Pizzania Point of Sales Project

This is My Best Java Project

The Pizzania POS is my best java project up to date. It taught me a lot during the development process, either from the programming or prototyping. Besides that, it allows me to learn how to collaborate with my team on a coding project. And lastly, it forces me to do creative thinking during the project from start to finish.

About this Project

Pizzania is a fictional pizza shop that wanted to digitalize its pizza shop by creating a point-of-sale system. This program aims to help manage their daily customer, increase effectiveness and efficiency in their services, and simplify the way they manage their financials. The program is created using the Eclipse Java IDE. Below is a more in-depth explanation of the Pizzania POS project.

How does it Work?

The program is connected to an SQL database using MySQL. Below are the steps and explanations about how to use the program.

- First, the user is demanded to log in to the program. The username is "Admin," and the password is "password." If the user does not input anything or input the wrong credentials and press login, the program will show a warning that the password or username is invalid.
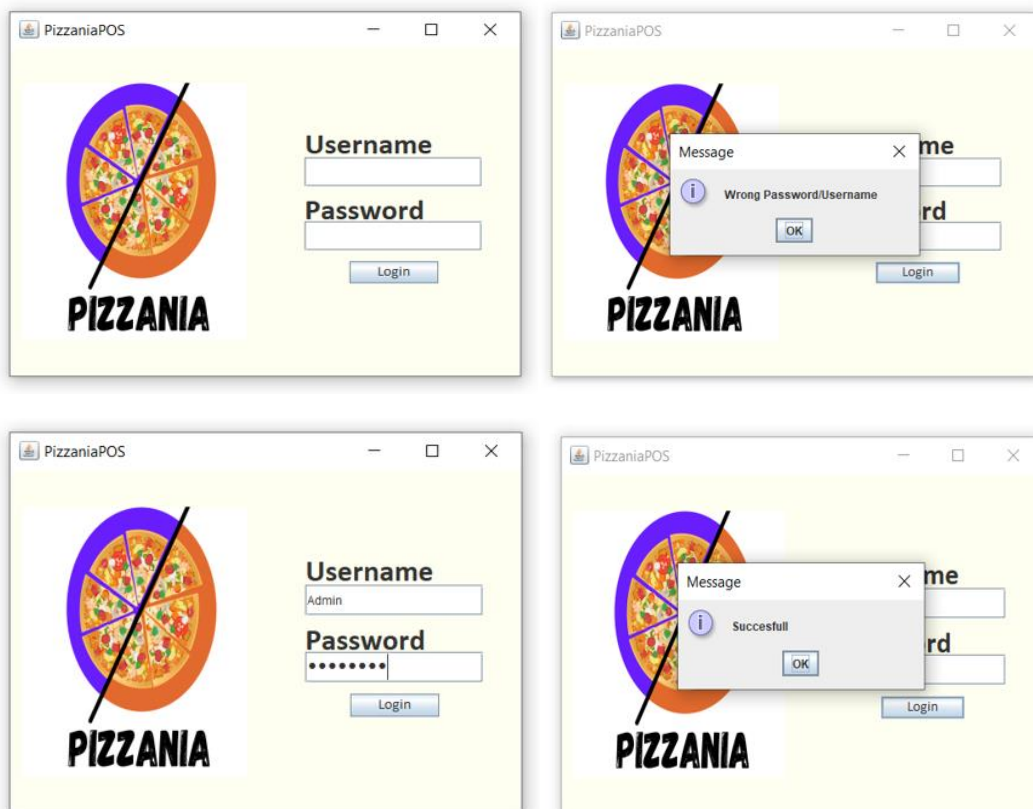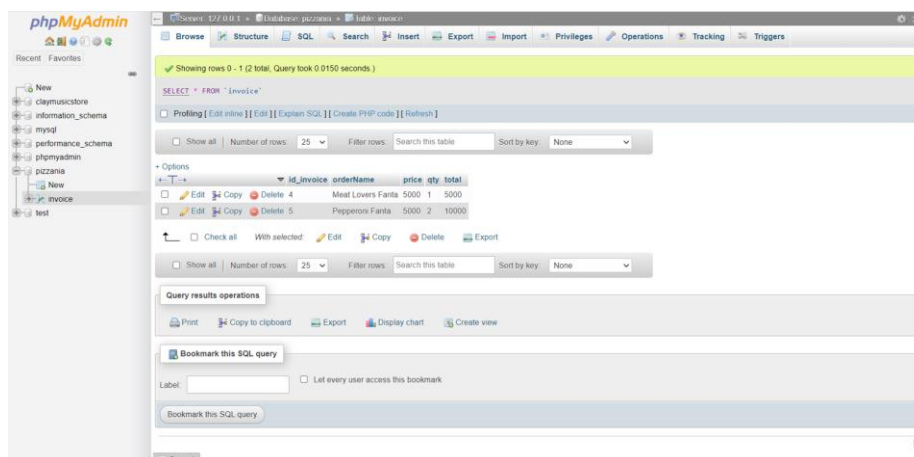
- Next, after login, the POS program will open. It allows the user to input food and beverages, set the order quantity, and add them to the cart. If the user confirms the empty order, the program will show a pop-up warning, "Data kosong."
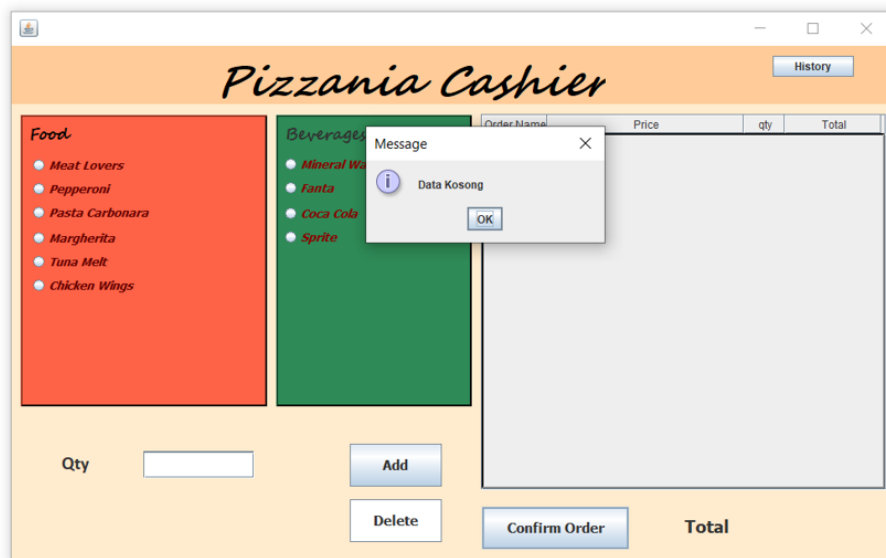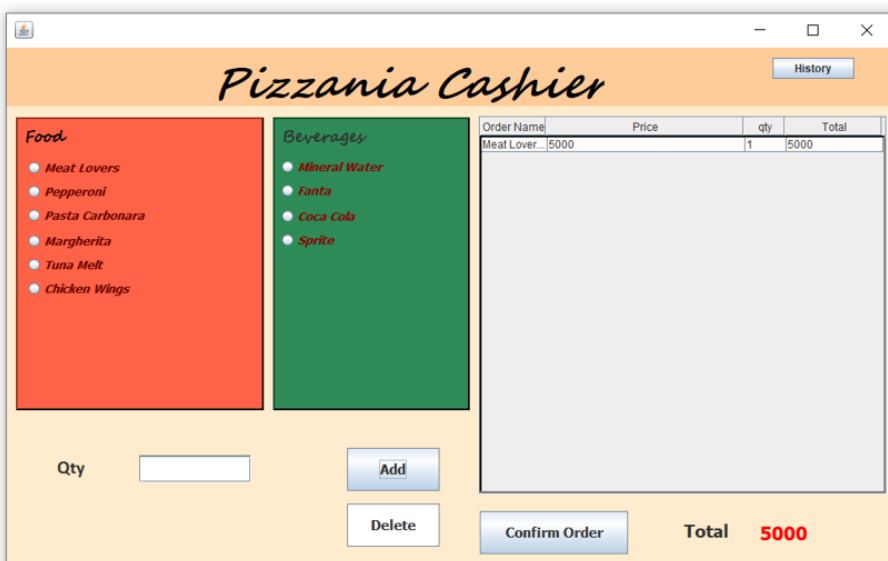
- The order will be stored in the MySQL database when a user confirms.

My Role Within the Project

The Pizzania POS system is a 3rd-semester group project for the Business Application Development course. The group consists of 12 people, and the members and their respective jobs go as follows,

- **Product Owner**
  - Muhammad Rizqy Al Gozali
- **Prototype**
  - Nicholas Andrew Setiawan
  - Jovan Yahya
  - Vincent Setiady
  - Muhaimin Sasni Arita
- **Programmer**
  - Whitney Prajna Pundarika
  - Kelven Jaya Kristanto
  - Muhammad Safaraz Arhan
- **Tester**
  - Hansen Willy
- **Documents**
  - Winston Immanuel Wijaya
- **Presenter / Pitch**
  - I Ketut Wihardika Adi Surya
  - Nicholas Christopher

As stated above, I am in the prototyping department. I handle all the prototyping work, such as designing the user experience and interface. However, since we all work together simultaneously, I also do some coding and product testing.

The Difficulties and How to Face it

Creating the syntax for such a program could be daunting and complicated. Our group sometimes faces difficulties in making the logic of the program. However, we finished the project by continuously doing trial erroring and looking at some online resources.