

User Tutorial

The Carpentry Management System is designed for carpentry businesses, handling tasks such as order management, customer relations, inventory tracking, and invoicing. It also generates images for customers, allowing them to visualize the final outcome of their projects.

In this document you can find everything you need to know as a carpenter that want to use the system

The main screens in the system are:

[Log In](#)

[Main Page](#)

[Settings](#)

[Stock](#)

[Project Catalog](#)

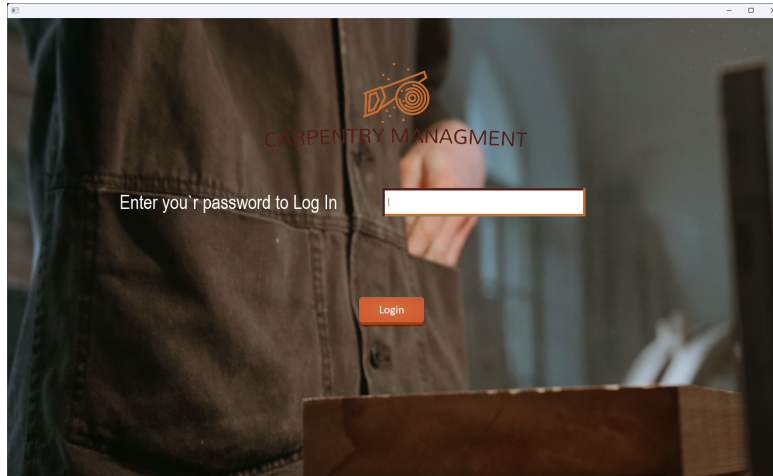
[New Project](#)

[Email](#)

[Generate Images by AI](#)

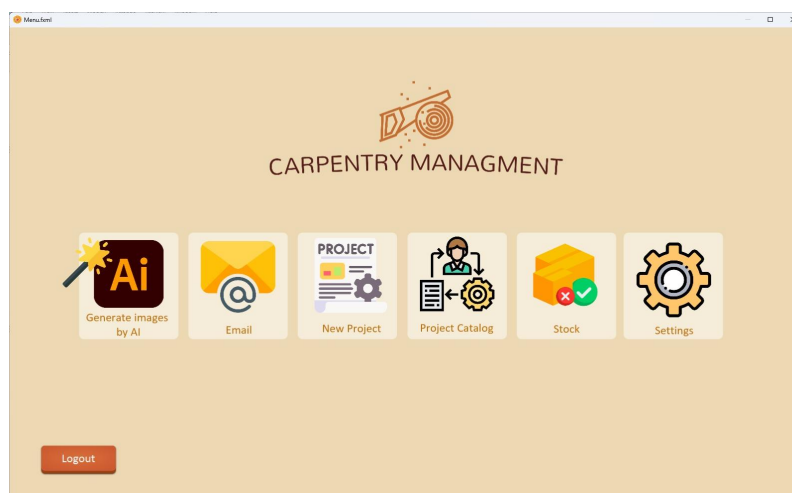
➤ Log In

Upon accessing the system, users must input a password unique to each customer, which is configured by the system's developers. The password is **123**



➤ Main Page

After entering the correct password, users are directed to the main screen. There, they can view the available actions within the system: Settings, Stock, Project Catalog, New Project, Email, and Generate Images by AI.



In every screen that the user opens, there is an option to navigate to any other screen using a menu on the left side of the screen.

➤ Settings:

The settings screen allows the user to add and update the raw materials they use and to update the prices of these materials, types of wood, laminate, and handles. The screen also allows the user to specify whether they want to use automatic ordering, which is placing an order via email from the supplier when there is not enough stock in inventory (the suppliers' email must be added to enable automatic ordering).

Settings

Add

Wood Type ☐ Need a paint

Axles

Hands

☐ Automatic Materials Order

Delete

Wood Type

Axles Degree

Hands Model

Suppliers

➤ Stock:

This screen allows the carpenter to manage the wood they have in the carpentry in a more efficient and simpler manner. On this screen, one can see which wood is in stock and their quantity. It also displays the user's orders and which wood the user is expected to receive. Additionally, the user has the option to place a new order and update the inventory upon receiving wood.

The screenshot shows a web application window titled "Stock.fxml". The interface is divided into a left sidebar and a main content area. The sidebar, titled "CARPENTRY MANAGEMENT", contains several navigation buttons: "Generate images" (with an AI icon), "Email" (with an envelope icon), "New Project / Customer" (with a project icon), "Projects Catalog" (with a catalog icon), "Stock" (with a box icon), "Settings" (with a gear icon), and "Back". The main content area is titled "Stock" and features two sections. The top section, titled "Stock", contains a table with columns "wood type" and "quantity". The table is currently empty, displaying "No content in table". The bottom section, titled "Order Materials", contains a table with columns "Wood Type", "Quantity", and "Order Status". This table is also empty, displaying "No content in table". To the right of the "Order Materials" table, there are two input fields: "Wood Type" (a dropdown menu) and "Quantity" (a text input). Below these fields are two buttons: "Order wood" and "Update quantity".

Stock

wood type	quantity
No content in table	

Order Materials

Wood Type	Quantity	Order Status
No content in table		

Wood Type (dropdown)
Quantity (input)
Order wood
Update quantity

➤ New Project:

Upon entering this screen, one must first specify the customer. The user can choose a customer that already exists in the system - after selecting an existing customer, the user can update their details - or add a new customer. It is mandatory to fill out all fields on the screen.

The screenshot shows a web application window titled 'NewProject.html'. On the left is a sidebar with the logo 'CARPENTRY MANAGEMENT' and several navigation buttons: 'Generate images', 'Email', 'New Project / Customer', 'Projects Catalog', 'Stock', 'Settings', and 'Back'. The main content area has a header 'Choose Customer:' followed by a dropdown menu currently showing 'Emails'. Below this is a central form titled 'New Customer / Update Customer'. The form contains five input fields: 'Customer Name', 'Customer Phone Number', 'Customer Address', 'Customer email', and 'Project Category' (which is a dropdown menu). At the bottom of the form are two buttons: 'Update Customer' and 'Create Project'.

After filling out all the details, the user can proceed to the next screen, which is for adding a new project. Initially, you fill in the details for the 'section', which is a part of the project, for example: kitchen, bedroom, clothes closet, utility cabinet, etc. The next step is to add an 'item', which is a unit within a section, such as a kitchen cabinet, island, drawers, etc. the user have to add all the items of the section before adding the section

The screenshot displays a web application window titled "ProjectItems.fxml". The interface is designed for carpentry management and is divided into several sections:

- Left Sidebar:** Contains the application logo "CARPENTRY MANAGMENT" (with a typo) and a series of navigation buttons: "Generate images" (with an AI icon), "Email" (with an envelope icon), "New Project / Customer" (with a project icon), "Projects Catalog" (with a catalog icon), "Stock" (with a box icon), "Settings" (with a gear icon), and "Back".
- Main Content Area:**
 - Section Form:** Located on the left, it includes fields for "Project Section" (dropdown), "Section Color" (dropdown), "Axles Model" (dropdown), "Axles Quantity" (text input), "Hands Model" (dropdown), and "Hands Quantity" (text input). An "Add section" button is positioned below these fields.
 - Item Form:** Located on the right, it includes fields for "Item Name", "Item Height", "Item Width", "Item Depth", "Item Quantity" (all text inputs), and "Item Wood Type" (dropdown with "Wood Type" selected). An "Add item" button is positioned below these fields.
 - Notes:** A text area labeled "Notes:" is located at the bottom center of the main content area.
 - Create Project:** A button located at the bottom right of the main content area.

Users add the units after filling out their details, and then they add the section to the project. If there isn't enough raw material in stock for that section, a message appears to the user indicating the need to order wood. If the user has chosen the automatic ordering option, the system opens a new window that allows the user to select the appropriate supplier for the order. The system then sends a relevant email to the supplier and automatically updates to reflect a new order. After adding the project sections, there is an option to include various notes related to the project. The system also calculates the cost of this project and give the user a suggested price for this project, after getting the cost of the project the user can enter the final price that he wants for the project. Once all the steps are completed and the project is added, the system generates 10 images that would suit the added project, based on the color, project type, and other details. The user, along with their customer, selects the image that best fits the project, associating that specific image with the specific project. In this way, the customer can see what their project will look like upon completion.

➤ Email:

This page allows the user to manage their email from within the system - to receive, send, and respond to emails they have received. The screen has fields where the user can input the email address they wish to send to, as well as the subject and the message itself. In this way, the user can manage their email directly from the system without needing to exit the system to handle their email.

The screenshot shows a web application window titled "EmailForm1". The interface is divided into a left sidebar and a main content area. The sidebar, titled "CARPENTRY MANAGEMENT", contains several navigation buttons: "Generate images" (with an AI icon), "Email" (with an envelope icon), "New Project / Customer" (with a project icon), "Projects Catalog" (with a catalog icon), "Stock" (with a box icon), "Settings" (with a gear icon), and "Back". The main content area is titled "Email" and features a table with columns "From", "Subject", and "Content". The table is currently empty, displaying "No content in table". Below the table are two buttons: "Replay To Email" and "Refresh Email". Further down, there is a form for sending an email. It includes a "Customers email list" dropdown menu (currently showing "Email"), a "Send to" text input field, and an "Email subject" text input field. To the right of these fields is a large text area labeled "Email message". At the bottom right of the main content area is a "Send" button.

➤ Generate images by AI:

If the user wishes to generate images to show their customer without creating a new project, they can access this screen. This allows them to produce images based on a verbal description. The user provides a detailed description of the project they intend to undertake, and then the system generates images that match this description. These images can be presented to the customer. If the user wants to associate the image with a specific project, that option is also available.


The screenshot shows a web application window titled 'AI.html'. The interface is divided into a left sidebar and a main content area. The sidebar contains the 'CARPENTRY MANAGEMENT' logo and a list of navigation buttons: 'Generate images' (with an AI icon), 'Email', 'New Project / Customer', 'Projects Catalog', 'Stock', 'Settings', and 'Back'. The main content area is titled 'Generate AI images' and features a large text input field labeled 'Enter the image description:'. To the right of this field are two dropdown menus labeled 'Project ID' and 'Project Section', and a 'Generate' button. Below these elements is a section titled 'Choose image to the project' which contains five empty square placeholders for generated images.

➤ Project Catalog:


This screen allows the user to view the projects present in the system and search for the desired project based on the project's fields (as chosen by the user). The user can search using more than one field. After the search, they have the option to change the status of the selected project, review the project's notes, delete a specific project, or examine the project's items. In the latter case, the user is redirected to another screen containing all the details of the project they selected. On this screen, the user can update, add, or delete project details such as sections and items. They can also view the image chosen for the project. Another feature on this screen is the ability to generate reports. There are two reports the user can produce: the first is a project report that includes all details of the project and the client to whom the project belongs; the second is a monthly report that showcases all the projects from a specific month and displays the profit for that month.

The screenshot shows a web application titled "Projects.fhtml". The interface is divided into a left sidebar and a main content area. The sidebar, titled "CARPENTRY MANAGEMENT", contains several navigation buttons: "Generate images" (with an AI icon), "Email" (with an envelope icon), "New Project / Customer" (with a project icon), "Projects Catalog" (with a calendar icon), "Stock" (with a box icon), "Settings" (with a gear icon), and "Back". The main content area is titled "Projects Catalog". It features a search section with two dropdown menus labeled "Choose search field", two text input fields labeled "Search field", a "Search" button, a "Remove Filter" button, a "Choose month" dropdown, a "Report By Month" button, a "Status" dropdown, and an "Update Status" button. Below the search section is a table with the following headers: "Customer Name", "Email", "Project ID", "Project Category", "Status", and "Cost". The table body is empty, displaying the message "No content in table". At the bottom right of the main content area, there are three buttons: "Project Notes", "Delete Project", and "Project Details".


Customer Name	Email	Project ID	Project Category	Status	Cost
No content in table					




CARPENTRY MANAGEMENT




Generate images




Email




New Project / Customer



Projects Catalog



Stock



Settings

Back

Project Details

Project ID

Project Category

Project Cost

Customer Name

Phone Number

Add / Delete / Edit

Choose Object

Section	Item ID	Item Name	Item Height	Item Width	Item Depth	Wood Type	Quantity	Color	Hands Model
No content in table									

☐ New Section

Section

Project Section

Axles Quantity

Width

Hands Quantity

Axles

Axles

Add Section

Item Name

Item Name

Item Width

Width

Item Quantity

Quantity

Hands Model

Hands Model

Add Item

Item Height

Height

Item Depth

Depth

Wood Type

Wood Type

Color

Color

Generate New the Items

Project Images

Project Report

Submit

After adding or deleting sections or items from a project the price have to be changed so a new scene will appear that includes the updated cost of the project and the suggested price and the user have to add the final price after the update .

ProjectCost.fxml

Project Cost

Project Cost

Suggested Price

Total Price

Submit