

HONG KONG INSTITUTE OF VOCATIONAL EDUCATION

Laboratory 4B: Design Techniques – Part B

Module Intended Learning Outcome:

On completion of the module, students are expected to be able to:

- Apply design techniques in developing specifications for business-oriented software applications.

TASK:

1. Research the **restaurant industry** in how the **reservation system** work and design the relevant user interface.

Possible scenarios:

- May telephone booking or walk-in queuing.
- No shows may cancel the booking after three numbers have elapsed.
- The floor plan is different for each restaurant.
- Guest should have a way to know what their queuing status is.

Explain your design, including the control.

2. Design the UI for the **POS** system in
 - a) Boutique shop
 - b) Convenience shop
 - c) Supermarket

Requirements:

- Invoice/bill/receipt
- Money change calculation
- Pay by cash, card, debit card, cheque
- Sales report by shop, date, salesman etc.
- Goods return process

- Stock / price / promotion information enquiry etc..

Explain your design, including the control.

3. Research your **school information system** and design the UI for the

- Student registration system
- Mark recording system with analysis functions
- Attendance system

Explain your design, including the control.

4. A hardware shop allows the customer to buy the goods with cash or credit term. The credit term includes some days and a limit. A customer needs to apply the credit sales and be approved by the management. The system will monitor their credibility.

Similarly, the shop expects their supplier to give them the same treatment.

Design the UI for this shop's sales, purchasing system, account receivable and payable system. The management would like to know the cash status, so you need to prepare the **ageing report** to forecast the cash availability and requirement.

Explain your design, including the control.