LabMan System

-- A Complete Guide For Students

Contents

1. Request Management		3
1.1	Introduction	3
1.2	Make Request	4
1.3	Cancel Request	11
1.4	Edit Request	14
2. Return Management		17
2.1	Introduction	17
2.2	View Borrowed Equipment	17
2.3	View Returned Equipment	19
3. Announcement		21
3.1	Introduction	21
3.2	View Announcement	22
3.3	Log Out	24

1. Request Management

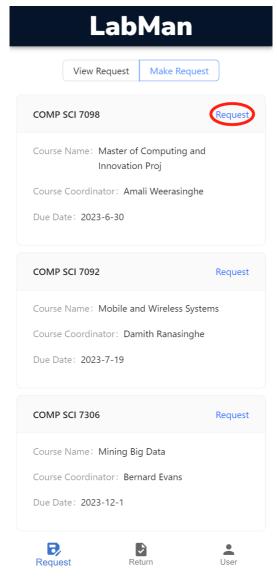
1.1 Introduction

In the request page, the students can view the requests made before. These requests can be edited or cancelled as well. In addition, students are allowed to make requests by course. If needed, multiple types of equipment can be requested at one time.

1.2 Make Request

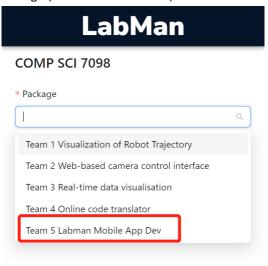
To initiate a new request:

Step 1: Click the 'Request' button of the specific course in the 'Make Request' page, as depicted in Picture 1.2.1.



Picture 1.2.1

Step 2: Select the specific package (refer to Picture 1.2.2).



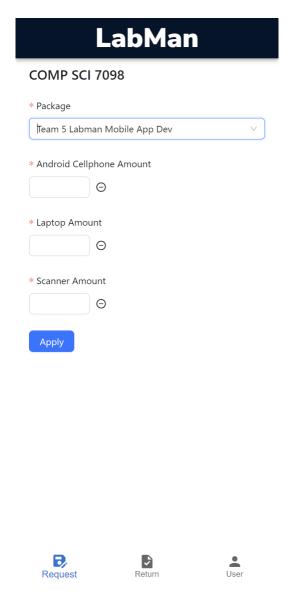






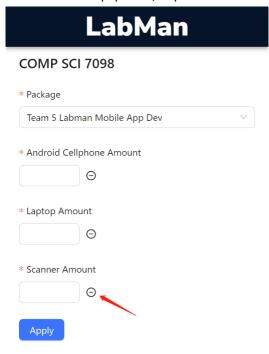
Picture 1.2.2

Step 3: The equipment contained will be displayed (Picture 1.2.3).



Picture 1.2.3

Step 4: (Optional) Remove the undesired equipment, as presented in Picture 1.2.4.



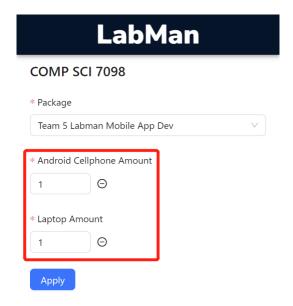






Picture 1.2.4

Step 5: Enter the quantity for each piece of borrowed equipment.



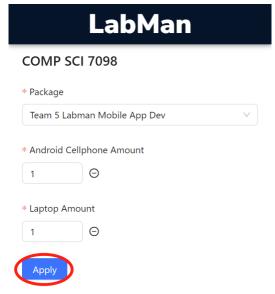






Picture 1.2.5

Step 6: Click 'Apply', as marked in Picture 1.2.6, to finalize your submission.



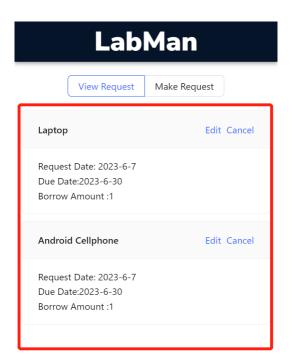






Picture 1.2.6

Upon successful submission, the new request will materialize in 'View Request' page, as seen in Picture 1.2.7.







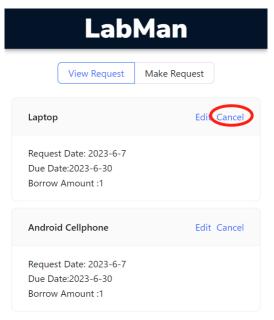


Picture 1.2.7

1.3 Cancel Request

To cancel a request:

Step 1: In the 'View Request' page, click the 'Cancel' button of the specific equipment, as indicated in Picture 1.3.1.









Picture 1.3.1

Step 2: In the reason page (Picture 1.3.2), provide a reason for cancellation.









Picture 1.3.2

Step 3: Click 'Submit', as displayed in Picture 1.3.3, to complete the cancellation process.









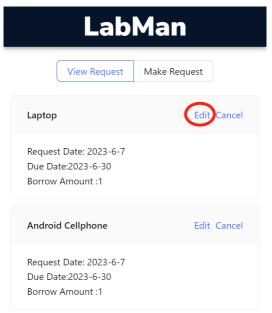
Picture 1.3.3

Once the success message is displayed, the request will be removed from the Request Table.

1.4 Edit Request

To cancel a request:

Step 1: In the 'View Request' page, click 'Edit' of the specific equipment request (as shown in picture 1.4.1).



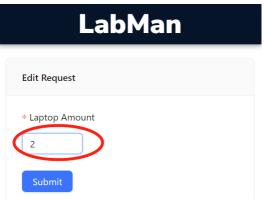






Picture 1.4.1

Step 2: Change the amount of the equipment (as shown in picture 1.4.2).



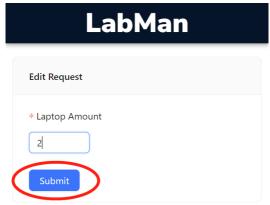






Picture 1.4.2

Step 3: Click 'Submit' to apply the change (as shown in picture 1.4.3).









Picture 1.4.3

Once the success message is displayed, the request will be updated.

2. Return Management

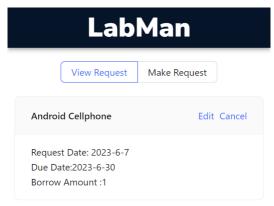
2.1 Introduction

LabMan allows you to keep track of returned and borrowed equipment.

2.2 View Borrowed Equipment

To view borrowed equipment, follow these steps:

Step 1: Click on the 'Return' button at the bottom navigation bar (see Picture 2.2.1).



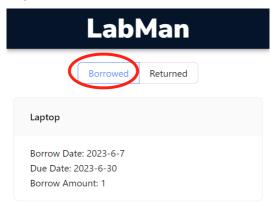






Picture 2.2.1

Step 2: Once the request is approved by the lab manager, the equipment will be put into the 'borrowed' page of return. Click 'Borrowed' on the Return page to view all the borrowed equipment (see Picture 2.2.2 for reference).







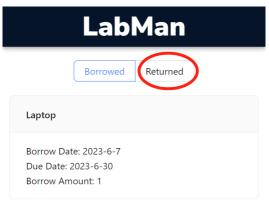


Picture 2.2.2

2.3 View Returned Equipment

To view returned equipment:

Step 1: Click on the 'Returned' button situated at the top of the Return page (as shown in Picture 2.3.1).



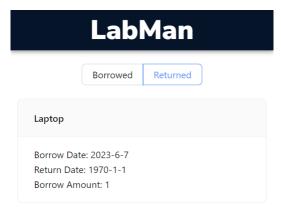






Picture 2.3.1

Step 2: Once the lab manager receives your equipment, it will be displayed in this page (as shown in Picture 2.3.2).









Picture 2.3.2

3. Announcement

3.1 Introduction

Labman facilitates communication between the lab manager and students by allowing the lab manager to post announcements. Students can view the announcement as follows:

3.2 View Announcement

To view announcement from the lab manager:

Step 1: Switch to the User' page by clicking on 'User' in the bottom navigation bar (Picture 3.2.1).









Picture 3.2.1

Step 2: The announcement posted by the lab manager will be displayed in the announcement area (Picture 3.2.2).





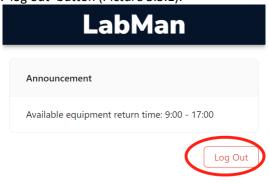




Picture 3.2.2

3.3 Log Out

Step 1: In 'User' page, click 'log out' button (Picture 3.3.1).









Picture 3.3.1