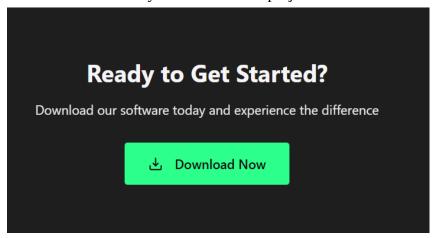
User guide

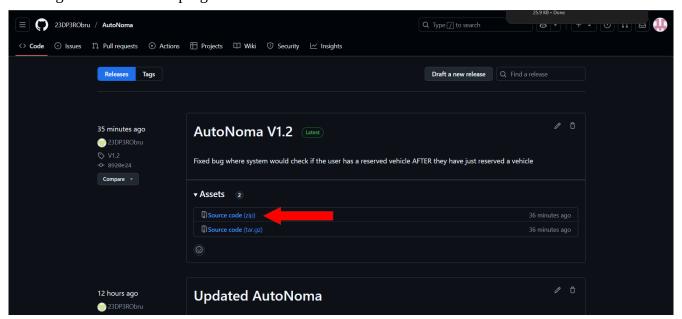
1. Step – Click the download now button:

The button will take you to the GitHub project.



2. Step – Click the first Source code button:

Clicking this will start the program download.



- 3. Un-ZIP(Extract) the folder;
- 4. Open this folder in a coding environment;

5. Navigate your way to Main.java file;

```
| Mainjowa | Mainjowa
```

6. Run the program:

You can do this by clicking the little triangle button.

```
J Main.java ×
src > main > java > lv > rvt > J Main.java > 😝 Main > 😚 runMainMenu(Scanner, CarService, User, App)
      public class Main {
          private static void runMainMenu(Scanner scanner, CarService carService, User user, App authSystem) {
                   String choice = scanner.nextLine();
                   switch (choice) {
                          carService.searchAndDisplayCars(user);
                           System.out.printf("Your balance: " + ConsoleColors.GREEN_BOLD_BRIGHT + "%.2f %s%n" + ConsoleColors.RESET,
                            System.out.print(s:"Would you like to top up your balance or change the currency? (yes/no): ");
                            String topUpChoice = scanner.nextLine();
                            if (topUpChoice.equalsIgnoreCase(anotherString:"yes")) {
                                System.out.println(x:"+------");
                                System.out.println(x:" | 1. Top-up | ");
System.out.println(x:" | 2. Change currency | ");
                                System.out.println(x:"+-----");
                                String choiceInput = scanner.nextLine();
                                try {
                                    int moneyChoice = Integer.parseInt(choiceInput);
                                    if (moneyChoice == 1) {
    System.out.print(s:"Enter amount to top up: ");
                                         float amount = Float.parseFloat(scanner.nextLine());
                                         if (amount > 0) {
                                            user.addFunds(amount);
                                             authSystem.updateUserBalance(user);
```

7. You are free to use the program now;

