1. Create sale transaction – When activating the program, the user will be presented with a **User Interface** (console based). The user will enter the that they would like to create a **Receipt** and they will be required to say what *date* the transaction took place. Then the user should add **Items** to the receipt. The items should include a *name, price* and *quantity* for the purchase. After all items are added to the receipt. The receipt should calculate a total for the receipt. Then the receipt should print out on the screen and it will be added to a **database** *dictionary* for reference later down the program.
2. Return Item(s) – After the user has created a **Receipt** they can return **Items** on the receipt. The program will prompt for the receipt *transaction number* and then if the program finds the receipt asked for it will prompt the user which Item they would like to return. The program will search the receipt for the Item’s *name* and the *quantity* they would like to return. If possible, the program will remove the desired **Item/***quantity* from the **Receipt**.
3. Enter rebate – After the user has created a **Receipt** they are eligible to create a **Rebate.** After confirming that the *transaction date* happened in June and the *mailing date* happened the same day or after and before July 15th the user will be eligible to enter their *name, address* and “send” in the rebate. The rebate is then stored in a *dictionary* waiting for the user to Generate rebates. The user can adjust the receipts until the rebates are generated.
4. Generate rebate check – If the user has rebates that are eligible to be generated then the program will run through the *dictionary* and print the rebates. The **receipt** will no longer be able to be *adjusted* meaning they can no longer return items from that receipt. The user will receive a rebate of *11%* of their total on the **receipt.**