

Main Menu

The main menu has three buttons to help you navigate to the different parts of the program.

Press '1' to bring up the member login screen.

```
C:\Users\peirka\OneDrive\Documents\Class Project\src  
Welcome to Iron Forge  
  
===== Login Menu =====  
1. Member Login  
2. Staff Login  
3. Quit  
Choice:
```

Member Log-In

This will open the Member Login window. Here you can log in or sign up for a new account.

```
===== Login Menu =====  
1. Member Login  
2. Staff Login  
3. Quit  
Choice: 1  
Username: |
```

Use this to log in:

Username: bob1

Password: pass1234

```
===== Login Menu =====
1. Member Login
2. Staff Login
3. Quit
Choice: 1
Username: bob1
Password: pass1234
Welcome Bob

===== Member Menu (Bob) =====
Current Area: Entrance
1. Change Area
2. Purchase Membership
3. View My Info
4. Logout
Choice:
```

After logging in, you have the option to explore different areas of the gym, purchase a membership, view your personal information, or logout.

Area Menu

```
===== Member Menu (Bob) =====
Current Area: Entrance
1. Change Area
2. Purchase Membership
3. View My Info
4. Logout
Choice: 1

===== Facility Areas =====
1. Entrance
2. Shop
3. Gym Floor
4. Rest Area
5. Classes
Choose Area to Go to: |
```

Selecting ‘Change Area’, You will be greeted with a few places to explore. For example selecting ‘Shop’ or ‘Classes’ will give you the extra option to shop the store menu and select from a different selection of classes to attend.

```
==== Facility Areas ====
1. Entrance
2. Shop
3. Gym Floor
4. Rest Area
5. Classes
Choose Area to Go to: 2

==== Member Menu (Bob) ====
Current Area: Shop
1. Enter Shop Menu
2. View My Info
3. Change Area
4. Logout
Choice: 3
```

```
==== Facility Areas ====
1. Entrance
2. Shop
3. Gym Floor
4. Rest Area
5. Classes
Choose Area to Go to: 5

==== Member Menu (Bob) ====
Current Area: Classes
1. Enter Classes Menu
2. View My Info
3. Change Area
4. Logout
Choice: 1
```

Shop Menu

Entering within the shop menu allows the user to be able to purchase a variety of items listed in the catalogue for gym use.

```
===== SHOP MENU =====
ID: 1 | Water Bottle (x20) - $1.99 each
ID: 2 | Towel (x10) - $3.99 each
ID: 3 | Yoga Mat (x15) - $12.99 each
ID: 4 | Protein Bar (x30) - $2.49 each
ID: 5 | Gym T-Shirt (x20) - $14.99 each
ID: 6 | Resistance Band (x10) - $8.99 each
```

```
=====
1. Add Item to Cart
2. Remove Item from Cart
3. View Cart
4. Checkout
5. Back to Previous Menu
Choice: |
```

You have the option to add items or remove from cart. Check what you current have in cart or checkout to purchase.

```
=====
1. Add Item to Cart
2. Remove Item from Cart
3. View Cart
4. Checkout
5. Back to Previous Menu
Choice: 3
```

```
==== Current Cart ====
Water Bottle x1
```

Selecting current cart will give you a list of the items currently waiting to be removed or purchased through checkout.

Checkout Menu

After deciding to put all the items within the cart and selecting checkout, the menu will prompt how you wish to pay the amount listed

```
=====
1. Add Item to Cart
2. Remove Item from Cart
3. View Cart
4. Checkout
5. Back to Previous Menu
```

Choice: 4

==== Checkout Cart ====

Subtotal: \$5.98

Tax (8%): \$0.48

Total: \$6.46

Select Payment Method:

- 1. Cash
- 2. Credit Card

Choice:

Putting in the correct amount will present you with how much change to give back to the customer and print out a receipt for their purchases.

```
Enter Amount of Cash Given: $
7.00
Cash Payment Successful. Change Due: $0.54
=====
      Gym Receipt
=====
Payment ID: 2
Payment Method: Cash
Items Purchased:
  - Water Bottle ..... $1.99
  - Towel ..... $3.99

Subtotal: $5.98
Tax (8%): $0.48
Total: $6.46
Cash Given: $7.00
Change Due: $0.54
=====
      Thank You for Your Visit
=====
```

Putting in an insufficient amount will result in an error message and the transaction cancellation.

```
==== Checkout Cart ====
Subtotal: $1.99
Tax (8%): $0.16
Total: $2.15

Select Payment Method:
1. Cash
2. Credit Card
Choice: 1

Enter Amount of Cash Given: $
2.00
Insufficient Cash. Transaction Canceled.
```

Selecting a card option for payment requires the customer to put in their credit card information and saves that data to a list to be used later for other purchases.

```
Select Payment Method:
1. Cash
2. Credit Card
Choice: 2
No Saved Cards found. Please Enter Card Information
Card Number (16 digits): 1234567891234567
Card Holder Name: Gio P
Expiry Date (MM/YY): 04/25
Do you Wish to save this Card to your account (Y/N): Y
Card Saved
Credit Card Payment Successful
=====
Gym Receipt
=====
Payment ID: 6
Payment Method: Credit Card
Items Purchased:
- Water Bottle ..... $1.99

Subtotal: $1.99
Tax (8%): $0.16
Total: $2.15
Charged to Card: **** * 4567
```

Classes Menu

Selecting the classes menu will give you a list of classes to choose from. Their start and end times and their availability of how many spots are left.

```
==== Classes Menu ====
1. View Aviable Classes
2. Book A Class
3. Back to Member Menu
Choice: 1

==== Scheduled Classes ====
- Yoga 9:00AM- 10:00AM (Spots left: 10)
- Pilates 10:30AM- 11:30AM (Spots left: 8)
- Spin 12:00PM- 1:00PM (Spots left: 13)

==== Classes Menu ====
1. View Aviable Classes
2. Book A Class
3. Back to Member Menu
Choice:
```

Booking a class will show up in your registered classes and remove a spot from the menu.

```
==== Classes Menu ====
1. View Aviable Classes
2. Book A Class
3. Back to Member Menu
Choice: 2

==== Available Classes ====
1. Yoga (9:00AM - 10:00AM) Spots Left: 10
2. Pilates (10:30AM - 11:30AM) Spots Left: 8
3. Spin (12:00PM - 1:00PM) Spots Left: 13
Select a Class to Book(number): 2
Member enrolled in Pilates. Spots left: 7
Successfully Booked Pilates
```

Staff Menu

Selecting staff menu will give you options to be able to create management for staff, members, classes, inventory and a list of reports.

```
==== Login Menu ====
1. Member Login
2. Staff Login
3. Quit
Choice: 2
Username: staff
Password: pass1234

==== Management System ====
1. Staff Management
2. Member Management
3. Inventory Management
4. Membership Management
5. Class Management
6. Reports
7. Logout
Choice:
```

Use “staff” for username and “pass1234” for password.

You have the option to add, remove or list staff that will add to the list. Adding a user will add a password for them as well.

```
==== Staff Management ====
1. Add Staff
2. Edit Staff
3. Remove Staff
4. List Staff
5. Back to Management Menu
Choice: 1
Please Enter Info
Name: Ted
Username: Ted
Password: Pass1234
New Staff Successfully Added to System

==== Staff Management ====
1. Add Staff
2. Edit Staff
3. Remove Staff
4. List Staff
5. Back to Management Menu
Choice: 4
Staff Name: Isiah | Username: zaya
Staff Name: Giovanni | Username: gio
Staff Name: Staff | Username: staff
Staff Name: Ted | Username: Ted
```

Class Management

Staff also have the ability to manage classes. They can be able to look up the classes information using the name as see how many people are in the rooster along with add and schedule classes with times.

```
==== Class Management ====
1. List Classes
2. Add Class
3. Scehdule Class
4. View Roster
5. Back to Management Menu
Choice: 4
Class Name: Yoga
Roster for class: Yoga
No members enrolled.
```

Report Menu

Staff also have the ability to print out reports. This report can be able to print out how many total members, staff, and classes are currently within the system.

```
==== Management System ====
1. Staff Management
2. Member Management
3. Inventory Management
4. Membership Management
5. Class Management
6. Reports
7. Logout
Choice: 6

==== Report ====
Total Members: 1
Total Staff: 4
Total Classes: 3

Classes with Enrollments
Pilates: 1 enrolled
```

Finally the user can be able to quit the program and it will exit out for them.

```
==== Login Menu ====
1. Member Login
2. Staff Login
3. Quit
Choice: 3
GoodBye!
```