

Implementation document

User Story: TVM-US-07

As a commuter, I want to be able to make a payment using cash, so that I can purchase ticket and get confirmation receipt

Implementation

The user story is implemented by using primitive types of the Java. No any other data structure is used as there was no need to store anything. Since the connection with hardware is not possible in this project, a constant value of bill has been used for the implementation.

Instructions of Use

The TVM simulator for payment by cash begins with displaying the bill. Then the user is asked to enter the amount for the payment. After the successful payment, the user is again asked to collect the balance and if he needs the transaction receipt. The receipt is printed based on the response of the user.

Programming Platform: Java Enterprise Edition

User Interface: Textual

Constraints covered: Usability-1

User error protection: It will be made sure that user provides the right input in required format.