

YardSale: Open Point of Sale Reference Manual  
CVS

Generated by Doxygen 1.3.5

Sun Feb 22 15:25:40 2004



# Contents



# Chapter 1

## YardSale(p. ??)

### Reference Manual

Yardsale is an open source point of sale program. The program execution of **YardSale**(p. ??) goes as follows: Splash (load windows, db in backgorund)->Login->Main From the Main screen you can select:

- Employee Managment

**See also:**

**YardEmployee**(p. ??)

- Sales

**See also:**

**YardSaleScreen**(p. ??)

- Inventory Managment

**See also:**

**YardInventory**(p. ??)

- Reports

- Customer Managment

- Logout

Main Web Page: **YardSale**(p. ??)

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# Chapter 2

## YardSale: Open Point of Sale Hierarchical Index

### 2.1 YardSale: Open Point of Sale Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

DateTime	
YardCalc . . . . .	9
YardDatabase . . . . .	??
YardDBType . . . . .	??
YardInvType . . . . .	??
YardEmployee . . . . .	??
YardInventory . . . . .	??
YardInvType::BulkPricing	
YardLog	
YardLogin . . . . .	??
YardMain . . . . .	??
YardSale . . . . .	??
YardSaleScreen . . . . .	??
YardSplash . . . . .	??





## Chapter 3

# YardSale: Open Point of Sale Class Index

### 3.1 YardSale: Open Point of Sale Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<b>YardCalc</b> (Ys_calc.h The calculator dialog ) . . . . .	9
<b>YardDatabase</b> (This is the main database backend which does all translation from OO calls to SQL/ODBC ) . . . . .	??
<b>YardDBType</b> (Abstract base class for database objects in <b>YardSale</b> (p.??) ) . . . . .	??
<b>YardEmployee</b> (YardEmployee is the employee managment screen for <b>YardSale</b> (p.??) )	??
<b>YardInventory</b> (The inventory screen ) . . . . .	??
<b>YardInvType</b> (The <b>YardSale</b> (p.??) Inventory Type is a OO representation of the database inventory table ) . . . . .	??
<b>YardLogin</b> (This is the customized login screen for <b>YardSale</b> (p.??) ) . . . . .	??
<b>YardMain</b> (YardMain is the main menu screen for <b>YardSale</b> (p.??), it displays graphical buttons for accessing the inventory, employees, sales, etc ) . . . . .	??
<b>YardSale</b> (This is the main application object ) . . . . .	??
<b>YardSaleScreen</b> (This is the main sale screen ) . . . . .	??
<b>YardSplash</b> (Eye-candy splash screen ) . . . . .	??



Chapter 4

YardSale: Open Point of Sale Page  
Index

4.1 YardSale: Open Point of Sale Related Pages

Here is a list of all related documentation pages:

Todo List . . . . .	??
Deprecated List . . . . .	??



## Chapter 5

# YardSale: Open Point of Sale Class Documentation

### 5.1 YardCalc Class Reference

```
#include <ys_calc.h>
```

#### 5.1.1 Detailed Description

**ys\_calc.h**(p. ??) The calculator dialog

**Author:**

Jay Johnston

#### Public Member Functions

- **YardCalc** (wxWindow \*parent, wxWindowID id=-1, const wxPoint &pos=wxDefaultPosition, const wxSize &size=wxDefaultSize, long style=wxTAB\_TRAVERSAL, const wxString &name="YardCalc")

*The constructor for the class, nothing special.*

The documentation for this class was generated from the following files:

- ys\_calc.h
- ys\_calc.cpp

## 5.2 YardDatabase Class Reference

```
#include <ys_database.h>
```

Collaboration diagram for YardDatabase:

### 5.2.1 Detailed Description

This is the main database backend which does all translation from OO calls to SQL/ODBC.

See also:

**YardInvType**(p. ??)

### Public Member Functions

- **YardDatabase** (const wxString &dsn, const wxString &name, const wxString &pass)
- bool **connect** ()
- vector< **YardInvType** > **InvSearchKeyword** (const unsigned long &sku)  
*Find all inventory matches of keyword search.*
- vector< **YardInvType** > **InvGet** (unsigned int num, unsigned int offset)  
*Get a batch of inventory items.*

### 5.2.2 Member Function Documentation

#### 5.2.2.1 vector<YardInvType> YardDatabase::InvGet (unsigned int *num*, unsigned int *offset*)

Get a batch of inventory items.

**Parameters:**

*num* The number of items to get.

*offset* The item index to start at.

**Returns:**

A std::vector of **YardInvType**(p. ??) objects

#### 5.2.2.2 vector<YardInvType> YardDatabase::InvSearchKeyword (const unsigned long & *sku*)

Find all inventory matches of keyword search.

**Note:**

This could be dangerous, need to limit all returns to some set value (or configured value).

**Parameters:**

*keyword* A text string to search for.

**Returns:**

A `std::vector` of **YardInvType**(p. ??) objects

The documentation for this class was generated from the following files:

- `ys_database.h`
- `ys_database.cpp`

## 5.3 YardDBType Class Reference

```
#include <ys_dbtype.h>
```

Inheritance diagram for YardDBType:

### 5.3.1 Detailed Description

Abstract base class for database objects in **YardSale**(p. ??).

**Author:**

Jesse Lovelace

### Public Member Functions

- **YardDBType** (const **YardDBType** &obj)

The documentation for this class was generated from the following file:

- ys\_dbtype.h



## 5.4 YardEmployee Class Reference

```
#include <ys_employee.h>
```

### 5.4.1 Detailed Description

YardEmployee is the employee management screen for **YardSale**(p. ??).

Depending on access level, users may insert/modify employee information via this screen.

**Author:**

Jesse Lovelace

### Public Member Functions

- **YardEmployee** (wxWindow \*parent, wxWindowID id, const wxString &title, const wxPoint &pos=wxDefaultPosition, const wxSize &size=wxDefaultSize, long style=wx-RESIZE\_BORDER)

The documentation for this class was generated from the following files:

- ys\_employee.h
- ys\_employee.cpp

## 5.5 YardInventory Class Reference

```
#include <ys_inventory.h>
```

### 5.5.1 Detailed Description

The inventory screen.

**Author:**

Jesse Lovelace

**Version:**

1.5

### Public Member Functions

- **YardInventory** (wxWindow \*parent, wxWindowID id, const wxString &title, const wxPoint &pos=wxDefaultPosition, const wxSize &size=wxDefaultSize, long style=wx-RESIZE\_BORDER)
- void **OnExitButton** (wxCommandEvent &event)  
*Exit button handler.*

### 5.5.2 Member Function Documentation

#### 5.5.2.1 void YardInventory::OnExitButton (wxCommandEvent & event)

Exit button handler.

**Parameters:**

*event* The event being passed in.

The documentation for this class was generated from the following files:

- ys\_inventory.h
- ys\_inventory.cpp

## 5.6 YardInvType Class Reference

```
#include <ys_inv_type.h>
```

Inheritance diagram for YardInvType:

Collaboration diagram for YardInvType:

### 5.6.1 Detailed Description

The **YardSale**(p. ??) Inventory Type is a OO representation of the database inventory table.

**Author:**

Jesse Lovelace

**Revision**

1.3

**See also:**

**YardDBType**(p. ??)

### Public Member Functions

- **YardInvType** (const **YardInvType** &obj)  
*Copy constructor.*
- **YardInvType** & **operator=** (const **YardInvType** &obj)
- wxString **GetBarCode** () const
- wxString **GetDescription** () const
- wxString **GetDepartment** () const
- unsigned long **GetQuantOnHand** () const
- unsigned long **GetQuantOnOrder** () const
- unsigned long **GetReorderLevel** () const
- wxString **GetItemType** () const
- float **GetItemWeightLbs** () const
- float **GetTaxType** () const
- long int **GetVendorId** () const
- float **GetRetailPrice** () const
- float **GetWholesalePrice** () const
- vector< BulkPricing > **GetBulkPricing** () const
- bool **IsOverSized** () const
- bool **MustShipFreight** () const
- void **SetBarCode** (const wxString &str)
- void **SetDescription** (const wxString &str)
- void **SetDepartment** (const wxString &str)
- void **SetQuantOnHand** (unsigned long num)

- void **SetQuantOnOrder** (unsigned long num)
- void **SetReorderLevel** (unsigned long num)
- void **SetItemType** (const wxString &str)
- void **SetItemWeightLbs** (float num)
- void **SetTaxType** (float num)
- void **SetVendorId** (long int num)
- void **SetRetailPrice** (float num)
- void **SetWholesalePrice** (float num)
- bool **AddBulkPrice** (const BulkPricing &price)
- bool **RemoveBulkPrice** (unsigned int level)
- void **SetOverSized** (bool cond)
- void **SetShipFreight** (bool cond)

## Friends

- class **YardDatabase**

The documentation for this class was generated from the following files:

- ys\_inv\_type.h
- ys\_inv\_type.cpp

## 5.7 YardLogin Class Reference

```
#include <ys_login.h>
```

### 5.7.1 Detailed Description

This is the customized login screen for **YardSale**(p. ??).

**Author:**

Jesse Lovelace

**Version:**

1.3

### Public Member Functions

- **YardLogin** (wxWindow \*parent, wxWindowID id, const wxString &title, const wxPoint &pos=wxDefaultPosition, const wxSize &size=wxDefaultSize, long style=wxSTAY\_ON\_TOP|wxRESIZE\_BORDER)
- void **OnExitButton** (wxCommandEvent &event)  
*Exit button handler.*
- void **OnLogin** (wxCommandEvent &event)

### 5.7.2 Member Function Documentation

#### 5.7.2.1 void YardLogin::OnExitButton (wxCommandEvent & *event*)

Exit button handler.

**Parameters:**

*event* The event being passed in.

The documentation for this class was generated from the following files:

- ys\_login.h
- ys\_login.cpp

## 5.8 YardMain Class Reference

```
#include <ys_main.h>
```

### 5.8.1 Detailed Description

YardMain is the main menu screen for **YardSale**(p. ??), it displays graphical buttons for accessing the inventory, employees, sales, etc.

**Author:**

Jesse Lovelace

**Version**

1.6

### Public Member Functions

- **YardMain** (wxWindow \*parent, wxWindowID id, const wxString &title, const wxPoint &pos=wxDefaultPosition, const wxSize &size=wxDefaultSize, long style=wxRESIZE\_-BORDER|wxFRAME\_NO\_TASKBAR)  
*Constructor.*
- void **OnLogout** (wxCommandEvent &event)  
*Logout button event handler.*
- void **OnMax** (wxCommandEvent &event)  
*Maximize handler.*
- void **OnInventory** (wxCommandEvent &event)  
*Inventory button handler.*
- void **OnSale** (wxCommandEvent &event)  
*Sales buttons.*
- void **OnEmployee** (wxCommandEvent &event)  
*Employee button handler.*

### 5.8.2 Constructor & Destructor Documentation

- 5.8.2.1** **YardMain::YardMain** (wxWindow \* *parent*, wxWindowID *id*, const wxString & *title*, const wxPoint & *pos* = wxDefaultPosition, const wxSize & *size* = wxDefaultSize, long *style* = wxRESIZE\_-BORDER|wxFRAME\_NO\_TASKBAR)

Constructor.

**Todo**

Make these compiled into the binary.

The documentation for this class was generated from the following files:

- `ys_main.h`
- `ys_main.cpp`

## 5.9 YardSale Class Reference

```
#include <yardsale.h>
```

### 5.9.1 Detailed Description

This is the main application object.

**Author:**

Jesse Lovelace

**Version:**

1.8

### Public Member Functions

- virtual bool **OnInit** ()

*This is the function were top level windows are created.*

### 5.9.2 Member Function Documentation

#### 5.9.2.1 bool YardSale::OnInit () [virtual]

This is the function were top level windows are created.

**Returns:**

True if application initialized ok

The documentation for this class was generated from the following files:

- yardsale.h
- yardsale.cpp



## 5.10 YardSaleScreen Class Reference

```
#include <ys_sale.h>
```

### 5.10.1 Detailed Description

This is the main sale screen.

It contains the current transaction information.

**Author:**

Jesse Lovelace

**Revision**

1.3

### Public Member Functions

- **YardSaleScreen** (wxWindow \*parent, wxWindowID id, const wxString &title, const wxPoint &pos=wxDefaultPosition, const wxSize &size=wxDefaultSize, long style=wx-RESIZE\_BORDER)
- void **OnExitButton** (wxCommandEvent &event)  
*Exit button event handler.*

The documentation for this class was generated from the following files:

- ys\_sale.h
- ys\_sale.cpp

## 5.11 YardSplash Class Reference

```
#include <ys_splash.h>
```

### 5.11.1 Detailed Description

Eye-candy splash screen.

**Author:**

Jesse Lovelace

**Version:**

1.6

### Public Member Functions

- **YardSplash** (wxWindow \*parent, wxWindowID id, const wxString &title, const wxPoint &pos=wxDefaultPosition, const wxSize &size=wxDefaultSize, long style=wxSTAY\_ON\_TOP)  
*Mouse click event handler.*
- void **OnClick** (wxMouseEvent &event)  
*Timer event handler.*
- void **OnTimer** (wxTimerEvent &event)  
*Called to nudge progress bar over.*
- void **Bump** (unsigned int amount=10)  
*Called to nudge progress bar over.*

### 5.11.2 Member Function Documentation

#### 5.11.2.1 void YardSplash::Bump (unsigned int *amount* = 10)

Called to nudge progress bar over.

**Parameters:**

*amount* Number of pixels to nudge

#### 5.11.2.2 void YardSplash::OnClick (wxMouseEvent & *event*)

Mouse click event handler.

**Deprecated**

This handler is for testing only and will be removed

The documentation for this class was generated from the following files:

- ys\_splash.h
- ys\_splash.cpp

## Chapter 6

# YardSale: Open Point of Sale Page Documentation

### 6.1 Todo List

**Member YardMain::YardMain(p. ??)(wxWindow \*parent, wxWindowID id, const wxString &title, co**  
Make these compiled into the binary.

## 6.2 Deprecated List

**Member YardSplash::OnClick(p.??)(wxMouseEvent &event)** This handler is for testing only and will be removed