START Program "Cerberus"

While TRUE;

Welcome\_Screen = "We offer a gateway to connect with merchants that specialize to meet your everyday needs."

Timer = 5 seconds

Cerberus = Image of a three headed dog, each head represents a specific demographic; Veterans, Elderly, Disabled,

each head also highlights when scrolled over or by touch

Cerberus\_Output = Descriptive text to speech functionality

IF Timer == False;

Print (Welcome\_Screen + Cerberus\_Output)

ELSE: Print (Cerberus + Cerberus\_Output)

ENDIF

Cerberus\_Input = Allows user to click or tap the head that best fits their demographic and

redirects them to the Client\_Landing\_Page

Client\_Landing\_Page = Client Sign in or Sign up page

Merchant\_Input\_Link = Allows user to click or tap the link and redirects them to the Merchant\_Landing\_Page

Merchant\_Landing\_Page = Merchant Sign in or Sign up page

Help\_Page\_Timer = 2 Minutes

Help\_Page = Displays a Help Desk Number

IF Cerberus\_Input == TRUE;

Print(Client\_Landing\_Page + Cerberus\_Output)

ELIF Merchant\_Input\_Link == TRUE;

Print(Merchant\_Landing\_Page)

ELIF Help\_Page\_Timer == TRUE;

Print(Help\_Page + Cerberus\_Output)

ELSE

Break

ENDIF

Client\_Sign\_In\_Bttn = Allows clients to select the sign in option

Client\_Authentication = Verifies credentials against a database

Client\_Marketplace\_Session\_Counter = Keeps track of the number of times the client has visited

Client\_Sign\_Up\_Bttn = Allows clients to select the sign up option

Client\_Third\_Party\_Verification\_Service = Redirects Clients to a third party verification service

Client\_Marketplace = Allows clients to interact with services, discounts, and advertisements offered

by adding them to their shopping cart

Merchant\_Sign\_In\_Bttn = Allows merchant to select the sign in option

Merchant\_Authentication = Verifies credentials against a database

Merchant\_Sign\_Up\_Bttn = Allow merchant to select the sign up option

Merchant\_Third\_Party\_Verification\_Service = Redirects Merchant to a third party verification service

Merchant\_Store\_Front\_Session\_Counter = Keeps track of the number of times the client has visited

Merchant\_Store\_Front = Allows Merchants to setup services, discounts, and advertisements to the Client\_Marketplace

IF Client\_Sign\_In\_Bttn and Client\_Authentication == TRUE;

Print(Client\_Marketplace)

IF Client\_Marketplace\_Session\_Counter <= 1;

Print(Client\_Tutorial)

ELSE

Print(Client\_Marketplace)

Client\_Shopping\_Cart = Allows clients to add, remove, or store merchant offerings for checkout

Client\_Checkout\_Bttn = Redirects client to Third Party Payment Processor

Third\_Party\_Interface\_Communication = Payment has been processed successfully

Merchant\_Email\_Purchase\_Confirmation = Merchant sends an email regarding specific info regarding the purchase

Client\_Continue\_Shoping\_Link = Prompts the Client if they want to continue shopping and redirects to the client

Marketplace

IF Client\_Shopping\_Cart and Client\_Checkout\_Bttn and Third\_Party\_Interface\_Communication == TRUE;

Print("Hope you enjoyed shopping at "Cerberus". Please come again!", Client\_Continue\_Shopping\_Link,

Merchant\_Email\_Purchase\_Confirmation)

Service\_Email = Sends an email to the merchant and client every 2 days indicating if the service has been

completed

Service\_Email\_Response = Response from client or merchant indicating services have been completed

IF Client\_Continue\_Shoping\_Link == FALSE;

Print(Service\_Email)

Rating\_Email = Sends an email redirecting client to the marketplace to rate the merchant services purchased

Rating\_Email\_Response = Received Clients rating

IF Service\_Email\_Response == TRUE;

Print(Rating\_Email)

Merchant\_Rating\_Email = Sends an email redirecting the merchant to the marketplace for the ratings approval/dispute process

Merchant\_Accept\_Response\_bttn = Merchant accepts to disputes the rating

Merchant\_Decline\_Response\_bttn = Merchants declines to dispute the rating

IF Rating\_Email\_Response == TRUE;

Print(Merchant\_Rating\_Email)

ENDIF

Merchant\_Accept\_Process = Allows the merchant to provide evidence against the rating received

IF Merchant\_Accept\_Response\_bttn == TRUE;

Print(Merchant\_Accept\_Process)

ENDIF

Merchant\_Wins\_Email = Sends an email to the client and merchant displaying why the rating

was reversed

Merchant\_Process = Determines if rating is acceptable between client and merchant

If Merchant\_Process == TRUE;

Print(Merchant\_Wins\_Email)

ENDIF

END Program

ENDIF

ENDIF

ENDIF

ENDIF

ELIF Merchant\_Sign\_In\_Bttn and Merchant\_Authentication == TRUE;

Print(Merchant\_Store\_Front)

IF Merchant\_Store\_Front\_Session\_Counter <= 1;

Print(Merchant\_Tutorial)

ELSE

Print(Merchant\_Store\_Front)

Merchant\_Shopping\_Cart = Allows Merchants to pay for premier advertisement spots

Merchant\_Checkout\_Bttn = Redirects Merchants to Third Party Payment Processor

Third\_Party\_Interface\_Communication = Payment has been processed successfully

Cerberus\_Email\_Purchase\_Confirmation = Cerberus sends an email regarding specific info regarding the purchase

Merchant\_Continue\_Shoping\_Link = Prompts the Client if they want to continue shopping and redirects to the client

marketplace

IF Merchant\_Shopping\_Cart and Merchant\_Checkout\_Bttn and Third\_Party\_Interface\_Communication == TRUE;

Print("Hope you enjoyed shopping at "Cerberus". Please come again!", Merchant\_Continue\_Shopping\_Link,

Cerberus\_Email\_Purchase\_Confirmation)

IF Merchant\_Continue\_Shopping\_Link == FALSE;

END Program

ENDIF

ENDIF

ENDIF

ELIF Client\_Sign\_Up\_Bttn == TRUE;

Print("Redirecting to the Verification Process" + Client\_Third\_Party\_Verification\_Service)

ELIF Merchant\_Sign\_Up\_Bttn == TRUE;

Print("Redirecting to the Verification Process" + Merchant\_Third\_Party\_Verification\_Service)

ELSE

Break

ENDIF

END Program