

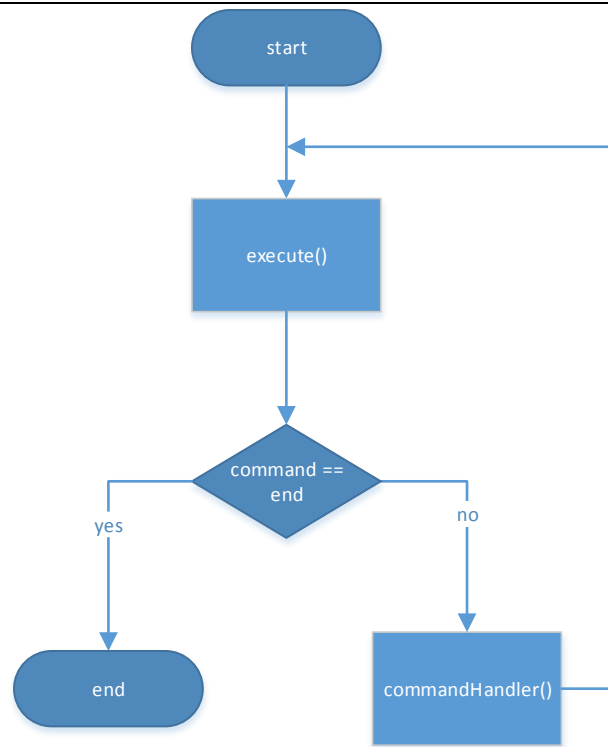
User Interface

Documentation

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The program consists of a single infinite 'while' loop, which reads user's command and calls a function which executes this command. We will call these type of functions command-executors.

Each command is a separate 'Command' class object.

```
Command

string name;
Error (*executor)();
string description;
-----
Command();
Command(string _name,
Error(*_executor)(), string
_description = "");

string getName();
string getDescription();
Error execute();
```

All available commands are listed in the array 'commands'.

When our program decides which command-executer should be called for user's query, it looks through the array 'commands' and finds a command with the same name as user's input. It is executed and the loop repeats.

Interface

```
Welcome to our shop!
Type 'help' for list of available commands
-----
Execute -> help
[exit] - exits the program
[help] - provides you with the list of available commands and their description
[Slavko lox] - it's not a joke
Execute -> dont know what to do
Unknown command, please try again. You can type 'help' to see the list of available commands.
Execute -> exit_
```

There are four main colors.

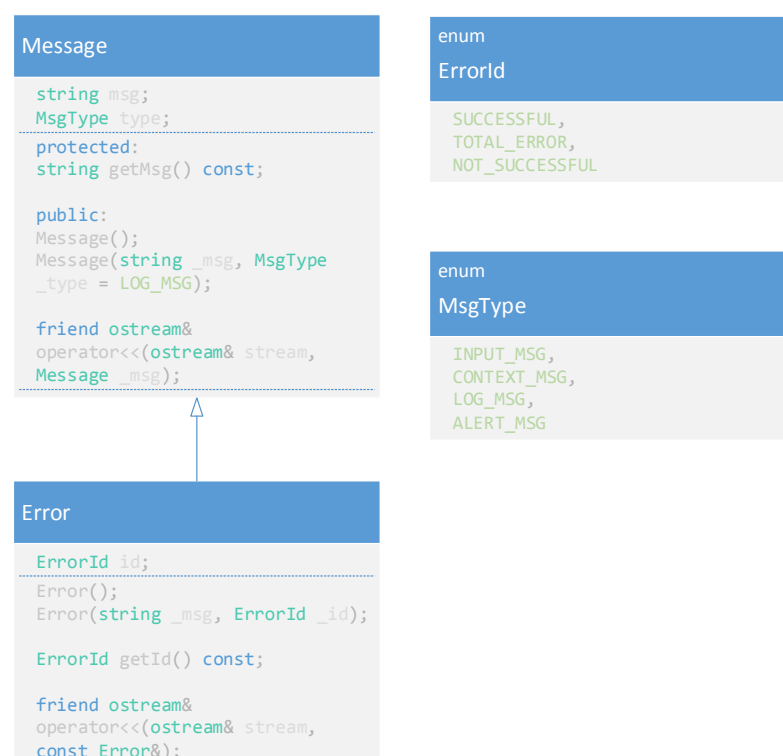
Blue text provides a context for the user about what they are supposed to input.

Yellow text provides a log information about command-executor's execution and is fully defined by it. Log provides user with the information about the result of their actions.

White text is what user inputs.

Red one is used to display error messages and alerts.

Different types of messages are possible with 'Message' class.



All command-executors return 'Error' so that program knows if something went wrong.

Adding a new command

To add or delete a command, you simply go to the 'Commands.cpp' file, write a command-handler and add a 'Command' object to the array 'objects'.

array commands.....	3
Blue color	4
class Command	3
class Message	4

command-executor	3
White color	4
Yellow color	4