Work Request GUI Report

Changes from main program:

due to time constraints...

Employees are not able to add or remove tenants in the GUI version.

Parts are mostly an aesthetic name on the work request and no longer get "used".

When an employee works on an open project it closes it immediately unless it is already closed.

User Guide:

Login menu:

Use the login menu bar to switch between boss, employee, or tenant logins.

Start with the tenant login. Enter "Alex", "Jelly", or "Bob" (our three initialized tenants).

Tenant menu:

Initially there are no work requests. Create a work request by clicking the "New work request" button.

Note: Create up to 25 work requests (the system has a maximum of 25 total work requests across everyone)

When you are done, close the Account frame or, on the login frame, click "Log out" in the menu bar. A user must log out to log in elsewhere.

Note: to refresh the frame you must log out and log back in again, I couldn't figure out how to repaint/revalidate the frame to show.

Next Log in to the Boss menu to assign the Priority Level, and Employee to the work request.

Use the username "Admin" to log into the "boss login".

You will see a table of all of the tenant's work requests, and all of the data. At the bottom you can select a Work Request by number, assign it's priority, and select an employee to assign it to (initially "Jeff" or "Steve" are the only two employees).

You can log out and back in to refresh and see the changes.

Click the log out button or close the frame and then log out.

Finally, you can log into the Employee Menu to work on the requests.

Use the username "Jeff" or "Steve" to log in.

As an employee you can select a work request by number and work on it. An employee cannot work on a request that has already been worked on and closed.

You can log out and back in to refresh the work request table and see that the work request status has changed.

Note: Only work requests assigned to the specific employee are visible to that employee.

Initial mockup thoughts:

