For my documentation for my project I am going to go through each screen and briefly explain what they do

1. Main screen – viewed when the program is launched

Graphical user interface, application, Word

Description automatically generated

1. Manager log in screens – viewed when the manager button is clicked. Lets a manager enter their employee number

Graphical user interface, application

Description automatically generated

1. Pretty much the same screen as the other one but its for the password and it inserts asterisks so that someone can’t see the password. Once the enter button is hit the password gets hashed using sha256 and compared to a hash in a saved file.

Diagram

Description automatically generated with medium confidence

1. The manager option screen – has useful buttons such as checking to see the amount of money in the till, closing the till, adding employees and managers as well as an approve order button.

Graphical user interface, text, application, Word

Description automatically generated

1. Check drawer – after clicking this button it displays the amount of cash currently in the till

Graphical user interface

Description automatically generated

1. New till – this screen allows the user to enter an employee number. After entering the number the program checks the id against a saved file to get the employee name and then displays that name on the main screen. As well as on the receipts.

Graphical user interface, application

Description automatically generated

1. Name now displays on the main screen

Graphical user interface, application, Word

Description automatically generated

1. Add employee – this screen allows a user to enter a new employees name. after the name is entered the program runs through a saved file, gets the last line number, and uses that number for the id and then writes the id and name.

A picture containing graphical user interface

Description automatically generated

1. Showing the passwd file with the demo user added.

Graphical user interface, text, application

Description automatically generated

1. Add manager – this screen asks for the employee number

A picture containing diagram

Description automatically generated

1. This asks for the password for the manager. After getting the password it is then hashed and saved to a file using the id and password.

Graphical user interface, diagram, application

Description automatically generated

1. The approve order function is a little different the use of this button is for when an employee rings up an order that has either 15 or more items on it or is over $100. A new window saying that the order needs to be approved will pop up on the screen and then bring up the manager log in windows.

Graphical user interface, application, Word

Description automatically generated

1. The shadow file showing that the user demo now has a password and can now will be able to log into the manager screens

Text

Description automatically generated

1. Clicking the total button on the main screen after selecting menu items will bring up the cash screen. This screen allows the user to enter in the amount of cash that the customer gives them, or to potentially allow for a credit card purchase. Cardless sales do not currently work because I don’t really have a way to test it so its pretty much a useless button as of right now. The way that user clicks on numbers in this screen is different than on the other screens. Since it is dealing with cash amounts a decimal point is required so I made it so that if the user clicks on the numbers 1, 2, 3, and 4 the cash amount would be 12.34.

Graphical user interface, text, application, Word

Description automatically generated

1. Change window – after clicking the cash out button this screen will then print out the amount of change to give to the customer.

Graphical user interface, application

Description automatically generated

1. Excess cash warning screen. This screen will appear anytime that the till has more than $1000 in it. Telling the user to tell their manager to change the till. Side note while testing this now it appears that I forgot to pack the okay button that would exit this screen.

Shape

Description automatically generated with medium confidence

1. Receipts – since I don’t have a printer to use for this program I made all of the receipts get saved to files on the computer. They are saved to a file with a path like /year/month/day/time\_of\_purchase.txt. When the till is closed after an employee is done for the day another file is saved with a path of /drawer\_totals/year/month/day/time\_till\_was\_closed.txt. side note while testing this It appears that I had a \n in my path, since I didn’t do a .strip when I added in the employee name to the file name. so the till receipt will not match up with the totals of the previous screenshots
2. Order receipt

A picture containing text

Description automatically generated

1. Till receipt after my fix

Text

Description automatically generated

1. Things that I would have liked to fix and or change. I would have liked to have a better UI for this program, but since this isn’t something that someone else will ever use I didn’t think it would be worth it. Another thing that I would like to have fixed would be clearing some of the variables and doing some resetting of the textboxes, this isn’t a problem if the program gets ran correctly but if you start closing windows using the exit button on the top right instead of using the buttons that I created, when you go back to the screen you were on the input is still there and then you need to hit the reset button to use the screen normally. I would have liked to also get this working for credit cards but as previously stated that was not feasible to do. The last thing that I would have liked to do is that when the order is complete, the program would send a message to another computer with the order items, so that if someone orders a chislic basket a screen next to the fryers would update and say that there is an order for chislic. This would have been a cool feature to add but I don’t think its entirely necessary to do. A couple of other features that I would have liked to add would be a cancel order button which would be pretty simple to implement.