



Course introduction

Point of sale application 1



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1. Lecturer

- ❑ **Trần Duy Quang**
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- ❑ **Main courses**
 - ❑ Windows programming
 - ❑ Introduction to OOP
 - ❑ Point of sale application





2. Course's goals

- ❏ Introduce **basic concepts** of **point of sale** application development using **C#**
 - ✓ Inventory management
 - ✓ Employee management
 - ✓ Customer management
 - ✓ Sales Reporting



3. Learning outcomes

After finishing the course, students can

- ❑ **Implement** simple **Point of sale application**
- ❑ **Design** database to keep track of **transactions**
- ❑ **Create** helpful business **reports**



4. Main topics

1. Database design for simple Point of sale application
2. Creating application
 - a. Passing data between screens
 - b. CRUD operations
3. Creating transactions
4. Creating reports

5. Content in details

1. Use docker & SQL Server
2. Import data from excel files
3. Display master-detail & list data
 - a. Paging, sorting, filtering
 - b. Search
4. Passing data between screens
5. Create transactions
6. Create reports



6. Grading

A.Theory

Bonus: 5%-10% (Excellent work)

☐ **Final project (Group 1-n) - Each mem at least 30h**

- ☐ Milestone 01 25% - Master data
- ☐ Milestone 02 25% - Transaction data
- ☐ Milestone 03 25% - Report

B. Practice

- ☐ Weekly lab & HW 25%
- ☐ Extra Gift 20-100K (tiki links)



7. References

- ❑ **Illustrated C# 7**, 5th Edition, Apress, 2018
- ❑ **Pro C# 7**, 8th Edition, Apress 2017
- ❑ **Windows 10 Development with XAML & C# 7**, 2nd Edition, Apress, 2017

Coffee time!

