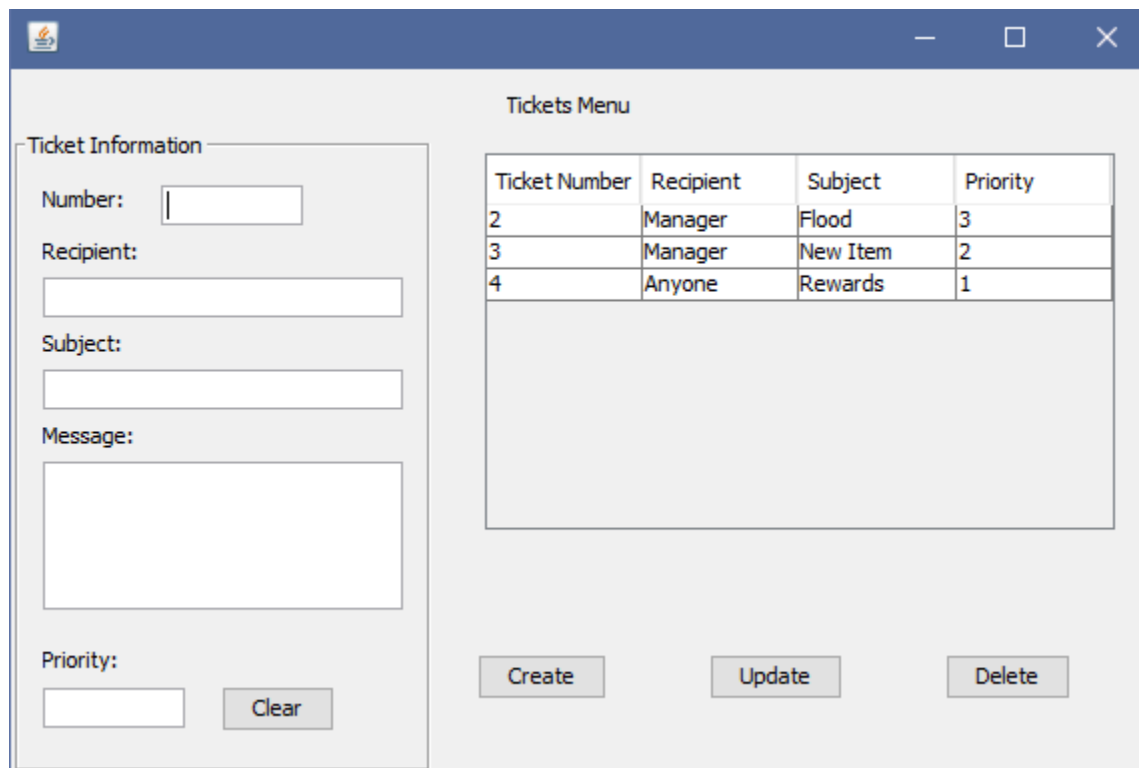


Tickets Menu:



The screenshot shows a web application window titled "Tickets Menu". On the left, there is a "Ticket Information" panel with input fields for "Number:", "Recipient:", "Subject:", "Message:", and "Priority:". A "Clear" button is located below the "Priority:" field. On the right, there is a table with four columns: "Ticket Number", "Recipient", "Subject", and "Priority". The table contains three rows of data. Below the table, there are three buttons: "Create", "Update", and "Delete".

Ticket Number	Recipient	Subject	Priority
2	Manager	Flood	3
3	Manager	New Item	2
4	Anyone	Rewards	1

When you select an item in the table, information populates text fields

Ticket Information

Number:

Recipient:

Subject:

Message:

Priority:

Tickets Menu

Ticket Number	Recipient	Subject	Priority
2	Manager	Flood	3
3	Manager	New Item	2
4	Anyone	Rewards	1

You can update the text fields by typing them in and save the information by clicking the Update button. To create a ticket, type in the text fields and click the Create button. With manager access, after selecting a row in the table, click the Delete button to remove the ticket from the database. To exit, click the X button in the window's top right corner. After this, all information is saved for the next time the ticket menu is opened.

Inventory Menu:

Inventory Menu

Item Information

Name

Details

Price Quantity Location

Item #

Name	Price	Quantity	Location	Item #
Wrench	5.99	14	A1	1
Tape Mea...	8.99	50	B1	2
Screwdriver	3.99	10	B2	3

Update Create Delete Clear

When you select a row in the table, the text fields populate

Inventory Menu

Item Information

Name

Wrench

Details

It's a wrench

Price

5.99

Quantity

14

Location

A1

Item #

1

Update

Create

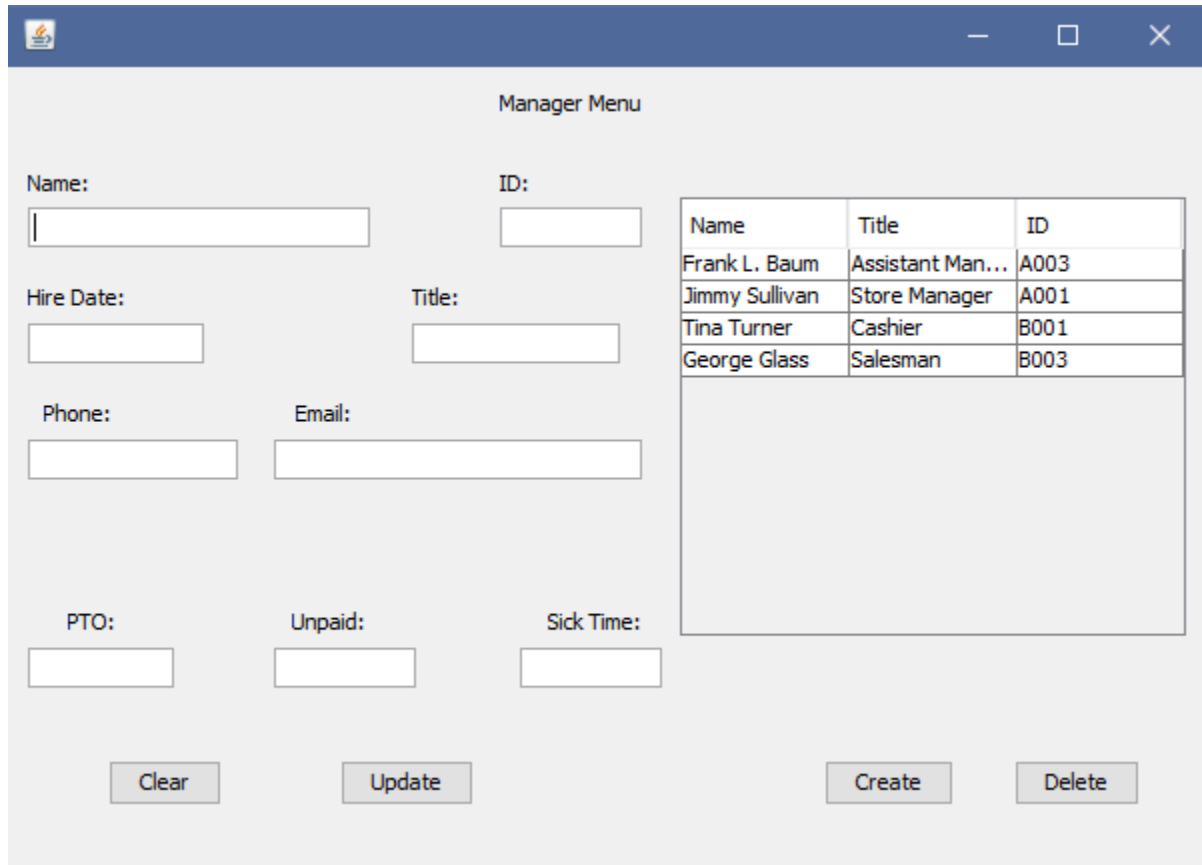
Clear

Name	Price	Quantity	Location	Item #
Wrench	5.99	14	A1	1
Tape Mea...	8.99	50	B1	2
Screwdriver	3.99	10	B2	3

Delete

If you want to update an item's information, type in the new information in the text fields and save by clicking the Update button. If you're trying to create an item, you'll need manager access. With that status, type in the new item's information in all text fields and click the Create button. If you need to erase all fields, click the Clear Button. To delete an item, select the item in the table and click the Delete button. When you exit the window, the information is saved for the next time the Inventory menu is opened.

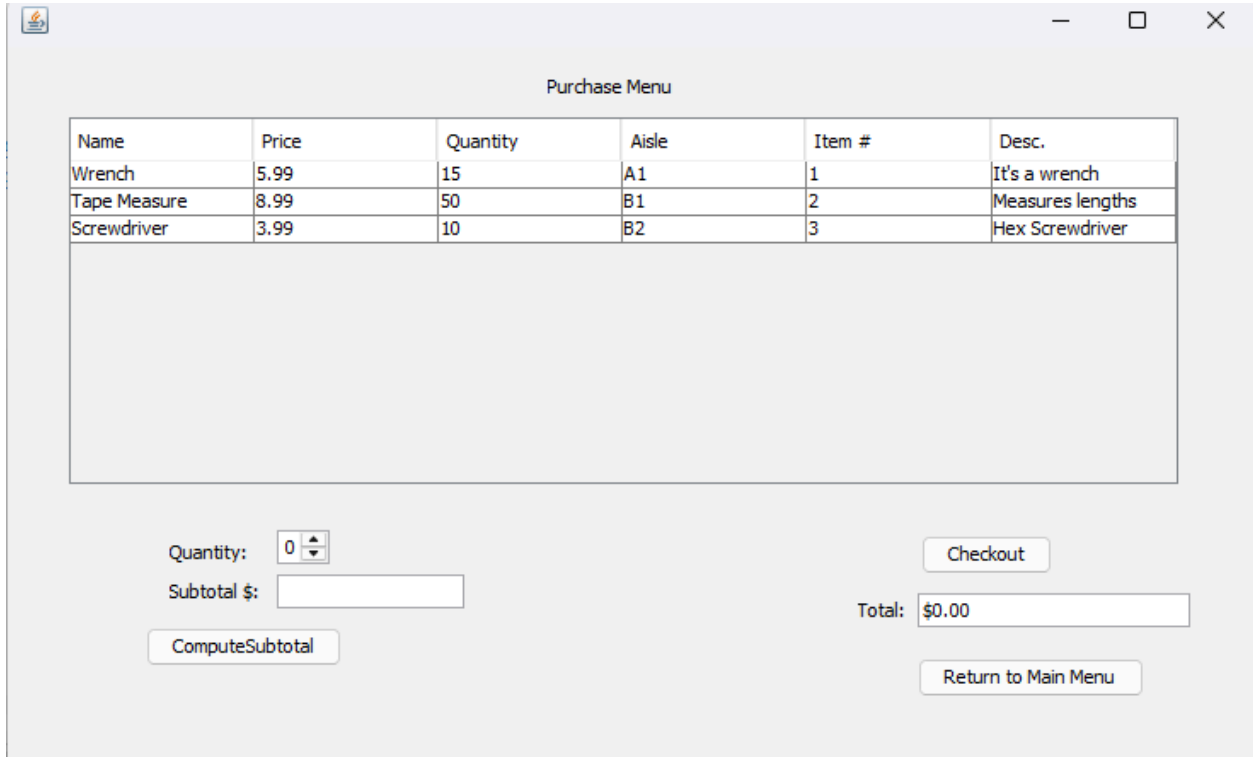
Manager Menu:

A screenshot of a web application window titled "Manager Menu". The window has a blue header bar with standard window controls (minimize, maximize, close). The main content area is light gray. On the left, there are several input fields for employee information: "Name:" (a long text box), "ID:" (a short text box), "Hire Date:" (a date picker), "Title:" (a text box), "Phone:" (a text box), "Email:" (a text box), "PTO:" (a text box), "Unpaid:" (a text box), and "Sick Time:" (a text box). At the bottom left are "Clear" and "Update" buttons. At the bottom right are "Create" and "Delete" buttons. On the right side of the window is a table with three columns: "Name", "Title", and "ID". The table contains four rows of data: Frank L. Baum (Assistant Man..., A003), Jimmy Sullivan (Store Manager, A001), Tina Turner (Cashier, B001), and George Glass (Salesman, B003).

Name	Title	ID
Frank L. Baum	Assistant Man...	A003
Jimmy Sullivan	Store Manager	A001
Tina Turner	Cashier	B001
George Glass	Salesman	B003

Only managers have access to this menu. Select an employee in the table to populate their information in the fields. If you need to update an employee, type in their new information and click the Update button to save. If you need to create an employee, type in the information first and click Create. You'll see the table update with their information. Select them in the table to delete a staff member and click the Delete button. When you leave the window, the information is all saved for the next time the Manager menu is opened.

Purchase Menu:

A screenshot of a software window titled "Purchase Menu". The window has a standard title bar with a minimize button, a maximize button, and a close button. Inside the window, there is a table with 6 columns: Name, Price, Quantity, Aisle, Item #, and Desc. The table contains three rows of data: Wrench (Price: 5.99, Quantity: 15, Aisle: A1, Item #: 1, Desc: It's a wrench), Tape Measure (Price: 8.99, Quantity: 50, Aisle: B1, Item #: 2, Desc: Measures lengths), and Screwdriver (Price: 3.99, Quantity: 10, Aisle: B2, Item #: 3, Desc: Hex Screwdriver). Below the table is a large empty rectangular box. At the bottom of the window, there are several controls: a "Quantity:" label next to a spinner box showing "0", a "Subtotal \$:" label next to an empty text box, a "ComputeSubtotal" button, a "Checkout" button, a "Total:" label next to a text box showing "\$0.00", and a "Return to Main Menu" button.

Name	Price	Quantity	Aisle	Item #	Desc.
Wrench	5.99	15	A1	1	It's a wrench
Tape Measure	8.99	50	B1	2	Measures lengths
Screwdriver	3.99	10	B2	3	Hex Screwdriver

Quantity:

Subtotal \$:

Total:

The purchase menu consists of the Inventory table, which reads from the inventory CSV file, a quantity spinner, a compute subtotal method, a checkout button, and a text field that displays a total.

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Purchase Menu

Name	Price	Quantity	Aisle	Item #	Desc.
Wrench	5.99	15	A1	1	It's a wrench
Tape Measure	8.99	48	B1	2	Measures lengths
Screwdriver	3.99	10	B2	3	Hex Screwdriver

Quantity: 2

Subtotal \$: 17.98

ComputeSubtotal

Checkout

Total: 18.90

Return to Main Menu

To add an item to your 'cart,' you can click the item you want to select and then the quantity of that item using the spinner; the changes in quantity will be immediately reflected in the table. Once you select an Item, you click compute subtotal to save the price and can then choose other items to add. Once you are finished, you can use the checkout button to display the final total.

Store Info:

The screenshot shows a software window titled "Store Info" with a standard Windows title bar (minimize, maximize, close buttons). Inside the window, there is a section titled "Update Store Information" with three text input fields labeled "Update Store Name", "Update Store Address", and "Update Store Hours". Each field contains the placeholder text "textField1". To the right of these fields is a table with three columns: "Store Name", "Store Address", and "Store Hours". The table contains three rows of data. Below the update fields are two buttons: "Update" and "Return to Main Menu". A "Message" dialog box is overlaid on the window, displaying an information icon, the text "Data loaded successfully", and an "OK" button.

Store Name	Store Address	Store Hours
Test store		
123 Main St		
Monday-Friday: 9...		

The store info menu contains a Table that gets data from the store info CSV file. It consists of three options to update the store name, address, and hours.

Update Store Information

Update Store Name

Test store

Update Store Address

123 Main St

Update Store Hours

Monday-Friday: 9:00 AM - 5:00 PM, Saturday: 10:00 A

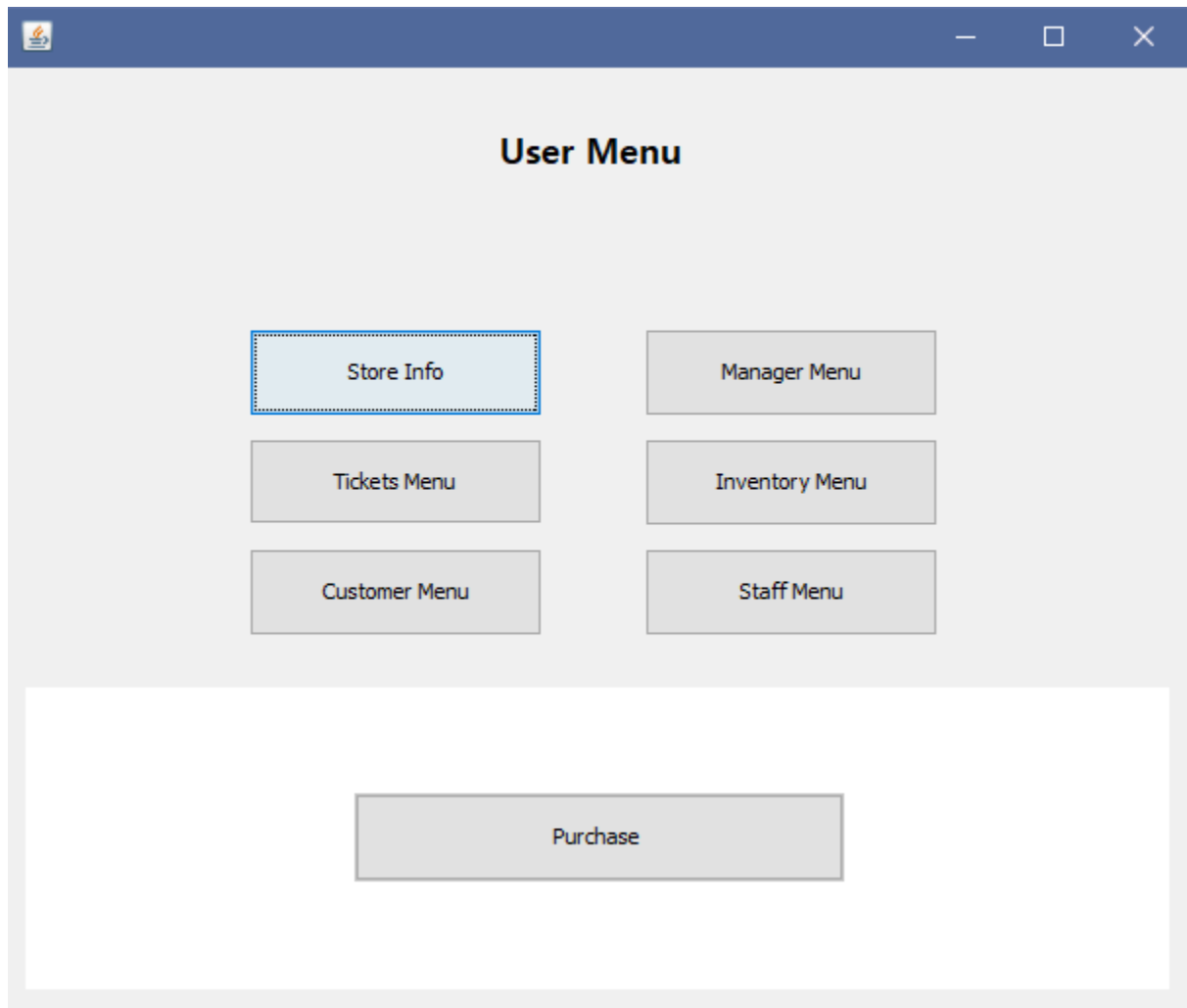
Update

Return to Main Menu

Store Name	Store Address	Store Hours
Test store		
123 Main St		
Monday-Friday: 9...		

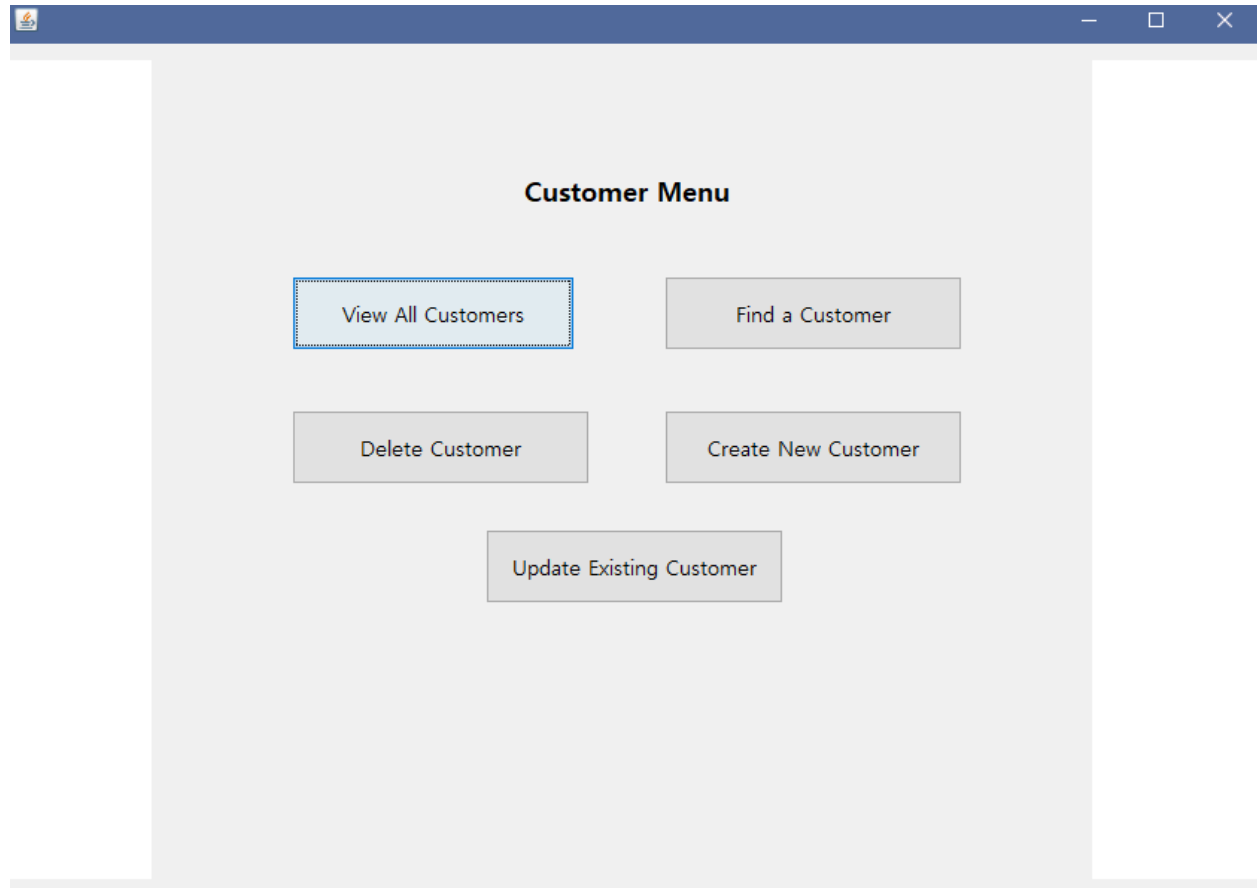
The user would type which attributes they want to change in the store information and click the update button. The changes will be reflected in the table and the CSV file.

User Menu:



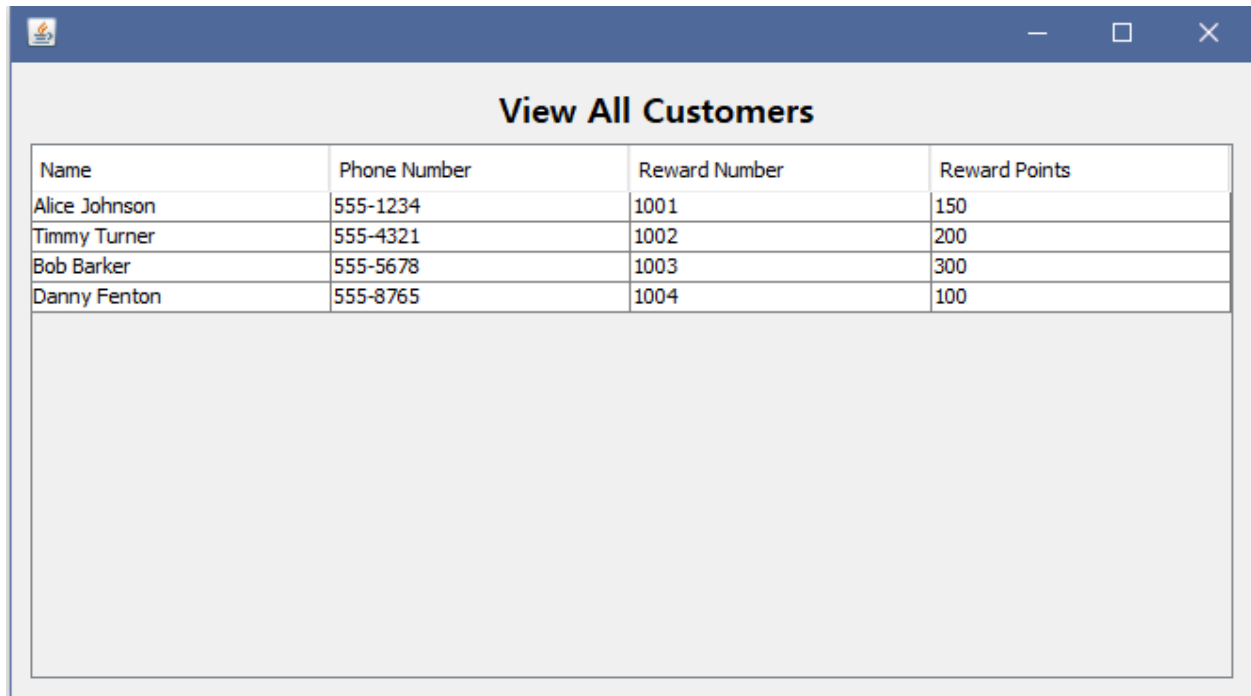
The user menu has seven buttons: Store Info, Tickets Menu, Customer Menu, Manager Menu, Inventory Menu, Staff Menu, and Purchase.

Customer Menu:



The Customer menu consists of view All Customers, Find a Customer, Delete Customer, Create New Customer, and Update Existing Customer.

View All Customers:

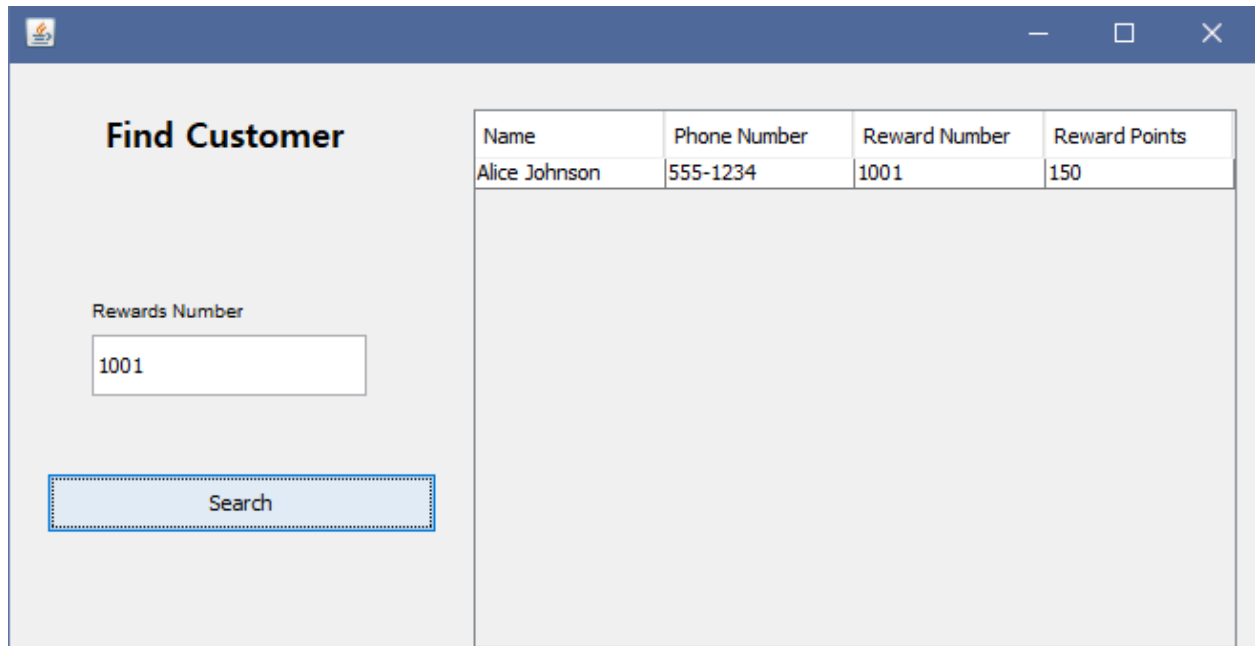


The screenshot shows a web application window with a blue title bar containing a small icon and standard window controls (minimize, maximize, close). The main content area has a light gray background and is titled "View All Customers" in bold black text. Below the title is a table with four columns: "Name", "Phone Number", "Reward Number", and "Reward Points". The table contains four rows of data. Below the table is a large, empty light gray rectangular area.

Name	Phone Number	Reward Number	Reward Points
Alice Johnson	555-1234	1001	150
Timmy Turner	555-4321	1002	200
Bob Barker	555-5678	1003	300
Danny Fenton	555-8765	1004	100

Allows you to view All of the customers in the database

Find Customer:

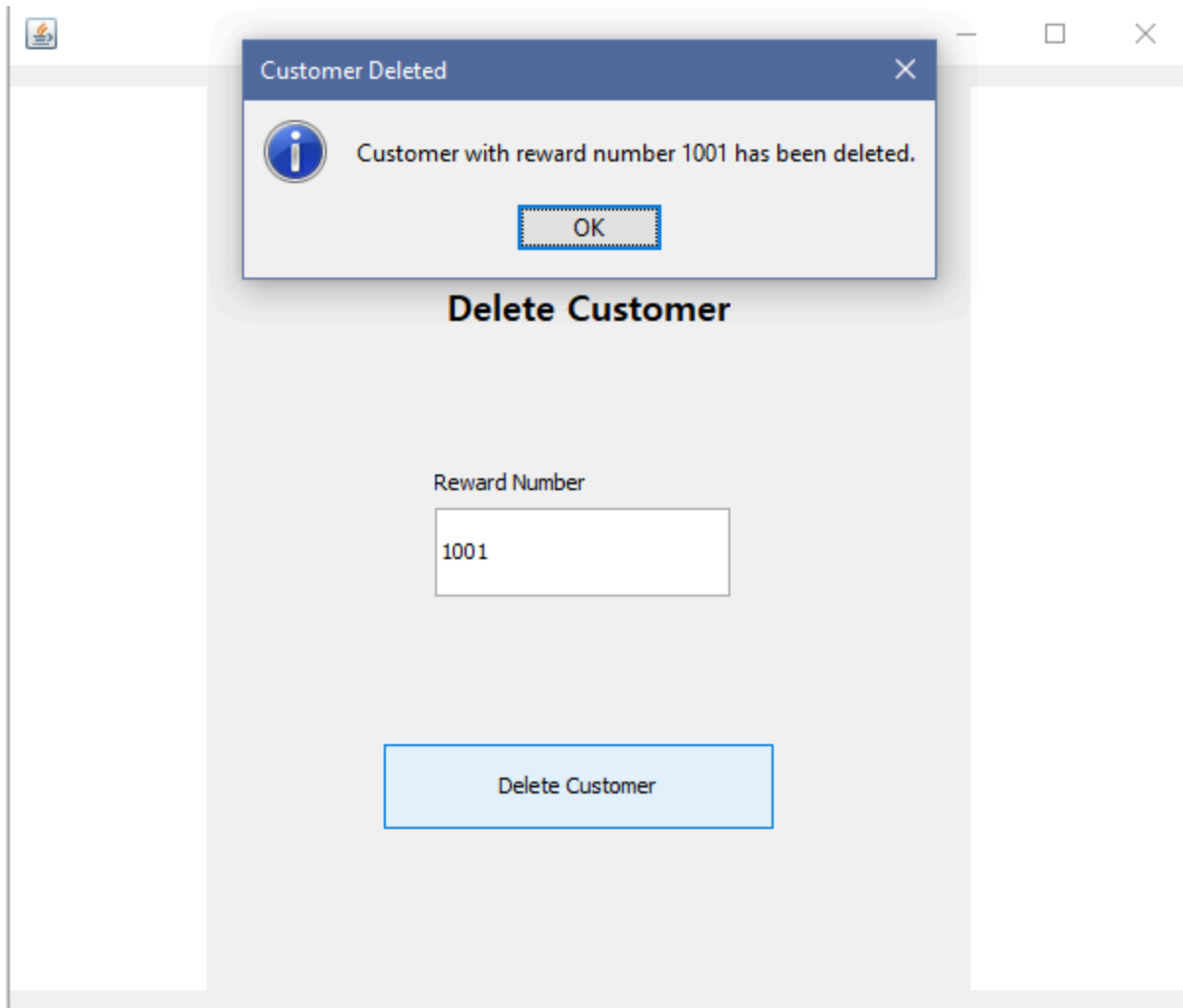


The image shows a software window titled "Find Customer". On the left side, there is a label "Rewards Number" above a text input field containing the value "1001". Below the input field is a blue button with the text "Search". On the right side, there is a table with four columns: "Name", "Phone Number", "Reward Number", and "Reward Points". The first row of the table contains the data: "Alice Johnson", "555-1234", "1001", and "150". The table is positioned above a large, empty rectangular area.

Name	Phone Number	Reward Number	Reward Points
Alice Johnson	555-1234	1001	150

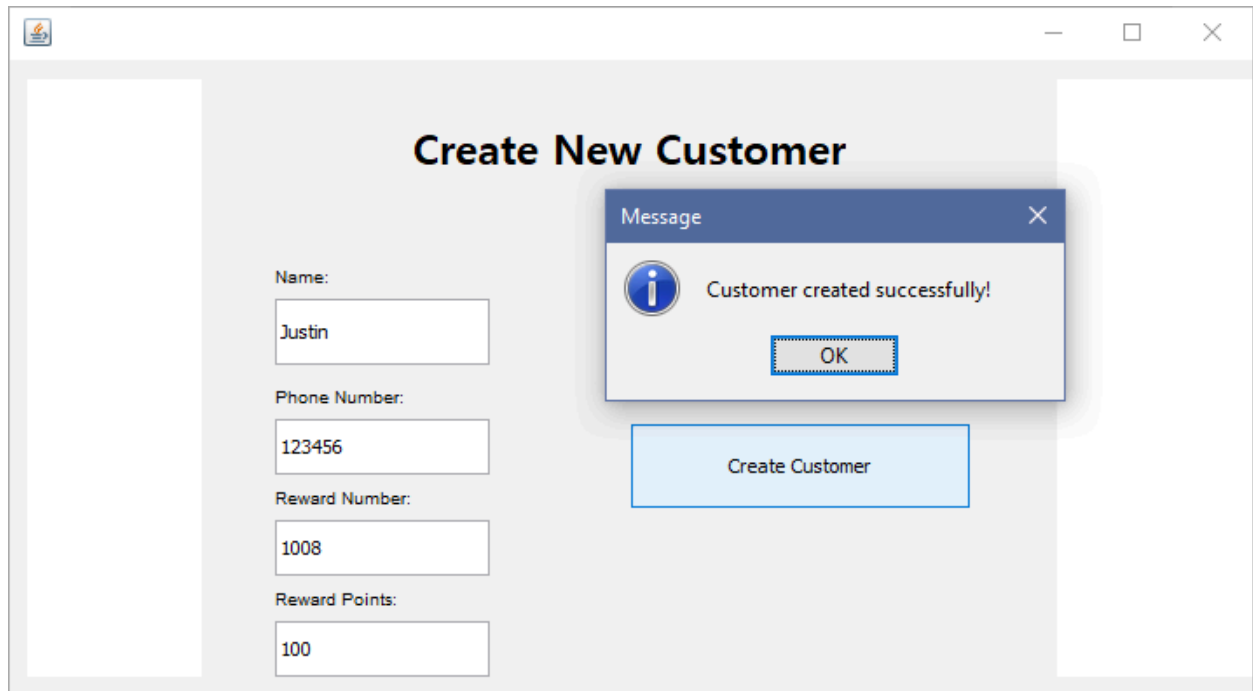
Allows you to find a customer based on their reward number

Delete Customer:



Let's you delete a customer based on their reward number

Create New customer:



The image shows a web application window titled "Create New Customer". It features four input fields for customer information: Name, Phone Number, Reward Number, and Reward Points. A "Create Customer" button is positioned below the fields. A modal message box is overlaid on the form, displaying a success message: "Customer created successfully!".

Create New Customer

Name:

Phone Number:

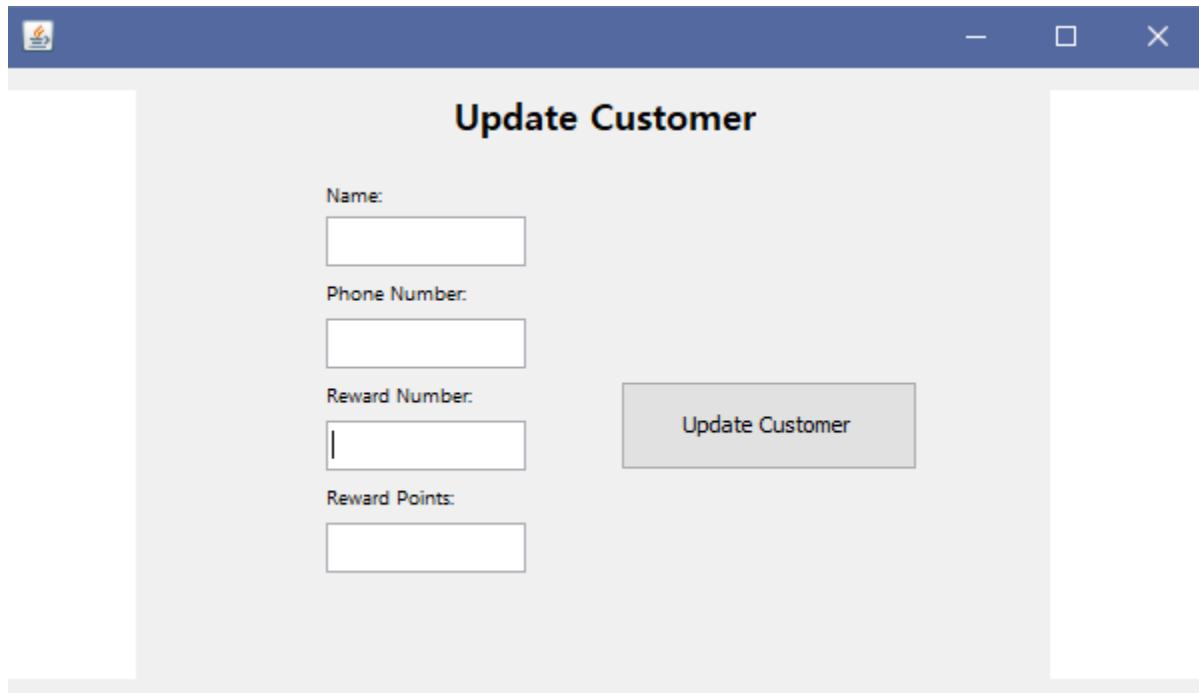
Reward Number:

Reward Points:

Message
Customer created successfully!

Allows you to create a new customer by inputting the name, phone number, rewards number, and rewards points for that customer.

Update Customer:



The screenshot shows a web application window with a dark blue title bar containing a small icon on the left and standard window controls (minimize, maximize, close) on the right. The main content area has a light gray background and is titled "Update Customer" in bold black text. Below the title, there are four input fields stacked vertically, each with a label to its left: "Name:", "Phone Number:", "Reward Number:", and "Reward Points:". The "Reward Number:" field contains a single vertical line cursor. To the right of these fields is a gray rectangular button with the text "Update Customer".

Update Customer

Name:

Phone Number:

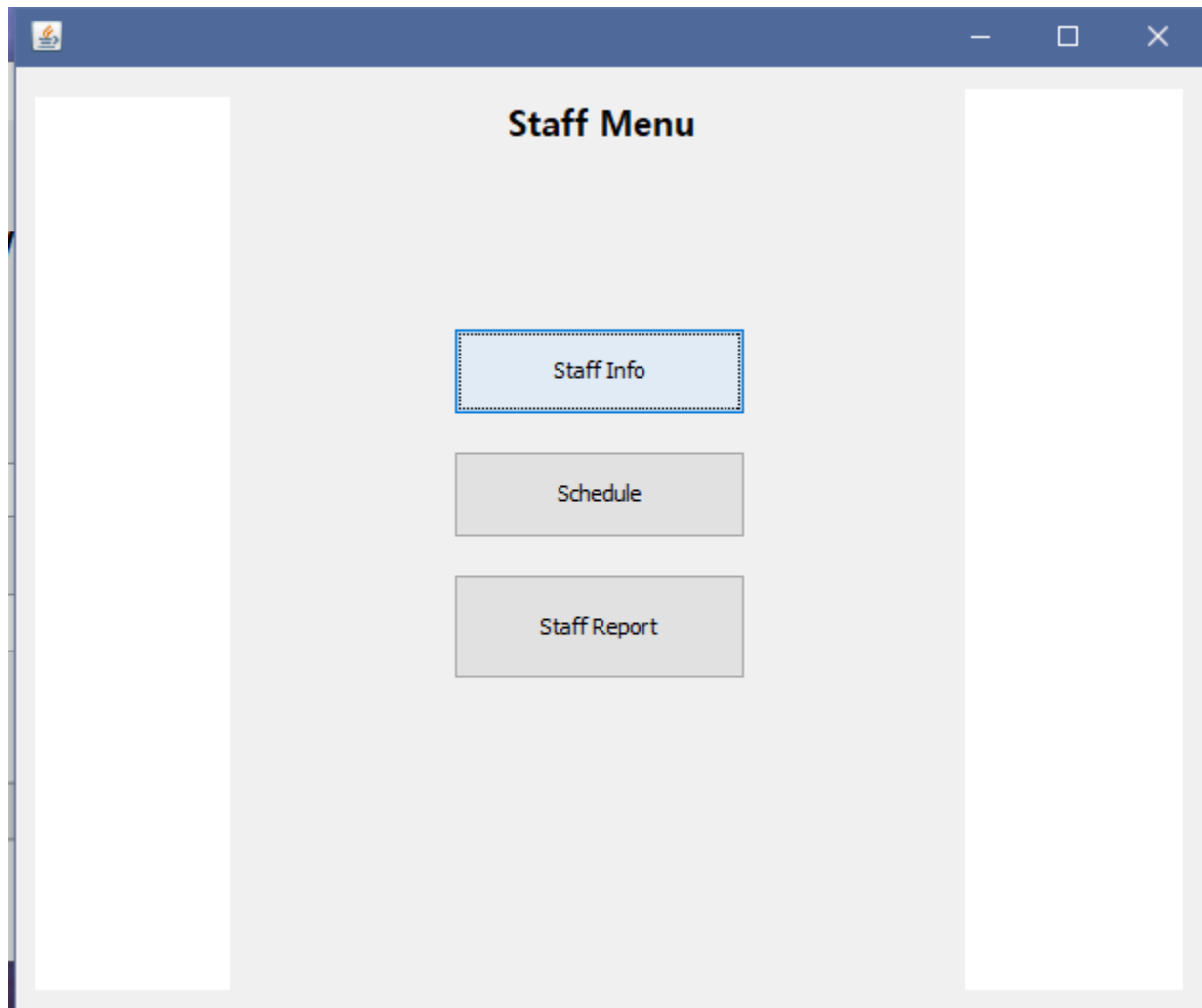
Reward Number:

Reward Points:

Update Customer

Allows you to update an existing customer's information.

Staff Menu:



The Staff Menu has three buttons: Staff Info, Schedule, and Staff Report.

Staff Info:

Name	EID	Hire Date	Title	Email	Phone	PTO	Sick Time	Unpaid Time
Jimmy Sullivan	A001	2024-12-7	Store Manager	SM@hardware...	505-980-6541	0	0	0
Tina Turner	B001	2007-12-20	Cashier	cashier@hard...	575-261-9845	80	10	80
George Glass	B003	2020-03-15	Salesman	sales@hardwa...	775-859-9568	50	40	80

Employee Name

Search

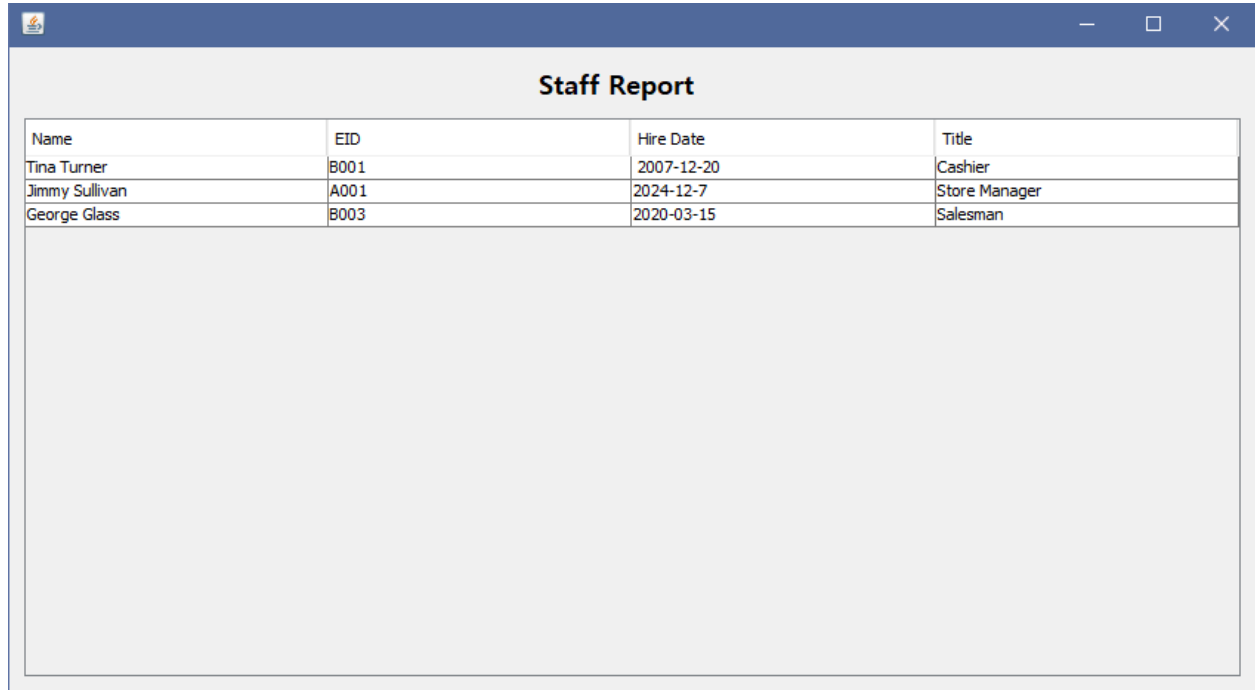
The Staff info panel lets you view staff info and search for an employee by name.

Staff Schedule:

Employee	12/15	12/16	12/17	12/18	12/19	12/20	12/21
Tina Turner	OFF	9a-5p	9a-5p	9a-5p	9a-5p	9a-5p	OFF
Jimmy Sullivan	OFF	9a-5p	9a-5p	9a-5p	9a-5p	9a-5p	OFF
George Glass	OFF	9a-5p	9a-5p	9a-5p	9a-5p	9a-5p	OFF

The Staff Schedule Panel Allows you to view the staff schedule. The scheduled times and dates are automatically generated and assigned to employees registered in the database. The schedule will be refreshed each week with the following week's dates.

Staff Report:

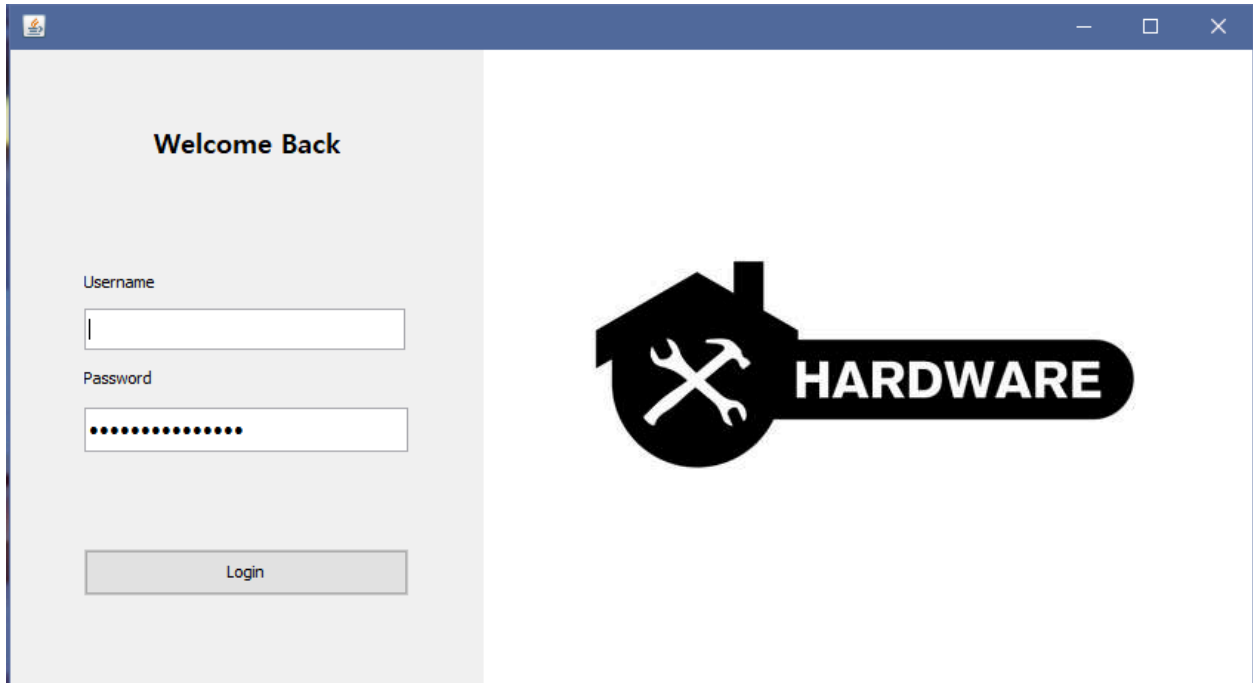


The screenshot shows a software window titled "Staff Report". Inside the window, there is a table with four columns: "Name", "EID", "Hire Date", and "Title". The table contains three rows of data. Below the table, there is a large, empty rectangular area, likely for additional information or a summary.

Name	EID	Hire Date	Title
Tina Turner	B001	2007-12-20	Cashier
Jimmy Sullivan	A001	2024-12-7	Store Manager
George Glass	B003	2020-03-15	Salesman

The staff report panel lets you view the staff with information such as name, employee ID, Hire Date, and Title.

Login:



The screenshot shows a web application login interface. On the left, a light gray sidebar contains the text "Welcome Back" at the top. Below it are two input fields: "Username" and "Password". The "Password" field is masked with dots. At the bottom of the sidebar is a "Login" button. The main content area on the right is white and features a large, stylized logo. The logo consists of a black house silhouette with a white 'X' inside, where the arms of the 'X' are shaped like crossed tools (a wrench and a hammer). To the right of this icon is a black rounded rectangle containing the word "HARDWARE" in white, bold, uppercase letters.

The login panel is the first screen you see when the program is run. You can type 'AUser' and 'pass' for manager access and 'BUser' and 'pass' for employee access.