

**Compiling and running; start here.**

To begin compiling this program, take note of all of the appropriate files' directory.

From there, use command prompt to open the directory and use the Javac command on the MainMenu.java file.

### **Main menu**

Next, use the java command to run the program, which will result in the viewing of this main menu along with some additional information as a test of the functionality of the management system.

**Example:**

```
Sports Club Management System
1. Employee Management
2. Sales Management
3. Membership Management
4. Scheduling Management
5. Coach Management
6. Rink Management
7. Court Management
8. Field Management
9. Equipment Management
10. Exit
Enter your choice: |
```

From here you will be given a variety of options ranging from Employee management, all the way to equipment. You can select one by using the co-responding numeric input to enter the desired system. Selecting the last option, 10 will exit the program.

**Example:**

```
10. Exit
```

### **Employee management**

```
Menu:
1. Add Employee
2. Record Attendance
3. View Attendance Records
4. Calculate Total Hours Worked
5. View Employee Information
6. Back to Main Menu
Enter your choice:
```

This is the menu for the employee management system. From here you can, using the corresponding numeral, select an option in which you can add employees, edit/view their information, and delete them. In addition, you can also record their attendance as well as keep track of the hours worked by each one.

### Membership management

```
-Welcome to the Membership System Menu-  
1. Create New Member  
2. Access Member Information  
3. Update Member Details  
4. Renew Membership  
5. Delete Member  
6. Back to Main Menu  
Enter your choice:
```

In the membership management system, you can create new members, access/update their information, renew, and delete members who have left.

### Schedule management

```
Schedule Management  
1. Schedule an Appointment  
2. Display Appointment Information  
3. Modify an Appointment  
4. Delete an Appointment  
5. Back to Main Menu  
Enter your choice:
```

In schedule management you can schedule appointments, display their information, modify them, and delete them.

### Equipment management

```
Equipment Management  
1. Add Equipment  
2. Display Equipment  
3. Update Equipment  
4. Delete Equipment  
5. Back to Main Menu  
Enter your choice:
```

In equipment management, you can add, display/update information, and delete Equipment from the list.

## Sales management

```
Main Menu:  
1. Inventory Management  
2. Sales Management  
3. Back to Main Menu  
Enter your choice:
```

Unlike the other menus, there are two options that will lead to different types of management.

```
Inventory Management: Sales Management:  
1. Add new item        1. Create new sale  
2. Remove item         2. Add item to sale  
3. Display inventory   3. Remove item from sale  
4. Exit to main menu  4. Calculate total cost  
Enter your choice:    5. Exit to main menu
```

In the first, you can manage the inventory of the club. Adding and removing items whilst being able to view the current inventory as it stands. In the second option you can view and conduct a sale. Enabling the user to create a sell and add/ remove items from it. At the end of the transaction, the total cost can be calculated for ease.

## Field, Court, and Rink management

```
Field Management  
1. Schedule a Game  
2. Display Game Schedule  
3. Display Team Information  
4. Back to Main Menu  
Enter your choice:  
  
Court Management  
1. Schedule a Game  
2. Display Game Schedule  
3. Display Team Information  
4. Back to Main Menu  
  
Rink Management  
1. Schedule a Game  
2. Display Game Schedule  
3. Display Team Information  
4. Back to Main Menu  
Enter your choice:
```

From these menus, you can select the same options on the appropriate play area. These being, scheduling a game, viewing its schedule and the team information.

END