Supermarket Checkout / Inventory System (SCIS)

There are 4 main classes Account, Inventory, Order, and Purchase. Account class contains account details with credit points and respective employee detail. Inventory class contains stock items details. Order class contains order details. Purchase class contains the sold item (Purchase item) and payment details.

Some of the classes are act as entity, interface and control. Item stock used to manage the stock items. Employee info maintains employee details. Purchase info manages sold item with customer payment details. Customer info maintains customer detail with updated credit details. Customer Cart maintains the purchased item details. Manager interface, Till are used for inventory control. Register Display, Register Keyboard, Card Reader, and Bank interface, Receipt Printer, Check Reader are used for checkout control. Inventory Control used to control stock item. Checkout Control is a final step of the system which is integrates all the process. Order Control used to calculate the amount.

The manager scans or manually enters his ID number to open the till. The item is scanned by passing it via a barcode code scanner, manually entering the item code, or entering an item type followed by a scale reading by the cashier. The technology records each scanned item in a virtual cart, along with the accumulated price. After the products have been scanned, the consumer pays for them. The Manager logs into the system to verify and update the amount of items to retain in stock, or this check is performed automatically at the end of the day. The system maintains track of the current number of objects in real time. When the number of goods falls below a particular level, they are stored, and orders with amounts are sent to suppliers from the stored list at night. The things have arrived.

<interface>
Manager interface

<Interface>
Till

<entity>
Account

<entity>
Employee

<entity>
Customer

<entity>
Inventory Order

get_account_id()

get_account_pin()

<interface>
Register Keyboard

<interface>
Receipt Printer

<interface>
Register Display

<interface>
Check reader

<control>
Checkout Control

< entity>
ItemStock

<control>
Inventory Control

Send id

add_credit(amount)

redeem_credit(amoun

set_threshold(item_id, threshold)

< interface >
Card Reader

<control>
Order control

<entity>
Customer Cart

<entity>
Item Order

update_price(new_price)

<entity>
Purchase info

add_item(item_id)

set_amount(amount)

<entity>
Item