# **Software Construction & Development (SE-308-B)**



**Stage – 03 (Prototyping)** 

Project Title:

**POS** (Point of Sale)

Submitted by:

**Moazam Attiq (221400003)** 

Maida Kosser (221400091)

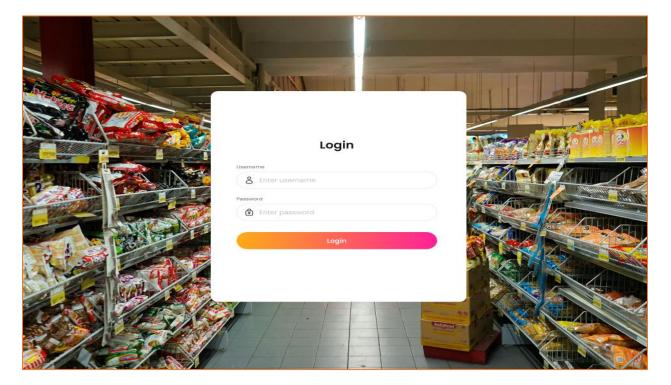
Submitted to:

Mam Sajiya Tariq

**BS Software Engineering (V)** 

**GIFT University, Gujranwala** 

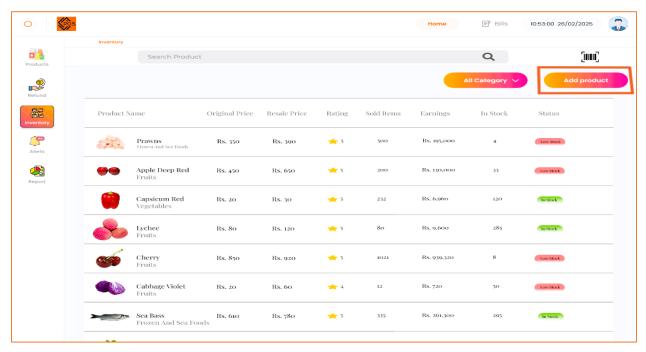
## 1. Mock ups Using Figma Tool:



This is a login page where users need to enter their credentials, including their username and password, to log in.

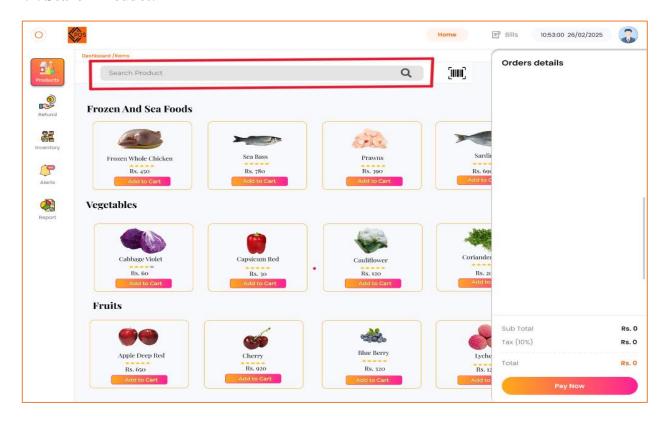
# FR-1: Product Management

## 1.1. Add Product to inventory:

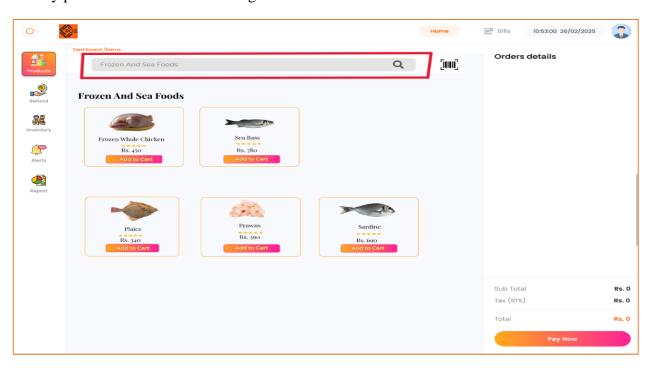


In this inventory system, products are being added using the "Add Product" button, which has been highlighted for emphasis.

#### 1.2. Search Product:

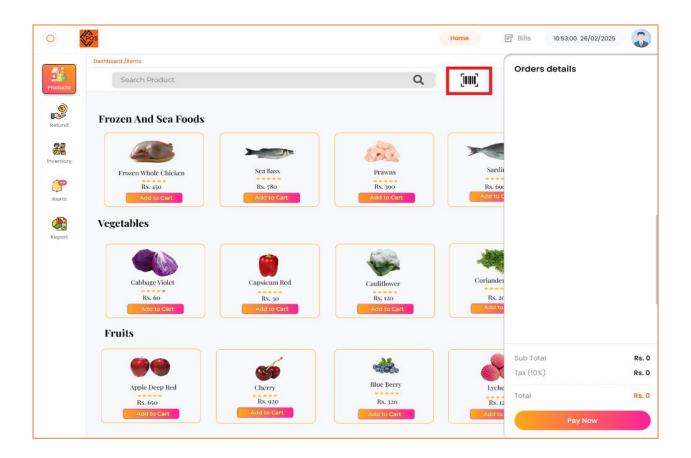


Any product can be searched using the **search box**.

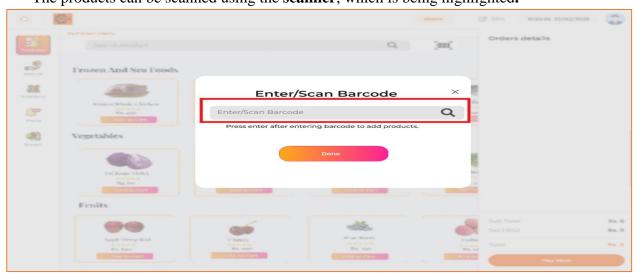


"Frozen and Sea Foods" have been searched using the search box, and all matching items have been displayed.

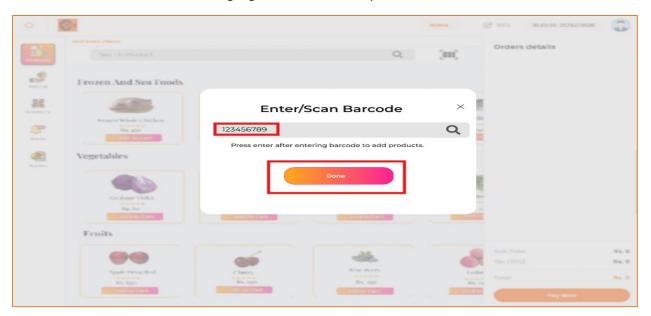
#### 1.3. Scan Products:



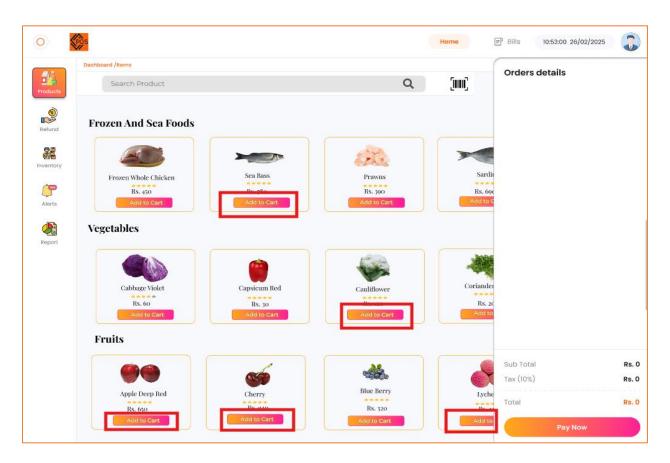
The products can be scanned using the scanner, which is being highlighted.



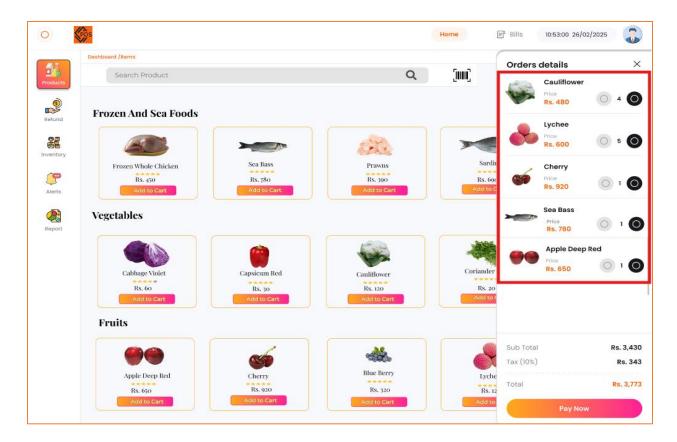
Enter or Scan the Bar Code in the highlighted box. In Below picture the bar code entered or Scanned.



#### 1.4. Add Products to Cart:



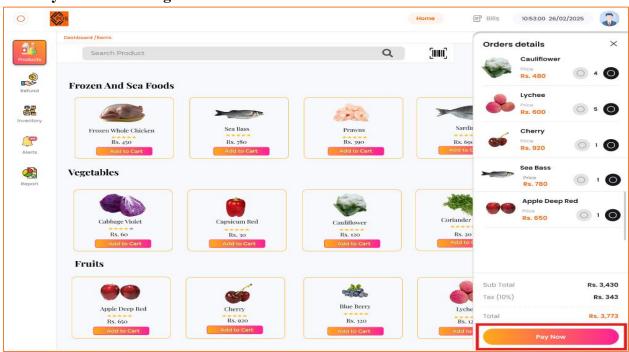
The product has been added to the **cart** using the **''Add to Cart''** button, which has been highlighted. This is how items are added to the cart.



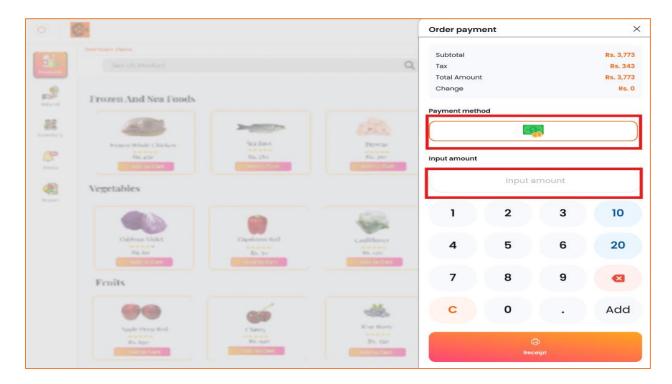
These products have been added to the **cart** and are now displayed after being added using the **''Add to Cart''** button.

#### **FR-2: Transaction Processing:**

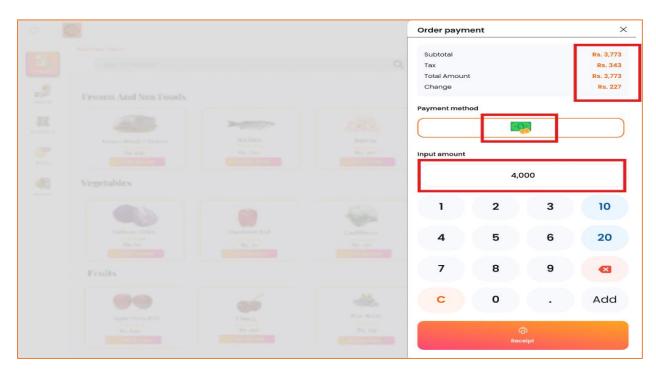
#### 2.1. Payment Processing:



The payment is processed using the **highlighted "Payment" button** after the items have been added to the cart.

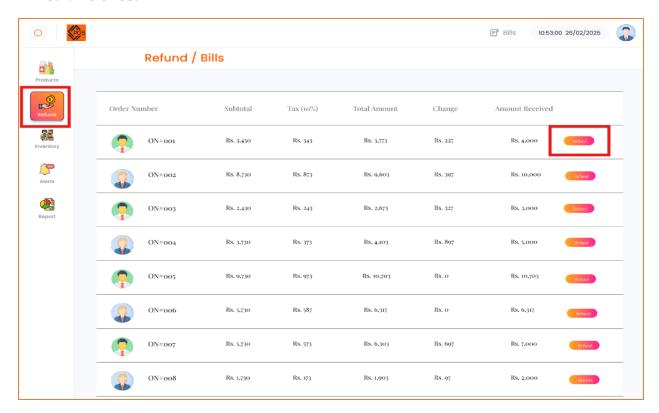


The payment method is "By Cash," and the amount to be paid is entered accordingly.

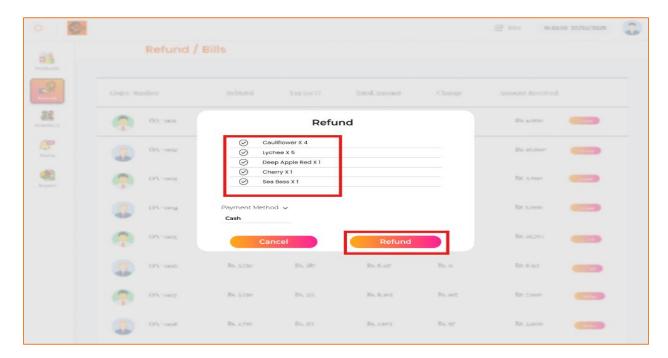


The amount has been entered, and based on that, the change will be calculated, and the payment will proceed successfully.

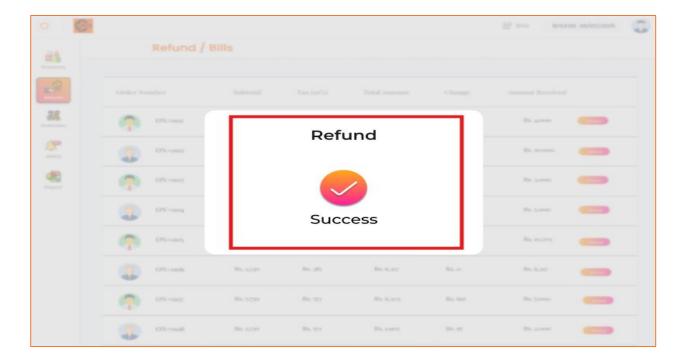
#### FR-3.1: Refunds:



The refund will be processed by clicking on the **highlighted "Refund" button**.



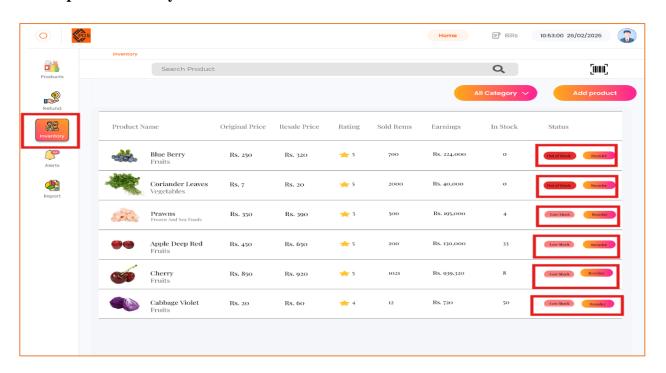
To process a refund, select the items to be refunded and click on the "**Refund**" button. The refund will be successfully completed.



Once the refund process is complete, a "Refund Successful" message is displayed as a pop-up.

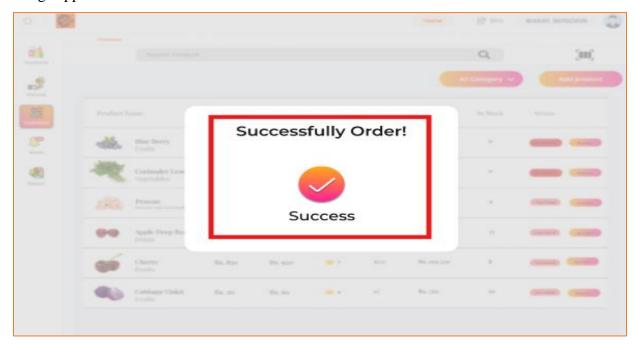
### FR-4: Inventory Management:

#### 4.1. Update Inventory:

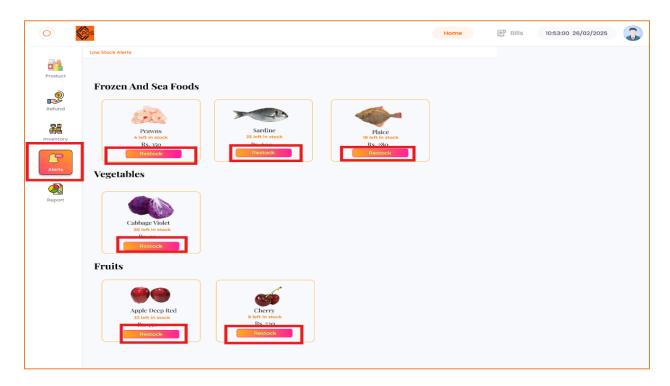


To update the inventory, click on the **highlighted "Inventory" button** to view the inventory. Low-stock items are displayed, and out-of-stock items can be restocked by clicking the

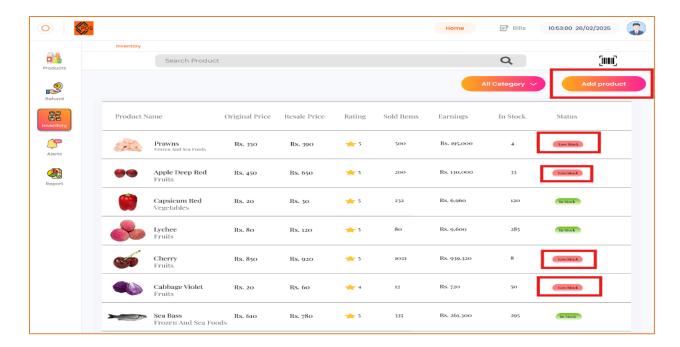
**highlighted "Restock" button**. Once restocked, a **"Restock Order Successful"** pop-up message appears.



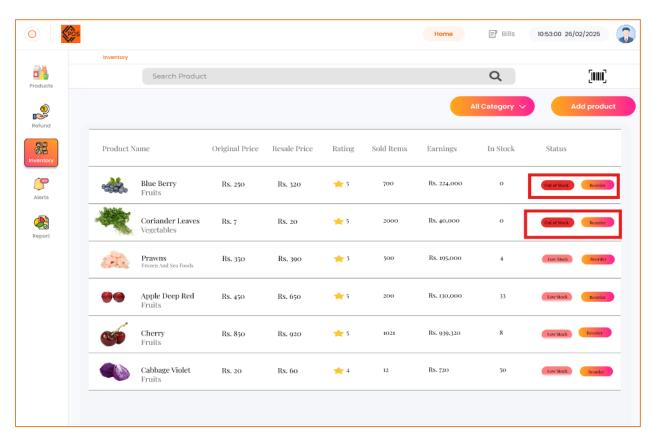
#### 4.2. Low Stock Alerts:



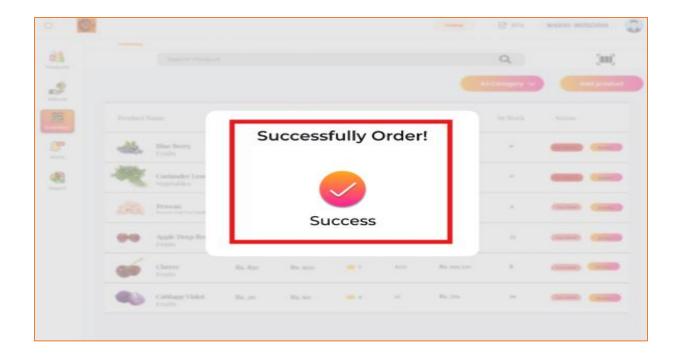
To view **low stock alerts**, click on the **highlighted button** to check which items need restocking. Then, click on the **highlighted "Restock" button** to restock the required items.



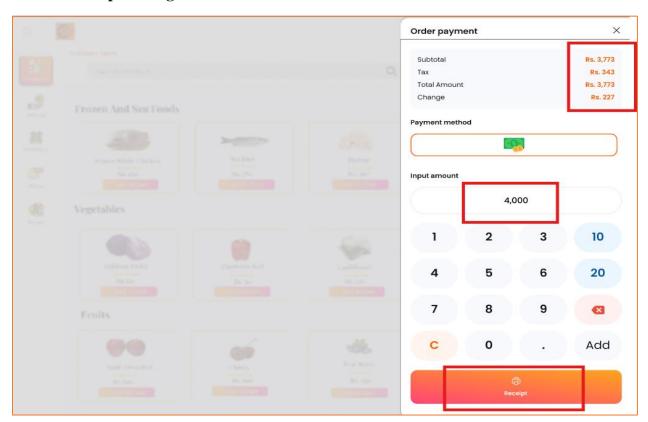
The **highlighted low-stock products** are restocked by clicking the "Add Product" button.



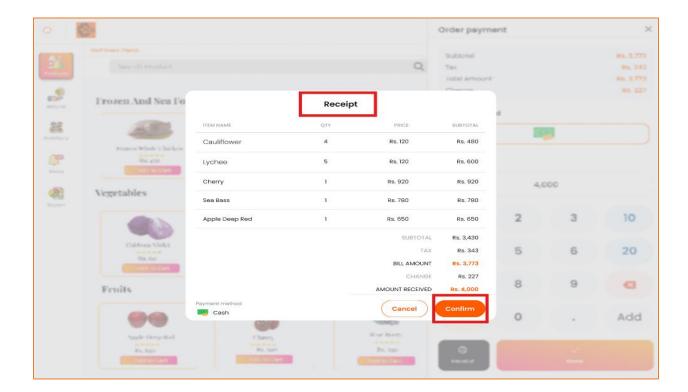
The "Add Product" button process continues as products are added. Low-stock products are reordered by clicking the highlighted "Restock" button. Once restocked, a "Restock Order Successful" pop-up message appears.



FR-5.1: Receipt Management:

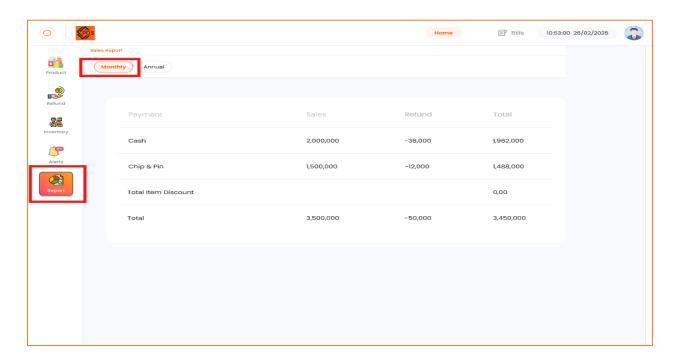


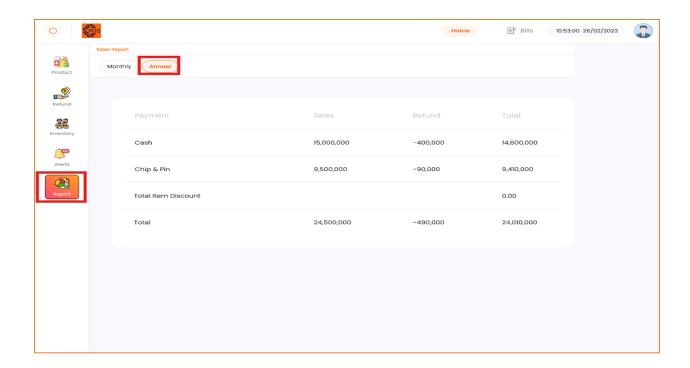
After the payment process, click on the **highlighted "Receipt" button** to generate the receipt.



The receipt will be successfully generated.

### FR-6.1: Report:





The report is displayed on a monthly and annual basis according to the highlighted box.

## **Check the prototype here:**

**Point of Sale System** 

# 2. SCD Project Status Report:

Date/Day: 25-02-2025

**Project Name: POS (Point of Sale)** 

Project Lead: \_\_\_\_\_

Project Lead: Maida Kosser

Report Date: 25-02-2025

**Section: B** 

**Group No: 03** 

Task	Member Roll #	Assigned Task %	Completed %		
Mock ups	221400091	50%	50%		
Using Figma Tool	221400003	50%	50%		
	otal	100%	100%		

Project s	tage Complet	ion Percentaș	ge: 100	100%					
Commen	its:								
•									
•									

Instructor: \_\_\_\_\_