PAT Specs

Phase 1

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**InfoSave**

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# Summary

InfoSave is a program used to store all a user’s personal information that they might require when filling in forms or applications. When the user initially opens the application, they will be asked to login to their account, if they do not have an account, they can create one by clicking the word sign up to enter the information required to create one. Once the user has logged in, they will have access to all the information they have entered and will also be able to add to that information and delete information.

# Specifications of program function

## Step by step functions

### The login screen:

* The title “Login” will be the heading at the top of the window.
* There will be two text fields to enter your username and password.
* There will be a show password checkbox which when checked will show the user the entered password and a login button to click once you have filled in the username and password and want to login. There will also be the text “Sign Up” at the bottom of the window that when clicked will take you to the sign-up window.
* If you have already signed up, once you have filled in your username and password, click the login button in order to be taken to the main GUI.
* The “Login” button will call the user details from a database and will compare those details to the text in the username and password fields to check if they already have an account.
* There is a help button for if you need help logging in.

### The Sign Up screen:

* The title in the sign-up window will say “Sign Up”.
* There will be five text fields to enter your username, password, retyped password, first name, last name and a label field to insert a profile image.
* There will be a Sign-Up button that you can click to create an account when you have filled in all the fields.
* There will be a class to verify your inputs, for example to check that the password and retyped password are the same, to check that no fields are left blank, to check that there is an image selected and to check that the username isn’t already taken.
* If you already have an account or have created an account, you can click the text “Login” at the bottom of the window to take you to the login screen.
* There is a help button for if you need help signing in.

### The help screens:

* There is a help window for logging in and signing up. The login help will tell you “How To Login”, and the sign up help will tell you “How to sign up”.
* Each button will explain exactly what the user needs to do and how the game works

### The main screen:

* The main screen will appear once the user has clicked on the Login button.
* The main screen will have the selected account profile picture in the top left corner with the account username next to it.
* There are seven fields where you can enter, first name, last name, ID number, Passport number, Phone number, Email and Address and a label to insert a photo.
* The “Browse” button when clicked will open a file directory for you to import a photo into the program.
* There is a table displaying the info of members that are associated with the main account.
* There is an “Add” button that when clicked will insert the information into the Info table which in the program displays the member info that the user stores in their account.

# Specifications of user interface

## Colour scheme:

Each window will have a blue bar at the top with a darker blue stripe underneath it. All text is in Tahoma font and the main colour is plain white.

## Login screen:

* A GUI will be provided that will take input from the mouse and the keyboard.
* A username and password field will be provided for the user to enter their account username and password.
* There will be a “Help” button, a “Login” button and a “Sign Up” text link.
* The background will be plain white with a blue bar at the top that has the text “Login” in the top left corner and an “X” and a “-” in the top right corner, with a dark blue bar underneath the blue panel.
* The buttons will be blue.
* Font: Tahoma 18 Bold.
* A button is placed under two text fields and there is clickable text and a button at the bottom of the window.

## Sign Up screen:

* A GUI will be provided that will take input from the mouse and the keyboard.
* A username, password, retyped password, first name, last name and a label field will be provided for the user to fill in their details.
* There will be a “Browse” button, a “Help” button, a “Sign Up” button and a “Login” text link.
* The background will be plain white with a blue bar at the top that has the text “Sign Up” in the top left corner and an “X” and a “-” in the top right corner, with a dark blue bar underneath the blue panel.
* The buttons will be blue.
* Font: Tahoma 18 Bold.
* A button is placed under 6 fields and there is clickable text and a button at the bottom of the window.

## Main screen:

* A GUI will be provided that takes input from the mouse and keyboard.
* The first name, last name, ID number, Passport number, Phone number, Email and Address and a label field will be provided to enter in new member info.
* There will be a “Browse” button, a “Log Out” button, a “Add” button and a “Update” button and a “Delete” button.
* The background will be plain white with a blue bar at the top that has the profile picture and the account username in the top left corner and an “X” and a “-” in the top right corner, with a dark blue bar underneath the blue panel.
* The buttons will be light blue.
* Font: Tahoma 18 Bold.
* Three buttons will be placed under the fields on the right side and a button in the top left corner

# Specifications of help

Help will be provided with the following topics. All of this information is stored in the program. The help can be reached from the Login screen and Sign Up screen.

* How to login.
* How to sign up.

# Specifications of data storage

## Help

All information is stored in text areas in the program.

## Accounts

### Fields:

* Username – the users selected username.
* Password – the users selected password.
* First name – the first name selected by the user.
* Last name – the last name selected by the user.
* Photo – the profile photo selected by the user.

### When are the fields created?

* The fields will be created once the user has signed up.

### When are the fields accessed?

* When the user clicks on login the program finds the appropriate account to login to.

### When are the fields updated?

* When the user clicks update.

# Hardware and software requirements

## Hardware requirements

* Hard Drive
* 4GB RAM

## Software requirements

* Jre8
* Microsoft Windows 10 32 bit (minimum)
* Microsoft Access 2013 or later