**NORTH WEST REGIONAL COLLEGE**

**DEPARTMENT OF SCIENCE TECHNOLOGY AND CREATIVE INDUSTRIES**

**WORK BASED LEARNING - WEEKLY REPORT**

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**REPORT NO:** 7 **DATE:** 17/04/2020

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:**

This week was merely focused on the *‘Touchcode’* functionality. The touch code is a unique code for users when logging in to Vectron tills, these unique codes are linked to a magnetic key fob (Figure 1). After some research through the Vectron API I implemented the touch code function into my script. Once this was implemented, it didn’t work properly as there two ways to sign a user into the Vectron till, that is by user code, or connecting the magnetic key fob. After some error handling and testing by using loops and if statements I came up with the final solution, as you can see in page NUMBER. I implemented multiple IF statements that make sure the user being logged in is completely valid, because *“At the end of the day, the goals are simple: safety and security” [ Jodi Rell (2016)].* If the user being randomly logged in is *invalid,* the loop will skip the ‘*Login Stage´* of this program and find a new user.

For efficiency and more randomised data, I created another if statement that selects a *login method* as well, giving the demonstration data created completely random users that were logged in differently.

Jodi Rell (2016) *At the end of the day, the goals are simple: safety and security.,*Available at: *https://www.brainyquote.com/quotes/jodi\_rell\_175713* (Accessed: 20/02/2020).

**Comments on progress:**

When I got the touch code to work efficiently, it was a major step in the skeleton of my solution. When demonstrating, no one must do anything to log a user in anymore, especially with the touch code option now implemented. I personally feel I have achieved a lot more regarding my knowledge of not only the Lua language, but with Vectron API with some of its advanced functions.

**Planned tasks:**

* A form of *‘Logging’* must now be implemented to replace the message box technique of showing the user where the program is currently at, in terms of progression. E.g. Logging in section, receipt section and so forth.
* Start to work on the Demonstration Data Tutorial document for users who will receive this solution.

-- signs in an operator via ID

                xOperator = DemoDataGeneratorLibrary.getRandomOperator()

                if (xOperator:getTouchCode() == "00000000000000") then

                    if (xOperator:getName() == "UNUSED") then end

                elseif (xOperator ~= nil) then

                    local randomSignIn = math.random(1,2);

                    if (randomSignIn == 1) then

                     vpos.holdbuffer.signInOperator(xOperator:getNo())

                    elseif (randomSignIn == 2) then

                   vpos.holdbuffer.signInOperatorByTouch(xOperator:getTouchCode());

                    end

                    logit("3. Successful Login.");

                    break

                else

                    logit("3. Unsuccessful Login. Retrying...");

                end

