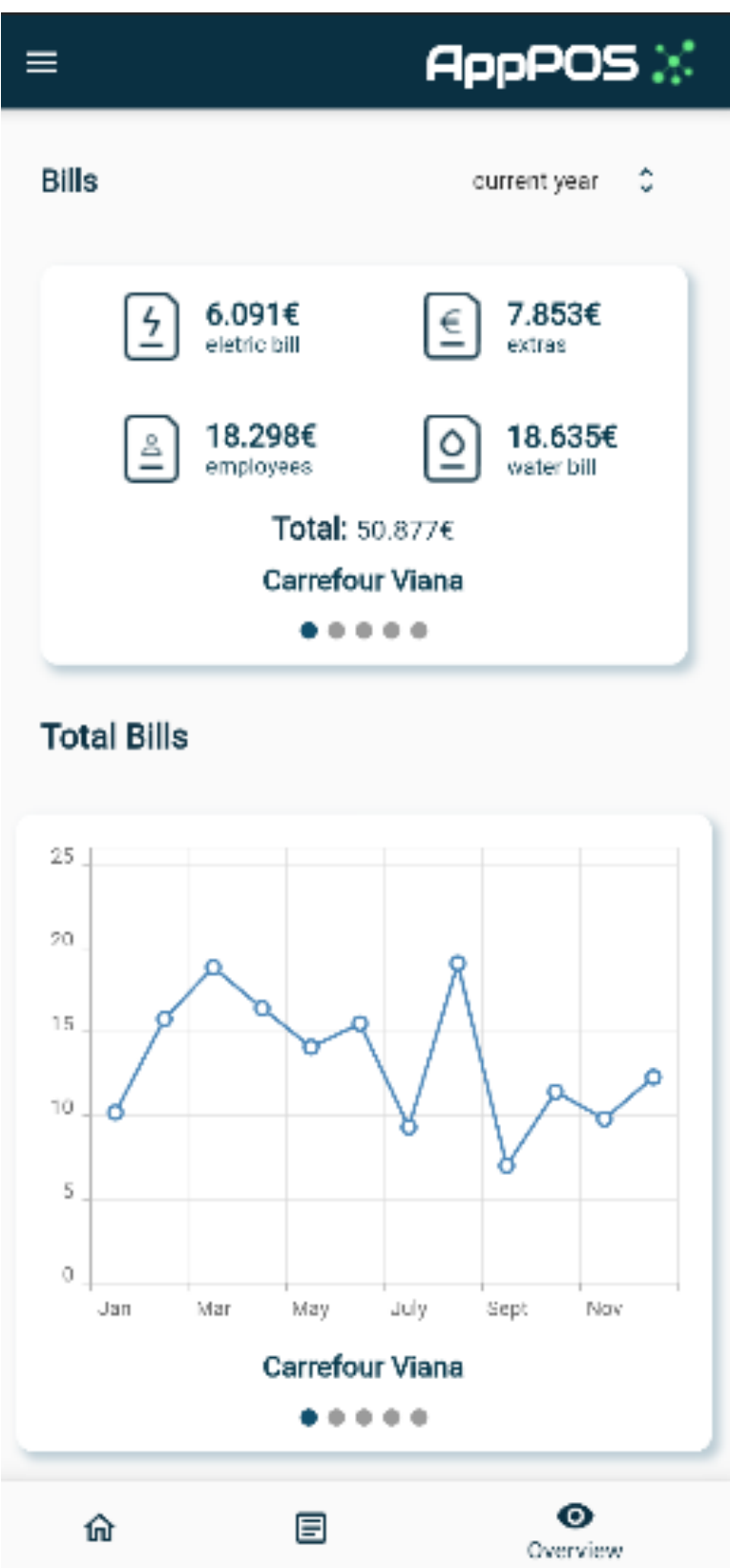
Since the beginning of the development of the project, the group of students was concerned with understanding the objectives of the company (Tlantic Portugal) regarding the project. The core objective of the application is the possibility of accepting or rejecting requests from several stores within a company through a mobile device. It is also possible through the mobile application to consult the various data and statistics of a company. At last, the app also allows the user to visualize the performance of certain employees within a store.



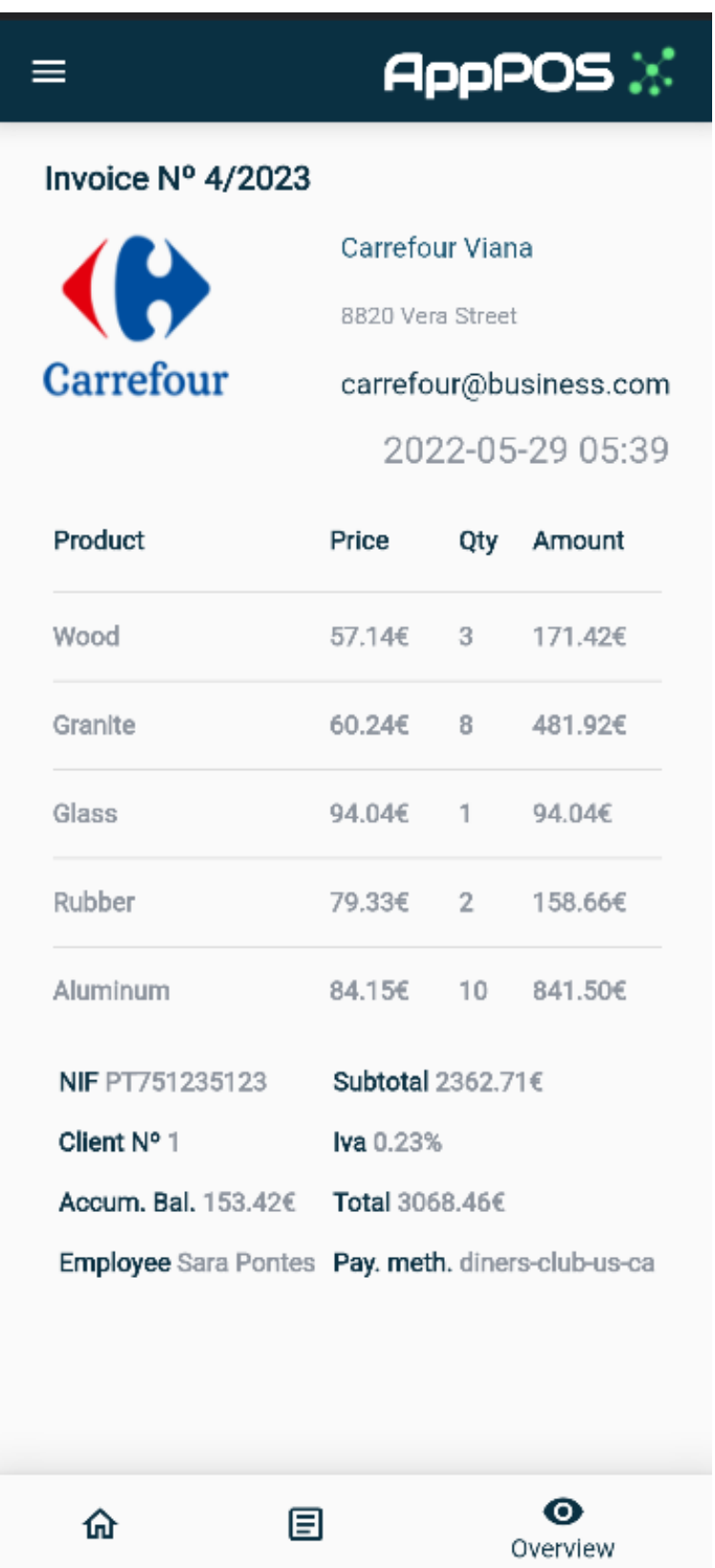
Charts Page



Report Page



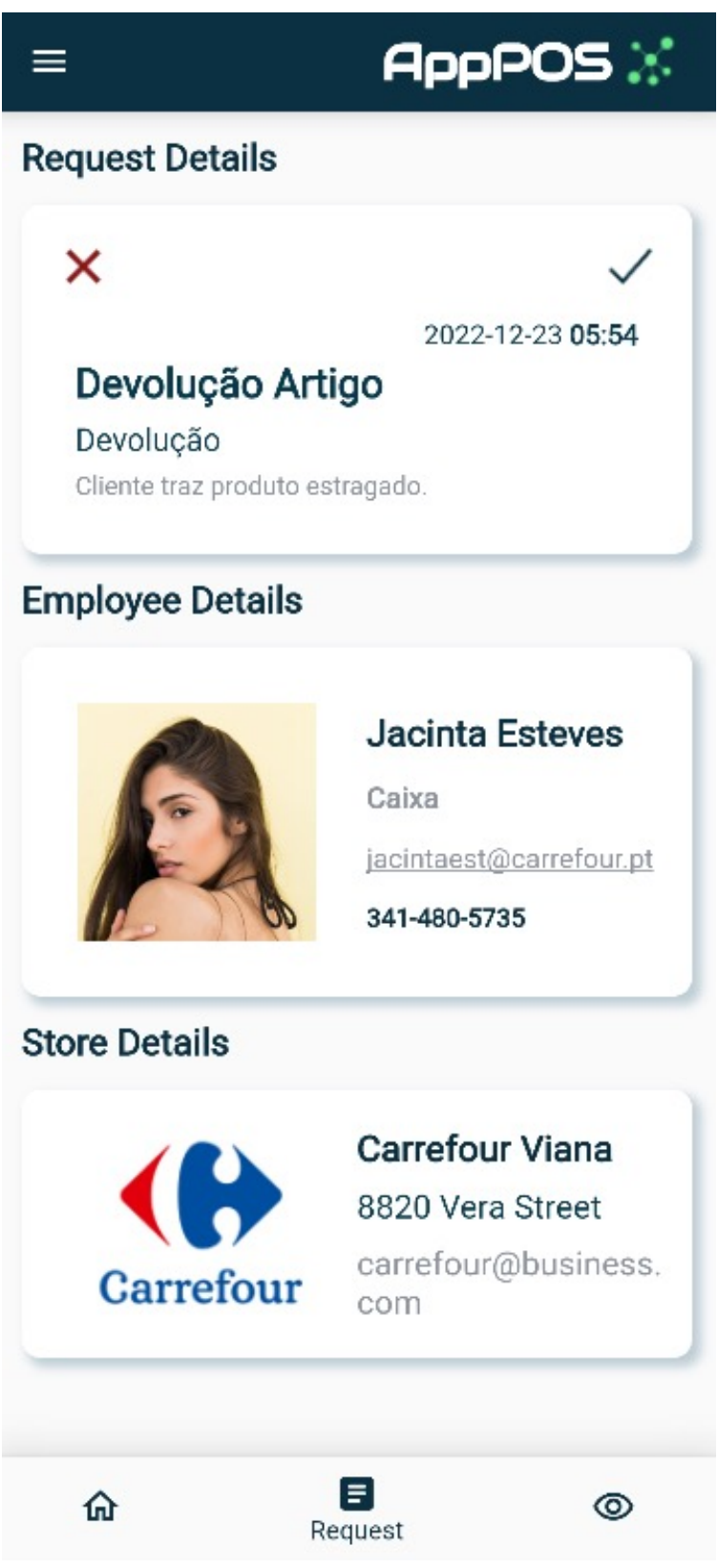
Bills Page



Invoice Page



Requets Page



Requets Details Page

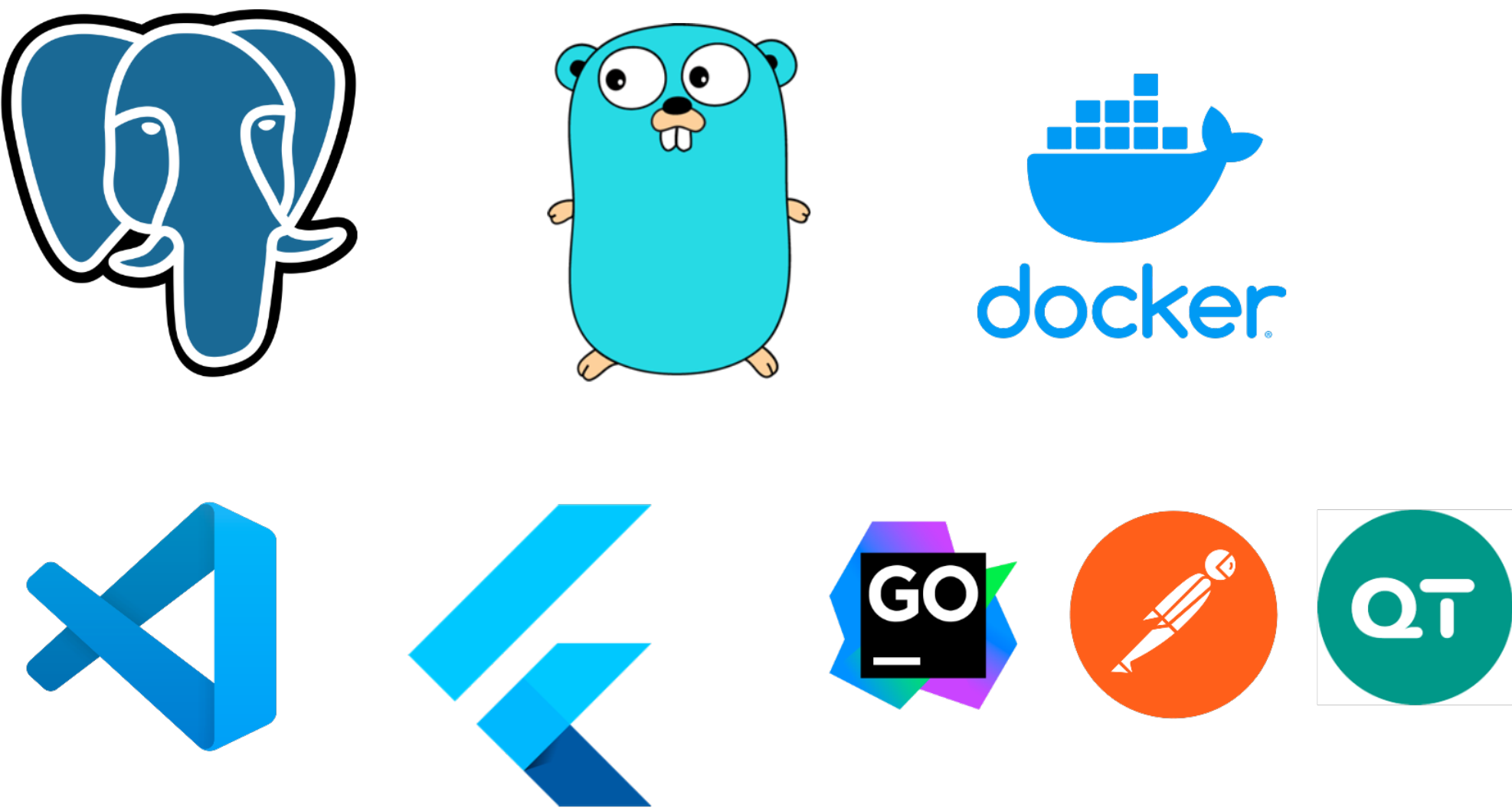
Discussion / Conclusion

After the development of this project, we were able to provide a mobile app, which allows a store manager to monitor sales, returns, employees, leaving several customers satisfied with the results, ultimately improving the company's management.

References

- Go Docs: <https://go.dev/doc/>
- Flutter Docs: <https://docs.flutter.dev/>

Tools & Technologies Used



Orientation

- Professor Doctor Jorge Ribeiro
- School year 2022/2023;

Support

Company: Tlantic Portugal, Institution: IPVC

