ISEP INSTITUTO SUPERIOR
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INFORMÁTICA

USER MANUAL

CraftFlow Software

INTEGRATIVE PROJECT – 3rd SEMESTRE - LEI – ISEP – 2024/2025

CLASS 2DI – G94 – BYTE MASTERS: SECOND COMING

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TABLE OF CONTENTS

Não foi encontrada nenhuma entrada de índice.

LIST OF FIGURES

Não foi encontrada nenhuma entrada do índice de ilustrações.

PREFACE

This User Manual was developed with the aim of supporting users in understanding and using the computerised solution created for production management in industrial facilities, **CraftFlow**. The application, developed as part of the **Integrating Project of the third semester of LEI - ISEP**, was designed to demonstrate the principles of planning, monitoring and controlling production in flexible industrial environments, adapted to different types of manufacturing.

The content presented here reflects good software development practices, including the use of agile methodologies and techniques such as Test-Driven Development (TDD). In addition, the solution was created in a modular way, integrating different languages and technologies to ensure a robust and interoperable approach.

This document is designed to be accessible to all users of the system, regardless of their technical level. The structure of the manual ranges from basic installation and initial configuration instructions to detailed explanations of the system's functionalities and solutions to common problems.

The team responsible for developing this project hopes that this manual will serve as a clear and practical guide, promoting efficient and productive use of the application.

Porto, December 2024

Byte Masters: Second Coming

1. PRE – REQUISITES

To ensure that the application works correctly, the following prerequisites are required:

1.1 OPERATING SYSTEM

The application has been developed to be compatible with **Windows**, **Linux** and **macOS**.

1.2 SOFTWARE DEPENDENCIES

- **Java Runtime Environment (JRE):** The application requires a way to execute `.jar` files. Make sure you have the JRE installed on your system.
  - Download the JRE from Oracle's official website: Java SE Downloads.

1.3 SPECIFIC REQUIREMENTS PER OPERATING SYSTEM

- **Windows:**
  - Make sure that **Windows Subsystem for Linux (WSL)** is installed. Follow the steps described by Microsoft: WSL Installation Guide.
- **Linux:**
  - Make sure that **gnome-terminal** is installed. To install, use the following command in the terminal:

```
sudo apt install gnome-terminal
```

- **macOS:**
  - The system already includes **Terminal** by default, but make sure the user has executed permissions for the `osascript` command. Use the following command in the terminal to check:

```
sudo chmod +x usr/bin/osascript
```

1.4 APPLICATION LOCALISATION

Make sure that the application runs directly in the folder where the software was installed or extracted. All the necessary files must be present in that directory.

1.5 EXECUTION PERMISSIONS

Make sure that the terminal has permissions to execute `.jar` files and other associated commands.

2. INSTALLATION

To install and configure the application correctly, follow the steps below:

2.1 UNZIP THE ZIP FILE

- Download the **sem3-pi-2024-g094.zip** file provided by the development team.
- Unzip the file into a directory of your choice. Make sure that the contents retain the original folder structure.

2.2 KEEP THE .JAR IN THE MAIN FOLDER

- The **CraftFlow.jar** file must remain in the main folder after unzipping. It is essential that this file is not moved to other locations, as the application depends on other files in the same folder to work properly.
- Any attempt to move the **.jar** file could cause errors when running the application.

2.3 ADDING NECESSARY FILES TO THE RESOURCES FOLDER

- For the application to work correctly, any additional files required must be placed in the folder: **sem3-pi-2024-g094\src\main\resources.**

All the files in this folder must be in .csv format. Make sure that the files comply with the formats expected by the application (described in the Initial Configuration and Main Functionalities sections).

2.4 CHECKING THE FOLDER STRUCTURE

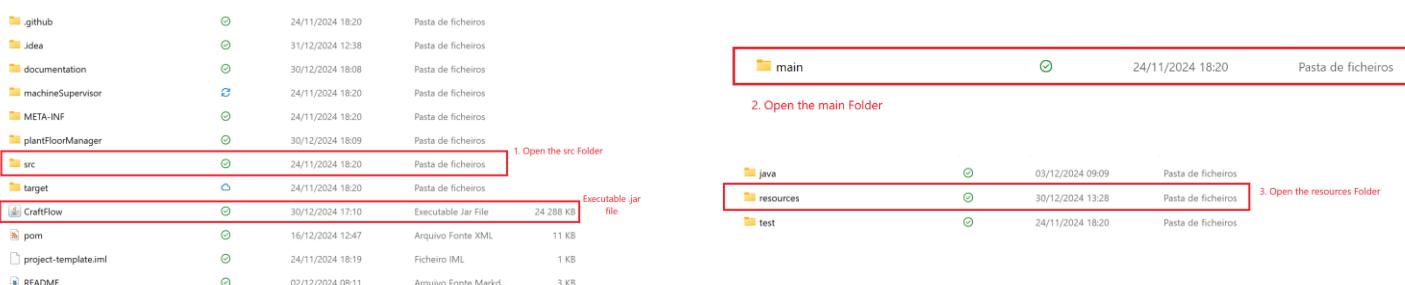After unzipping, the folder structure should look like this:

Figure 1 - Path for adding required .csv files and location of the .jar executable.

Notes:

- Do not edit or delete files in the main folder unless instructed to do so by the development team.
- If you encounter problems at this stage, check that the folder structure is correct and that the necessary files are in the right place.