**Implementations - User Story: TVM-US-09**

As a commuter, I want to be able to cancel selected plan, So that I won't get charged and I can

make changes later if I want in my purchase.

Implementation The user story is implemented by using primitive types in which user

selected plan is displayed to the user with options to "make a payment" or "cancel" the

current transaction. Make a payment directs the user to the making a cash or card payment

page while the cancel button directs user to homepage.

**Programming Platform:** HTML, CSS, Bootstrap

**User Interface:** Textual, Graphical

**Constraints covered:** Performance-G-01

**Quality Attribute Constraints**

**User Error Protection:** It will be made sure that user provides the right input. At this

screen the system has only 2 active buttons on the GUI that is either move to payment screen

or cancel the transaction. No other input from user will be considered.

**Maintainability:** The system does not depend on other modules for data and can easily me

modified as per the future requirements.

**Learnability:** User will be displayed only the necessary interaction components on the GUI.

By hiding irrelevant details on payment selection screen makes it easier for user to navigate to

the other steps.

**Accessibility:** In this project it is not possible to implement accessibility constraint which is

using a screen reader. Also, there will be a 3.5mm jack provided on the tvm for the visually

impaired users which is also not possible to demonstrate here as it is hardware dependent.

