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Self Check-Out Service

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- Attributes:
- Payment
  - Scanner
  - Buttons on touch screen to represent items
  - Control class to sense button being pressed
- Operations:
- Turn on when motion detected
  - Start,
  - Cancel
  - Delete item
  - Pay by Cash
  - Pay by Credit Card
  - Change back

The words Attributes and Operations implies design of the system. There should not be ANY design at this point. This should ONLY be a specification of WHAT the system is capable of doing.

The Self Check Out Service screen turns on when it detects a customer's motion. The customer will hit the start button to begin scanning each item's barcodes on your grocery items one by one. It will add the value of the item to the total. After the last item, select method of payment between check, cash, or credit card. If cash is selected, the machine will read each dollar selected and give back appropriate change. If credit card is selected, it will check if the card is valid. After payment, a list of items you have purchased will print out. At any time in the project, you may choose to cancel. If I have time, I will implement a way for the customer to get cash back (under 100) by adding the amount to your total.

This is really a client/server type system. I would like to see some type of "time" included in your system. Perhaps timeouts on user input. The project needs to incorporate a time or feedback feature.

Re-Submit