# Cashier Application (POS System) for CRISTY’S LOVE BURGER HUB

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# Cashier Application (POS System) for CRISTY’S LOVE BURGER HUB

Aim of POS system is to be user-friendly and efficient in order-taking. This was handled by developing a simple and interactive GUI using python’s tkinter library. GUI adheres to prototypes created in design phase of modern-waterfall SDLC.

# Login

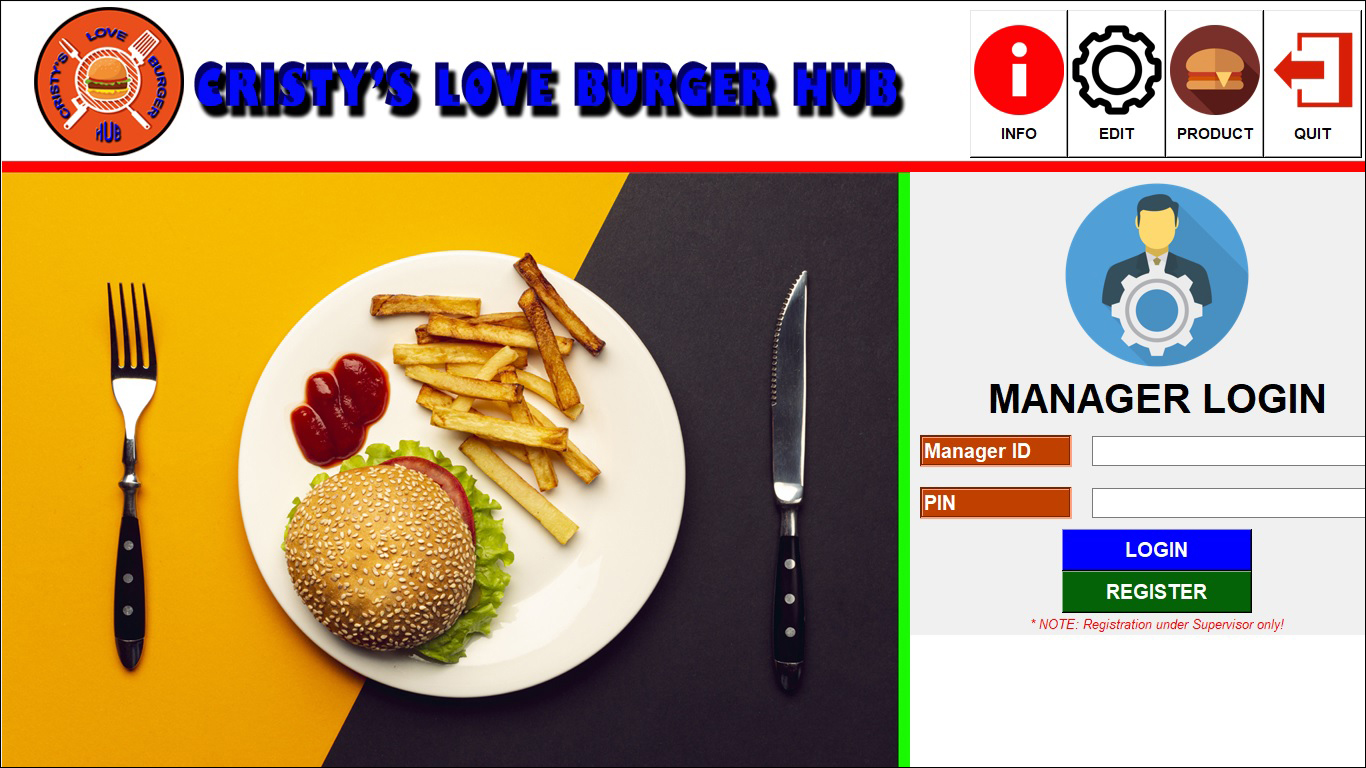
This page facilitates login of employees to their respective accounts. The application starts with “MANAGER LOGIN” (as in Figure 1), where only managers can login by inputting their respective login-credentials. A successful sign-in directs to “STAFF LOGIN” (as in Figure 2), whereas invalid entry of data prompts error pop-up message. Staffs can also access their accounts in “STAFF LOGIN” with correct login information. New employees can be registered via “REGISTER” under superior’s authorization in their respective page.

“INFO” retrieves data of registered staffs while “EDIT” permits modification of their respective details in database after authentication. Superiors can access database in case staffs under them forget their pin to reset it. They also have power to delete record due to resignation of a staff. In “MANAGER LOGIN” page “PRODUCT” informs about available restaurant menus while “QUIT” exits the whole program. Likewise, clicking “LOGOUT” sign-outs the active manager, thereby returning to the default starting login page.

Figure 3 presents codes of “MANAGER LOGIN”.

### Figure 1

*Manager login*



### Figure 2

*Staff login*

A picture containing website

Description automatically generated

### Figure 3

Codes of *manager login*

# Registration

This page provides interface to add new employees to database. If the two pins match, the “REGISTER” prompts “Success” message”. This page also has “BACK” button to return backward if no registration is needed. Figures 4, 5 and 6 represent registration of manager and staff, and their coding respectively.

### Figure 4

*Manager Registration*

Graphical user interface, website

Description automatically generated

### Figure 5

*Staff Registration*

Graphical user interface, website

Description automatically generated

### Figure 6

Code of *Manager Registration*

# Edit Data

Employees can update their individual information and save it in the system by clicking “UPDATE”. Furthermore, superior can also edit or delete staff’s data using “DELETE” if necessary. This page provides “BACK” button to return to the previous page. Figures 7, 8 and 9 represent edit page of manager and staff, and their source-code respectively.

### Figure 7

*Edit manager data*

Graphical user interface, website

Description automatically generated

### Figure 8

*Edit staff data*

Graphical user interface, website

Description automatically generated

### Figure 9

Code of ‘*Edit Manager Data’*

# Conclusion

Through good teamwork, the group engineered a working software using Waterfall-model and available technologies according to SRS document. This project solves problems of traditional ordering-system in restaurants, focusing mainly on two-stage secure login and correct calculation of transactions. Concepts and logics taught in classroom are fully utilized by integrating Sqlite3 and python functions in two-tier architecture database and coding in backend. Frontend has fully applied tkinter tools to result a user-friendly and impressive interface. Black-box testing ensures a full running software, hence suggesting a successful project.

Due to team’s inexperience as newcomers in IT, many individual UI(s) for secure login expended lots of time and effort. This helped the team to recognize our shortcomings. In future projects, research focusing on integrating all functionalities in a single interface will be kept in mind. This endeavour to learn by continuous practice without being discouraged is our strength.

The creation of this software has enriched the team’s experience, knowledge, teamwork, and problem-solving skills. It has validated the practicality of theoretical knowledge in IT field. It enlightened us that problem solving means finding alternative solutions when one method doesn’t work by thinking smarter.