* Charity Shop Management System
  + User Selection Interface
  + Administrative Interface
  + Worker Interface
  + Database Access
  + Inputting new entries
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User Selection Interface:

* When the program is first opened, a window titled “User Selection” will appear
* The Window is split down the middle by a vertical divider, creating two rectangles. One on the left will be labelled “Worker” and the one on the right will be labelled “Admin”
* The “Worker” part of the window will have a drop down box where a Worker can select their name. There will also be a password box, where after selecting their name, the worker can enter their personal password. They can enter the database management program then by either pressing the “Enter” key will still in the password box, or by clicking the “Enter” button below the password box
* The “Admin” part will only have a password box, as user selection is not required as only the owner of the shop will use this. It is identically similar to the “Worker” part, just missing the drop down box. It functions the same too, except giving access to administrative abilities instead of the database management part of the program

Administrative Interface:

* Upon entering via the “Admin” part of the User Selection, a new window is opened titled “Rusty Scraps – Admin”
* This window is very basic, with that its’ only noticeable features are 4 labelled buttons positioned one above the other, and a feedback bar located at the very bottom, supplying the user with information. Two of the buttons have drop down menus located next to them
* The first button is labelled “Change Admin Password”. Clicking this opens a very basic dialog titled “Change Admin Password”. This is a piece of text saying “Enter a new password for the Admin”, a text box where you can enter a new password, and then a set of “Apply” and “Cancel” buttons. Clicking “Apply” or hitting the Enter key after entering a new password will change the Admin password to whatever was entered. The dialog will close and a message saying “Admin password successfully changed!” will display in the feedback bar. Closing the dialog via the top right button or clicking the “Cancel” button will cancel the process.
* The next button is labelled “Add New Worker”. Clicking this opens a dialog titled “Add New Worker”, containing entry fields for a staff’s first and last names, a unique ID code and a password. A set of “Apply” and “Cancel” buttons are again found. After filling out each field, pressing the “Apply” button will add a new worker to the database, closing the dialog while displaying “Worker successful added” in the feedback bar. Closing the dialog via the top right button or clicking the “Cancel” button will cancel the process.
* The next button is labelled “Update Worker”. This button has a drop down box located to the right of it, from which a existing worker can be selected via their name. When clicking the button, a dialog that is identical to the “Add New Worker” dialog is opened, except for the dialog title which is “Update Worker”. The entry fields already have the selected workers details in them, and from there can be edited. Clicking “Apply” updates the worker details to whatever was in the entry fields, and “Worker details successfully updated!” is seen in the feedback bar. Clicking this button with no worker selected will have “Please select a worker” appear in the feedback bar. Closing the dialog via the top right button or clicking the “Cancel” button will cancel the process, changing no details.
* The final button is labelled “Delete Worker”. This button also has a drop down box next to it, where you can select a worker from their name. Clicking this button will open a dialog titled “Delete Worker”, and display the text “Are you sure you want to delete this worker?”, accompanied by a set of “Apply” and “Cancel” buttons. Clicking apply adds the worker’s StaffID to a blacklist that prevents their name from appearing in useable circumstances. . Closing the dialog via the top right button or clicking the “Cancel” button will cancel the process.

Worker Interface:

* Here is the main part of the program. From here, users can enter data, search for data, update data and delete data.
* The interface will comprise of 5 buttons, allowing users to do as described above

Inputting New Entries

* Clicking the “New Donation” button will open a dialog with all the necessary text boxes needed for adding the details of a donation, the donator and the items.

Updating existing entries:

* Clicking the “Update Entry” leads to a search box dialog where you can select the place you are searching in (‘Donator’ for example), and then you can search for the entry you want to update. This is then presented in a editable format so information can be changed

Deleting entries:

* Works in the same way as updating them. Search for the data to delete, then removing it from the database.