**A picture containing clipart

Description generated with high confidence**

**Qu·eu·ed GUI Employee (Admin) Commands:**

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| --- | --- |
| **Command** | **Description** |
| **about** | display information about this program |
| **admin** | to enter admin password for current user for higher level permissions |
| **changeTicket** | To change an employee’s assigned ticket  \*this will NOT change the value of the ticket, but allocate |
| **check-out** | to check a customer out of the queue |
| **current** | to see who's currently logged in |
| **cycle** | to manually push the queue forward by 1  \*might need to integrate this with another programming language somehow. |
| **device** | to bring up the device panel  \*separate panel just like Modify  displayQueue - to display a real-time panel of the current queue.  \*will be difficult to implement and program. my initial thoughts about how I  will make this: run a thread. wait command every maybe 5-10 seconds that will  pull all data, cell by cell, from the database. If it determines something is  different/has changed since last update, it'll re-paint the panel and basically update it to display the most recent information. |
| **easyModify** | to directly change a value in the database without SQL  \*translating "dumb" input into SQL command |
| **help** | for a list of commands |
| **history** | to bring up the system's history panel  \*logs every command made, by who it was made, and the time at which it was executed (whenever somebody hits "enter" in the console |
| **login** | to log into the system (required for system use |
| **logout** | to log out of the system (required for system use |
| **manualEnter** | to manually enter a full customer entry into the database  \*this command would be best used ***AFTER*** displayQueue. Also note that displayQueue  should remain open until manually closed and be updated real-time like the display GUI in the other part of the project. |
| **modify** | to directly change a value in the SQL database  \*bring up separate window where the SQL command in its entirety is typed |
| **passwords** | to bring up a table of today's employee passwords |
| **reason** | to find a customer's visit reason." |
| **remove** | to completely remove a user from the database (highly unadvised)  \*delete their entire row in the database. |
| **search** | to search and display an entry in the database  \*result displayed in log. Have user specify the customer's name and/or phone number |
| **text** | to text a user's cell phone number  \*error handling for if the user's phone number is left empty. Allow user to put in custom message to be delivered to the customer/client. |