

Mav's Animal Shelter Software

MASS User Interface – Sprint 1

Table of Contents

Menu Bar.....	1
File.....	1
Animal.....	1
Tool Bar.....	2
Main Data Area.....	2

Menu Bar

The Headings indicate drop-down menu products on the menu bar, and the words in bold represent the menu products.

The text in quotes is the tool tip for the associated toolbar button.

The remaining text is a description of the behavior initiated by that menu product activation.

File

Quit – “Exit the program”. If the data in the current Shelter has not been saved, offer to Save it, Discard it, or Cancel creating a new Shelter. If Save, save the current Shelter data as if Save were selected. Then, if not Cancel or if data was already saved, exit the program. NOTE: Clicking the “x” in the title bar to close the program should be treated exactly like clicking File → Exit.

Animal

New... – “Add a New Animal” The first dialog selects among animal types (e.g., Dog, Cat, or Rabbit). The remaining dialogs collect all attributes needed to instance the new Animal and add it to the list of available animals.

List Available – “List All Animal Data” List all animal data as a table in the data area.

Tool Bar

Tool bar buttons will be provided for the following selections above, with the same tool tips.

Animal → New

Animal → List Available

File → Exit

Main Data Area

The main data area will display the list of animals current available for adoption (e.g., in Shelter::available), formatted in a table. (Hint: Consider a Pango-formatted teletype font, which will enable space-formatted table layout in a Gtk::Label with left alignment.)