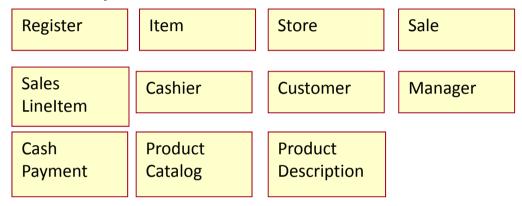
## Build your domain layer

1. Given in the next slide the problem statement of the POS-Point Of Service system, construct the problem domain model with the following classes we identified for you:



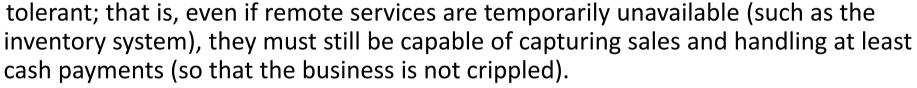
- 2. Include all the attributes you consider necessary.
- 3. Write in Java the classes belonging to the POS system domain layer. Group them in meaningful packages and relate packages with each other with dependency relationships.
- 4. Provide the persistence services of the lower layer that load/save information in the instances of classes in the domain layer from/in a back front relational database.
- 5. Test your program simulating what happen when the endSale() is issued from the cashier's interface (end of transaction).

## The "Point of Service" Application

A POS system is a computerized application used (in part) to record sales and handle payments; it is typically used in a retail store.

POS includes hardware components such as a computer and bar code scanner, and software to run the system.

POS interfaces to various service applications, such as a third-party tax calculator and inventory control. These systems must be relatively fault-



A POS system increasingly must support multiple and varied client-side terminals and interfaces. These include a thin-client Web browser terminal, a regular personal computer with something like a Java Swing graphical user interface, touch screen input, wireless PDAs, and so forth.

Furthermore, we are creating a commercial POS system that we will sell to different clients with disparate needs in terms of business rule processing. Each client will desire a unique set of logic to execute at certain predictable points 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.

