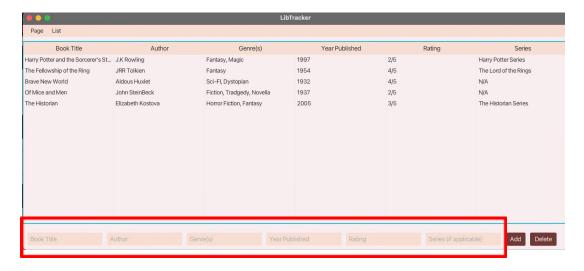
LibTracker User Implementation Manual

This application is meant to help the user keep track of their collection of books. It allows users navigate through several pages with different list functions on each page as follows:

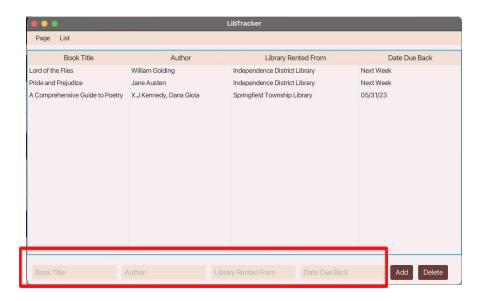
Home page:

This is the opening screen, where the user is able to enter their collection of personally owned books. At the bottom of the screen there are text fields where the user can enter the Title, Author(s), Genre(s), Year Published (integers only), Rating, and series name (if applicable) of the book.



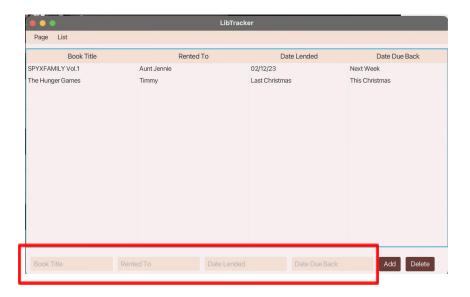
Library Page:

This page is designed for the user to keep track of the books they have rented from libraries. At the bottom of the screen there are text fields where the user can enter the Title, and Author(s) of the book, as well as text fields allowing the user to enter the name of the library they have rented it from, along with the date it is due back.



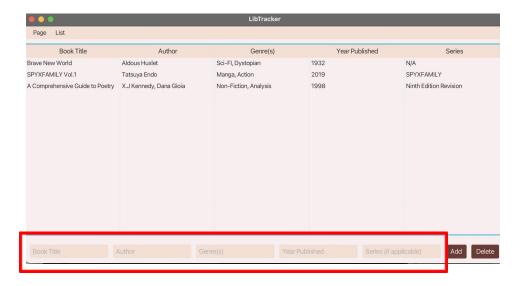
Lend Page:

This page is where the user is able to keep track of the books that they have lent to other people. The text fields at the bottom of the screen allow the user to enter the title of the book, the name of the person borrowing the book, the date the book was borrowed, and the date the book is expected back.



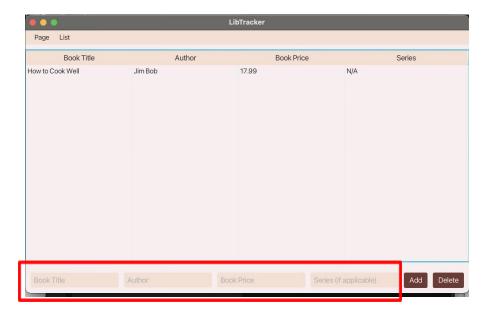
Favorites List Page:

This page was created for the user's to keep track of the books in their personal library that are their favorite. The text fields at the bottom of the screen are very similar to those at the bottom of the home screen. They allow the user to enter the title, author(s), Genre(s), Year Published (integers only), and series name (if applicable) of the book.



WishList Page:

This page is intended for the user to keep track of the books they want to buy for their personal collection. The text fields allow the user to input the title, and author(s) of the book, along with its cost (in 00.00 form), and series name (if applicable).

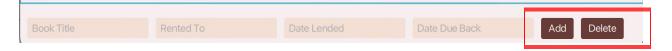


Add Button:

On each page, to the right of the text fields there is a button labeled "Add". This button is intended for the user to click after they enter the desired information into the text fields at the bottom of the screen. The information the user just entered will then be displayed on the screen as part of the list.

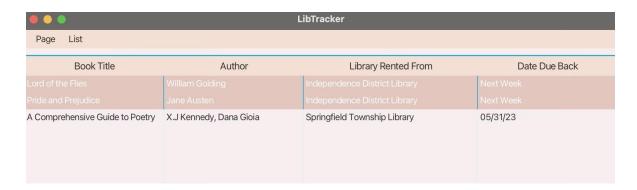
Delete Button:

On each page, to the right of the text fields and the Add Button there is a button labeled "Delete". This button is intended for the user to click after they have selected the item(s) on the screen they wish to delete, the item(s) will then be deleted.



Selecting Multiple Items:

In order to select multiple items to delete in a group, the user needs to hold down the command button while clicking the items they wish to delete on the screen. All the highlighted items will then be deleted when the user clicks the delete button.



Navigating Between Pages:

The user is able to navigate between pages using the menu bar at the top of the screen. If a menu item is grayed out, it means the user is currently on that page.

Page Menu:

If the user clicks the word "Page" at the top of their screen, a menu will drop down allowing the user to select one of the pages they would like to navigate to. The user can enter the Home page, Library List page, Lend page, and can Exit the program through the Page Menu.



List Menu:

If the user clicks the word "List" at the top of their screen, a menu will drop down allowing the user to select one of the pages they would like to navigate to. The user can enter the Favorites List page, and the WishList page through the List Menu.



Exiting The Program:

The user has two options to exit the program.

They can either click the "Exit Program" option at the bottom of the Page Menu, or click the red "x" in the top left corner of their window.

Both of these actions will generate a smaller window asking the user to confirm they would like to exit the program.

If the user clicks the "No" button, the smaller window will disappear and the user will continue using the program.

If the user clicks the "Yes" button, the user will then exit the program.

