UNIT-III

Case study – the Next Gen POS system

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AP/CSE
SSNCE

Why focus on OOAD In the core application layer?

- Other layers are usually very technology/platform independent.

- In contrast, the OO design of the core logic layer is similar across technologies.

- The essential OO design skills learned in the text of the application logic layer are applicable to all others or components.

- The design approach/patterns for the other layers tends to change quickly as new frameworks or technologies emerge.

SSN

Case study one: The NextGen POS System

- The case study is the NextGen point-of-sale (POS) system. In this apparently straightforward problem domain, we shall see that there are very interesting requirement and design problems to solve. In addition, it is a realistic problem; organizations really do write POS systems using object technologies.

  A POS system is a computerized application used (in part) to record sales and handle payments; it is typically used in a retail store. It includes hardware components such as a computer and bar code scanner, and software to run the system. It interfaces to various service applications, such as a third-party tax calculator and inventory control. These systems must be relatively fault-tolerant; that is, even if remote services are temporarily unavailable (such as

- the inventory system), they must still be capable of capturing sales and handling at least cash payments (so that the business is not crippled).
  A POS system increasingly must support multiple and varied client-side terminals and interfaces. These include a thin-client Web browser terminal, a regular personal computer with something like a Java Swing graphical user interface, touch screen input, wireless PDAs, and so forth.