Case Study: The NextGen POS System

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Semester Genap, 2012

About This Course

Describe the case study for doing analysis and design

A POS (Point of Sale) system is a computerized application used to record sales and handle payments. It is typically used in a retail store. It includes H/W component such as computer and barcode scanner, and software to run the system. It interface to various service application, such as third-party tax calculator and inventory control.

- These systems must be relatively fault-tolerant, that is, even if remote service are temporarily unavailable (such as the inventory system), they must be capable of capturing sales and handling at least cash payments (so that the business is not crippled).
- A POS System increasingly must support multiple and varied client side terminal and interface

- These include a thin-client Web browser terminal, a regular personal computer with something like Java Swing GUI, touch screen input, wireless PDA and so forth.
- Furthermore, we are creating a commercial POS system that we will sell to different client wit disparate needs in terms of businessrule processing. Each client will desire a unique set of logic to execute at predictable point ...

- in scenarios of using the system, such as when a new sale is initiated or when a new line item is added. Therefore, we will need a mechanism to provide this flexibility and customization.
- Using the Iterative development strategy, we are going to proceed through requirements, OOA, OOD and implementation.