Use Case Realization v1.1

**Purchasing Items.-** The user will press "p" in the **main** **menu** to access the **menu for purchasing** and enter the *date* when prompted that will be stored as a *string*. The user will be shown the store's *inventory* and type in the item they would like to purchase. The user will type in the *amount* of those items they would like to purchase as a *double*. The user will exit the **purchasing menu** when they are done shopping by pressing "n". The users *shopping cart* will be stored as a *dictionary<string, SalesItem>*. The console will print out a full list of the user's *shopping cart* along with their *grand total.* The **program** will return to the **main menu**.

**Refund Items.-** The user will press "r" in the **main menu** to access the **return menu**. The user will be prompted for a *sales number* to enter. The user will be shown their *shopping list* associated with the *sales number* they provided. The user will be prompted to enter the amount they wish to return. The system will notify the user of the *amount* due back to the user. The user will be returned to the **main menu.**

**Enter Rebate.-** The user will press "e" in the **main menu** to access the **Rebate menu.** The user will be prompted for a *sales number* to enter. The user will then be prompted for the *current date.* The user will be notified if their *rebate* was accepted or not and returned to the **main menu.**

**Generate Rebate.-** The user will press "e" in the **main menu** to generate the *rebates***.** The user will be shown the *rebates* that were generated. The user will be returned to the **main menu**.