

Prog7311 task 2

Read me



19013369

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Group 1

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**Learn the Dewey way**

This is a c sharp application that was developed on Microsoft Visual studio platform. The purpose of this application is to help new trainee librarians learn the Dewey decimal classification system of identifying and sorting books. This application is extremely user friendly with an easy-to-understand user interface and basic layout for the user to intuitively know how to use the application and instructions are given to the user on how to complete each learning activity. There are three activities that the user can do to learn the system but only two of these are ready for use, such as the Replacing book number and Identifying Areas, the third (Finding call numbers) is still under development and therefore disabled.

This application was easy to develop as there was no need to use complex code to make the activity work, but the main challenge faced was designing a user interface that would allow the user to match the columns with ease. To solve this, I used a series of buttons and labels to which the user would click on the button to match their answer to what is written on the label however I do wish to improve on this by researching better ways or components to use to display this kind of activity more appealingly in the future.

**How to install and run the program**

1. Access the Github repository via the link provided on Microsoft teams.
2. Download the file from Github.
3. Open the folder called Prog7312\_Task2\_19013369\_Dishani Odayar\_G1.



1. Then click on the folder called 19013369Task1.



1. Then open the sln file by clicking on the file called 19013369Task1.sln.



1. Wait for the program to load and then click on the green play button located at the above navigation bar at the centre. This will then run the program.



**How to use the application**

Graphical user interface, application

Description automatically generated

Once the application is running this will be the first screen the user will see. Here the user can choose between the three tasks although Finding call numbers is disable therefore if the user to clicks that button nothing will happen. If the user clicks on the Identifying Areas button, they then should be taken to a second screen to complete that task. If the user clicks on the Exit button the application will stop running and exit out of the application.

Graphical user interface, application, table, Word

Description automatically generated

Here the user will have to complete the match the columns activity. The user will have to match the buttons to the labels, i.e. Match the alphabets to the numbers. The user will then select the buttons with the descriptions that best match the calling number. If the suer wishes to close the application they may click the Exit button.

Graphical user interface, application, table, Word

Description automatically generated

Once the user has chosen their answer they may then click the Check button which will then valid the user’s answer and determine whether the answer is correct or not.

Graphical user interface, application, Word

Description automatically generated

If the answer is incorrect a sound will play to alert the user of their new badge for losing the game. The user can then close the program by clicking on the Exit button or click the try again button where they will receive a new set of question to answer. The user click the Try again button even if the answer is correct as this activity allows for the user to try as many time as they would like.

Table

Description automatically generated

If the try again button is clicked this is the screen the user will see and must complete the match the columns activity again. The user will have to match the buttons to the labels, i.e. Match the alphabets to the numbers. The user will then select the buttons with the calling numbers that best match the description.

Graphical user interface, application, Word

Description automatically generated

Once the user has matched the columns, they can then click the Check button which will valid their answer. If the answer is correct a sound will play to alert the user of the new badge, they have earned for winning the game. If the user clicks the Try again button, they can play the activity again or however many times they desire. If the user wishes to close the program, they can do so by clicking the Exit button.

**Correct answers for testing the program**

Correct answers for question set A:

1-D, 2- F, 3- A, 4- G

Correct answers for question Set B:

1-G, 2- D, 3- F, 4- A