**NORTH WEST REGIONAL COLLEGE**

**DEPARTMENT OF SCIENCE TECHNOLOGY AND CREATIVE INDUSTRIES**

**WORK BASED LEARNING - WEEKLY REPORT**

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**REPORT NO:** 3 **DATE:** 20/04/2020

Please use the space below to give details of your activities for this report period. Your outline should include - in as much detail as possible, **a breakdown of activity by project**. You should aim to address areas such as perceived organisational benefits, desired outcomes and deliverables.

For each project that you are working on – you should indicate the title, progress, targets met and expected completion date.

**Summary of activities:**

During this week on placement I learned some methods used in bars to reduce the amount of people who don’t purchase anything yet spend an entire night there, this is known as ‘Minimum Consumption’. I had to write out a practice script where no matter what product was bought, (with a price under the minimum spending amount) the final amount would have been the minimum rate (if it wasn’t exceeded.) You can see this script overleaf on Page 2.

Once this task was complete, I continued to work on my solution where I made a lot of progress regarding starting my solution, by disabling methods and re-enabling them to understand how the program works and how they co-operate with one another. My solution has been broken into various blocks to help handle the code and my step by step progress much easier. During the week I worked on my ‘Login’ Block, followed by Receipt, Sell & Payment blocks, it has gotten to the point where I am now testing the overall functionality by logging in random users and creating orders to ensure my method is cashing out correctly. Soon to be followed by implementing it into the Vectron System GUI (Graphical User Interface)

Personally, I feel this week I have gained a lot of progress now that I know the Lua language and can implement it myself, by next week I think most of my solution will be complete and it will only be minor fixings needed.

**Comments on progress:**

I now have a working function, which I can partially test and operate with. I did run in to an error during the week however it has been resolved by reading more of the Vectron API, this also improved my knowledge of the Lua language as it was my Lua code at fault, as well as the Vectron methods. From this my error handling has also improved.

**Planned tasks:**

* Implement My solution to be called from the GUI instead of being run off a timer.
* Test the overall functionality
* Have an external class to run my methods from – keeping the solution class much cleaner.

**Code example here**

--the current plu number for the difference between receipt and

--minimum consumption value

minConsumptionPLUNo = 980;

--minimum consumption value

minConsumptionValue = 12;

--the media on which minimum consumption should apply

--payment type basically

minConsumptionMedia = {1,2,4};

--Applying the minimum consumption PLU to the receipt

function ApplyMinConsumption (event)

    --check parameters

    if(minConsumptionPLUNo == nil or minConsumptionValue == nil or minConsumptionMedia == nil) then

        vpos.view.showWindow(sTxtParametersIncomplete);

        return;

    else

        --get current media

        local media = event:getMedia();

        if(media == nil) then

            return

        end;

        --get current media number

        local mediaNo = media:getNo();

        if(mediaNo == nil) then

        return;

    end;

    --set default value

    local mediaIsRegistered = false;

    --if media is viable for minimum consumption

    for index, value in ipairs (minConsumptionMedia) do

        if(mediaNo == value) then

            mediaIsRegistered = true;

            break;

        end;

    end;

    if(mediaIsRegistered) then

        --get the current receipt

        local receipt = vpos.accounting.Receipt ();

        if(receipt == nil) then

            return;

        end;

        --get the current receipt value

        local currentReceiptValue = receipt:getSubTotal();

        if(currentReceiptValue == nil) then

            --minimum valu ereach

            return;

        end;

        --check if the minimum consumption has been reached.

        if(currentReceiptValue < minConsumptionValue) then

            --book a plu

            receipt:addPLU {plu = minConsumptionPLUNo, price = minConsumptionValue - currentReceiptValue}

        end;    end; end; end;