

I. Use Cases

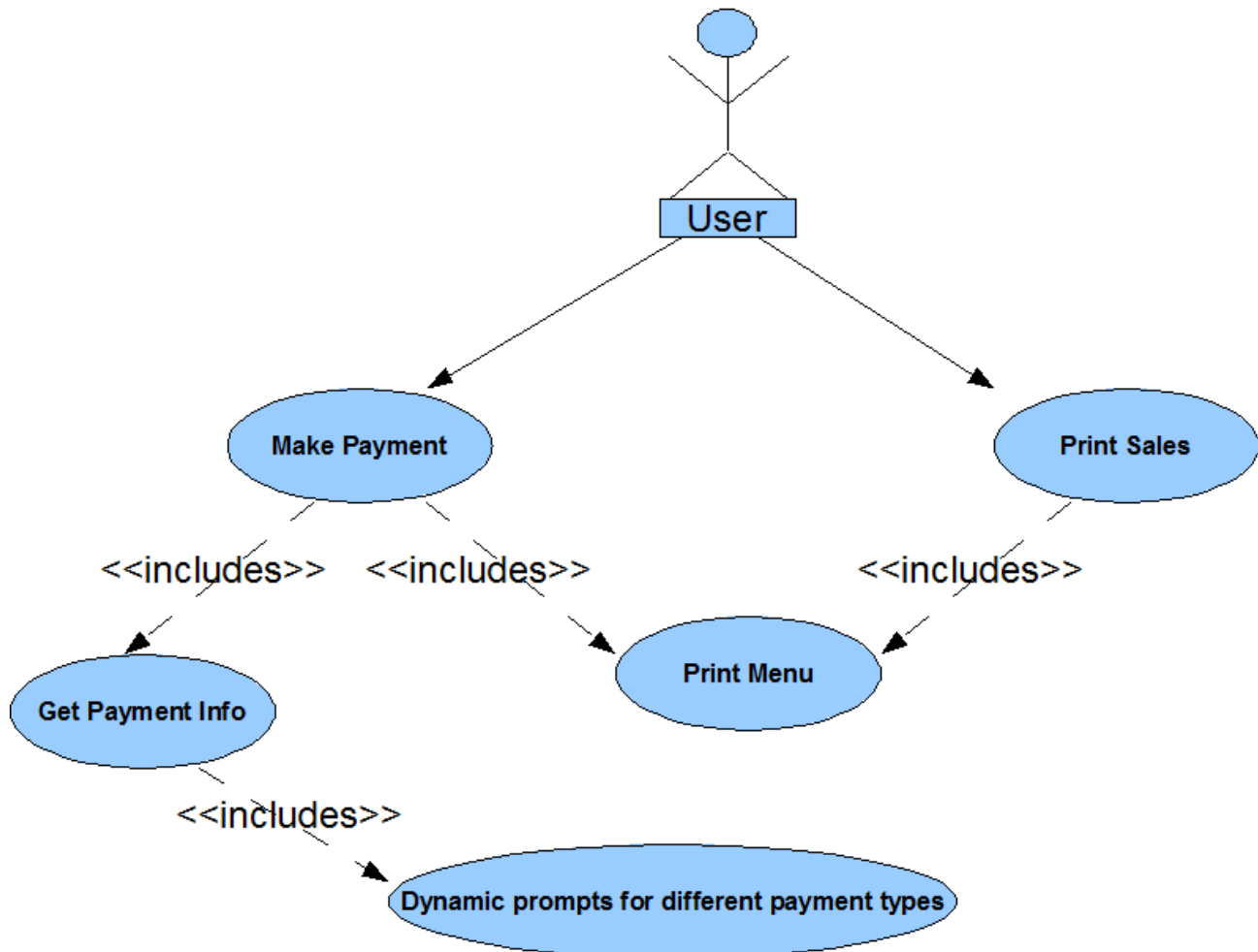
A. Case – User Enters New Sale

- i. User chooses Sale option in the menu view. User continuously enters additional items and prices until the '*' character is entered. The user then enters the type of sale and any other appropriate information, depending on the payment type. The program finally re-prompts the user with the menu view.

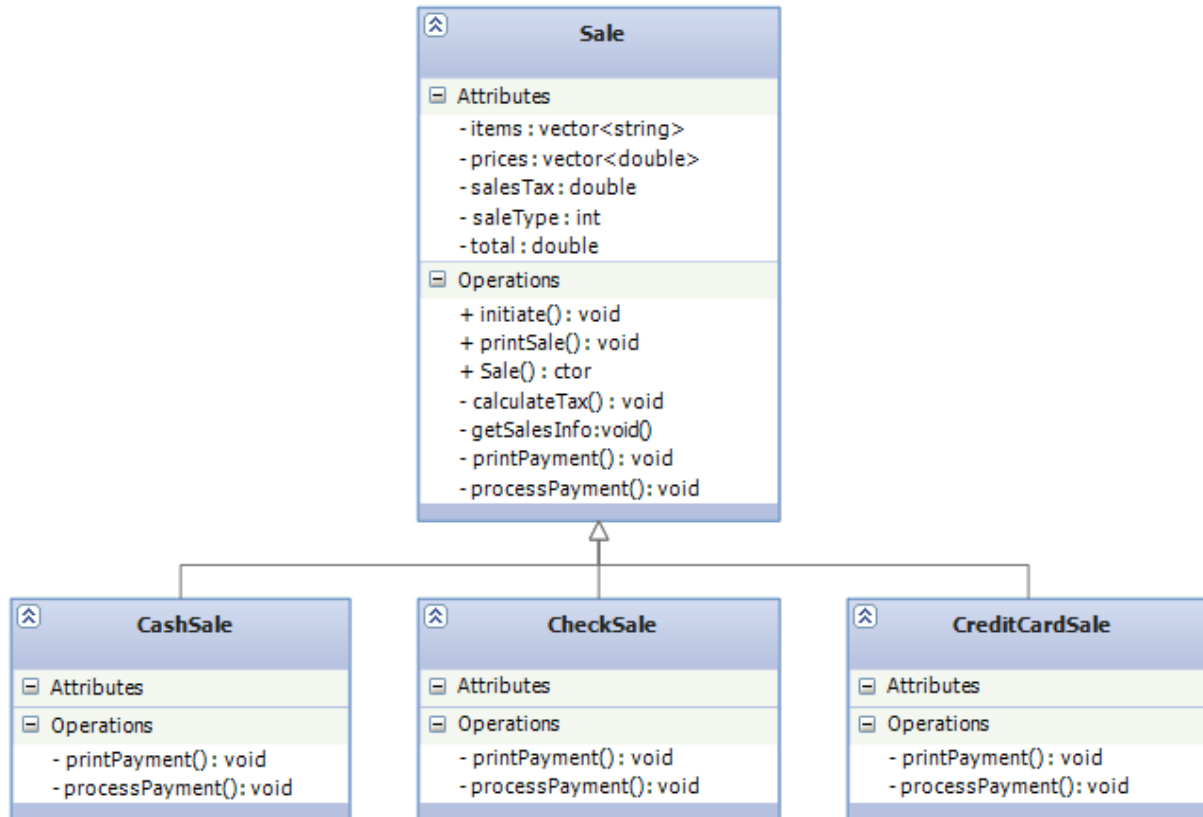
B. Case – User Prints Sales

- i. **Scenario** – User chooses Print Sales option in the menu view. The program prints out a simple and easily read summary of all completed transactions, and re-prompt with the menu view.

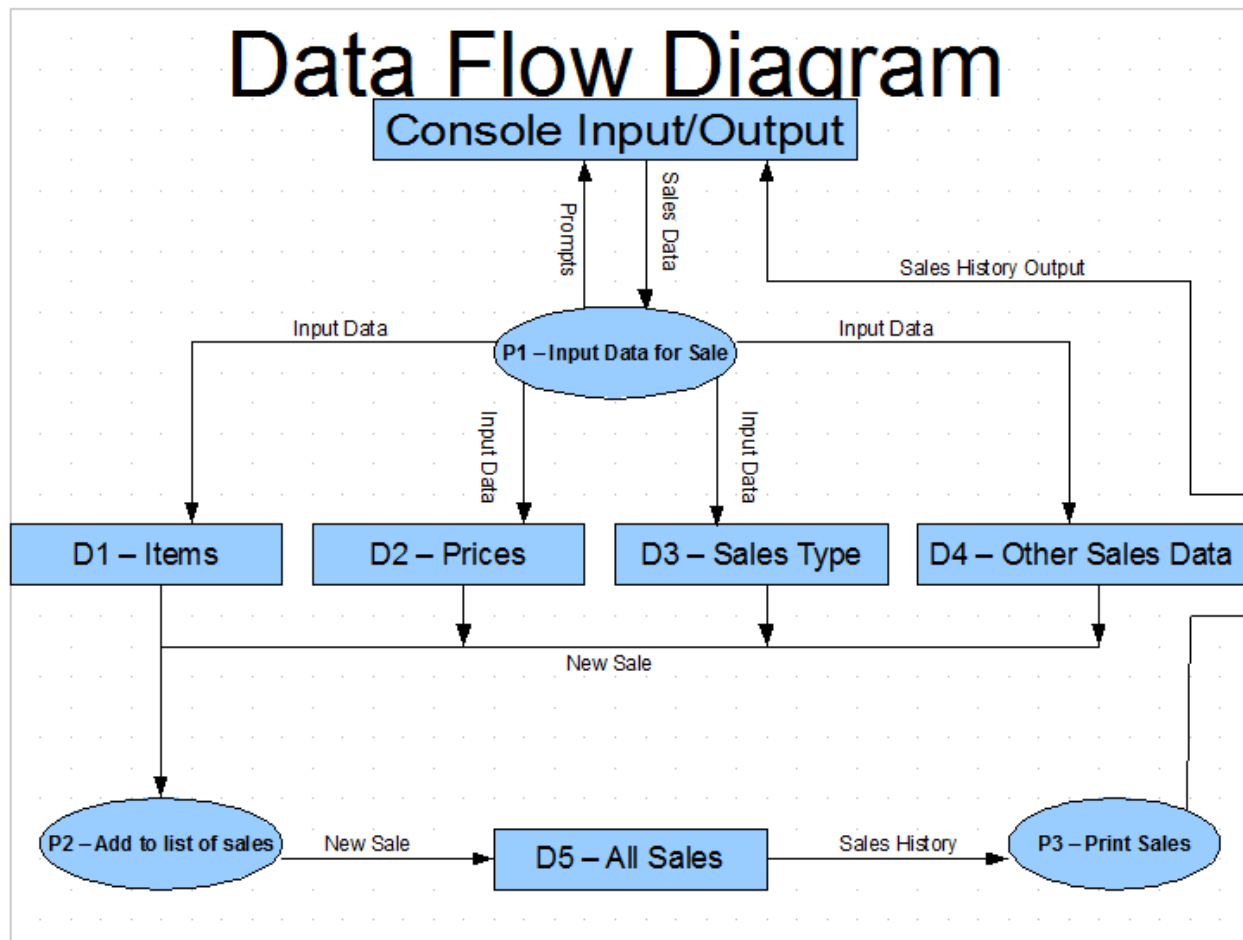
Use Case Diagram



II. Classes



III. Data Flow Diagram



IV. Test Cases

A. Invalid Input

- i. **Scenario** – While entering a value for a price, sales type, or menu option, the user enters an invalid value (negative price, invalid option, etc.).
- ii. **Result** – The program should print an error message and re-prompt.

B. Sale

- i. **Scenario** – User chooses Sale option
- ii. **Result** – The program should continuously prompt for additional items until the '*' character is entered. The program should then prompt for the type of sale and any other appropriate information, depending on the payment type. The program should finally re-prompt with the menu view.

C. Print Sales

- i. **Scenario** – User chooses Print Sales option
- ii. **Result** – The program should print out a simple and easily read summary of all completed transactions, and re-prompt with the menu view.