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|  | | SIT120- Project Proposal | | | | |  | |
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|  | | | | Done by Ashan Hewagama |  | | | |
|  | | | | BSCP|CS|51|087—SIT120-intro to Rresponsive Web Applications—Mrs.Dushyanthi Vidanagama |  | | | |
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|  | Summary | | | | | | |  |
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|  |  |  | So in this document you will find, my all the proposed deatiles about the POS(point of sale) system i developed , speaking of the mentioned POS , it is an very simple system that lests you interact , add items to a cart and check out at your convenience.!  All of the mentioned above is done by the topic’s taught to us in the unit SIT120 responsive web applications using HTML,CSS and JS and Vue framework (later added) | | |  |  |  |
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|  | | Table of Components | | | | |  | |
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|  | |  |  | | --- | --- | | Home page | This is the home page contains little bit about the webapp and contact information of the store 🏬 (contents will be added later) | | Products page | The products that are being sold are listed here. | | Contact us and feedback | The page where the user/customer can post a review or send in an complaint if they have any. (contents will be added later) | |  |  | |  |  | | | | | | | |  |
|  | Product Purpose | | |  |  | | |  |
|  | The main reason this project was made is to give the student in this case myself , to get the idea or understanding of how to develop and maintane a responsive web application that could be used as a tool to project how capable we are os doing so, | | |  | So mainly this webapp is targeted for the everyday people where they can go online buy products in an onlne store,  And that said people must have an intercative, easy to use and clean , informative environment where the user should be comfortable. | | |  |

**Complex components in depth**

* This section is reserved for the idea’s and methods used to create the above system
  + The system is mainly developed by JS due to how easy it is to use things such as functions , events handlers etc. combined with Css for stylish look and html to make everything run smoothly.
* So as per the any concepts of codes, few minor details will be listed down below

1. As the foundation of any computer programming language, **variables** act as “containers” that “hold” information. These containers then store this information for later use.For example, imagine you are visiting the homepage of a website. Once you land on this page, a dialog box pops into view with this simple greeting: “Hi! What’s your name?” This dialog box is a variable! In this code, the programmer could name this variable “visitorName.” This means that when you type your name into the form and hit submit, your information would be stored in the “visitorName” variable. The programmer could then reference this variable at any time to access the information it contains.
2. **Syntax** -- Just like in the English language, computer programming follows a syntax or a set of rules that define particular layouts of letters and symbols. Proper syntax ensures the computer reads and interprets code accurately.
3. **Tools**- So I have used many tools to help me write my code more easily and faster
4. **Data types and structures.**

Data types refer to the classification of data. The most common data types include:

* String
* Boolean (true or false)
* Numbers, which includes integers (whole numbers from 1) and floating-point numbers (decimal-base)
* Characters (includes single alphabets or numbers)
* Arrays (a collection of data, usually of the same data type)

1. The use of Flow Control Structures (Conditionals and loops)

**(user stories, UX/UI design and Summary of how the web system will function will be added later )**

**-To be continued-**