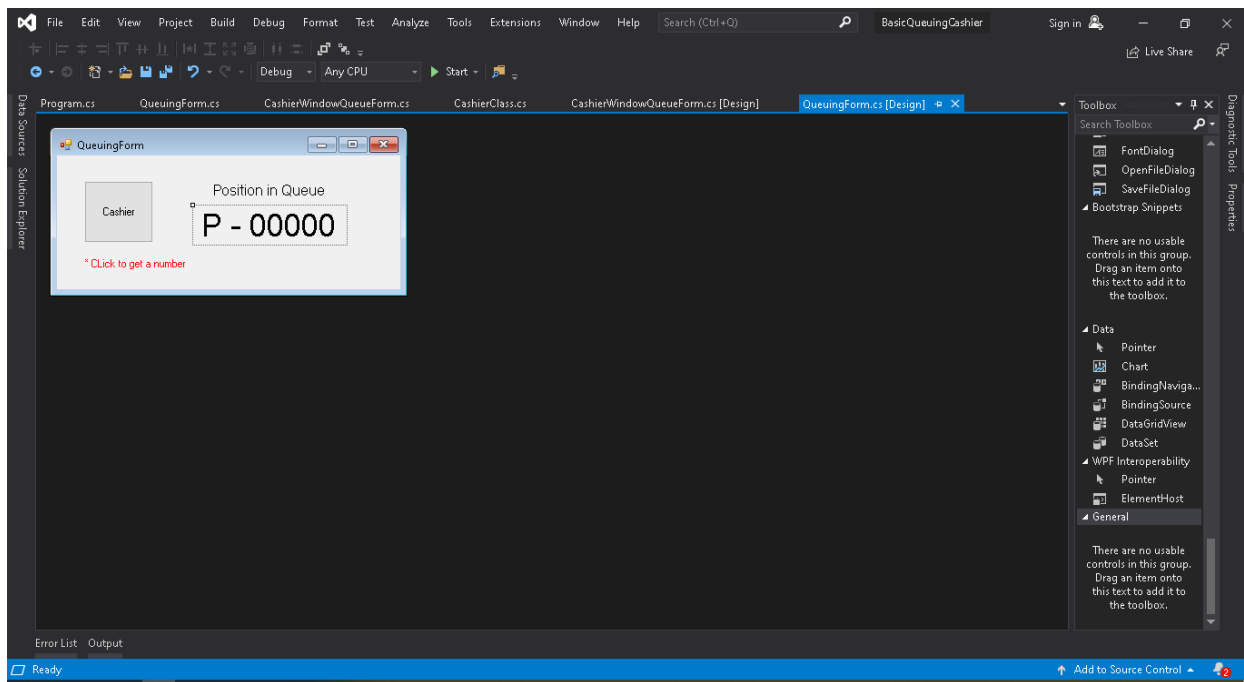


Kimwel Lourence C. Beller

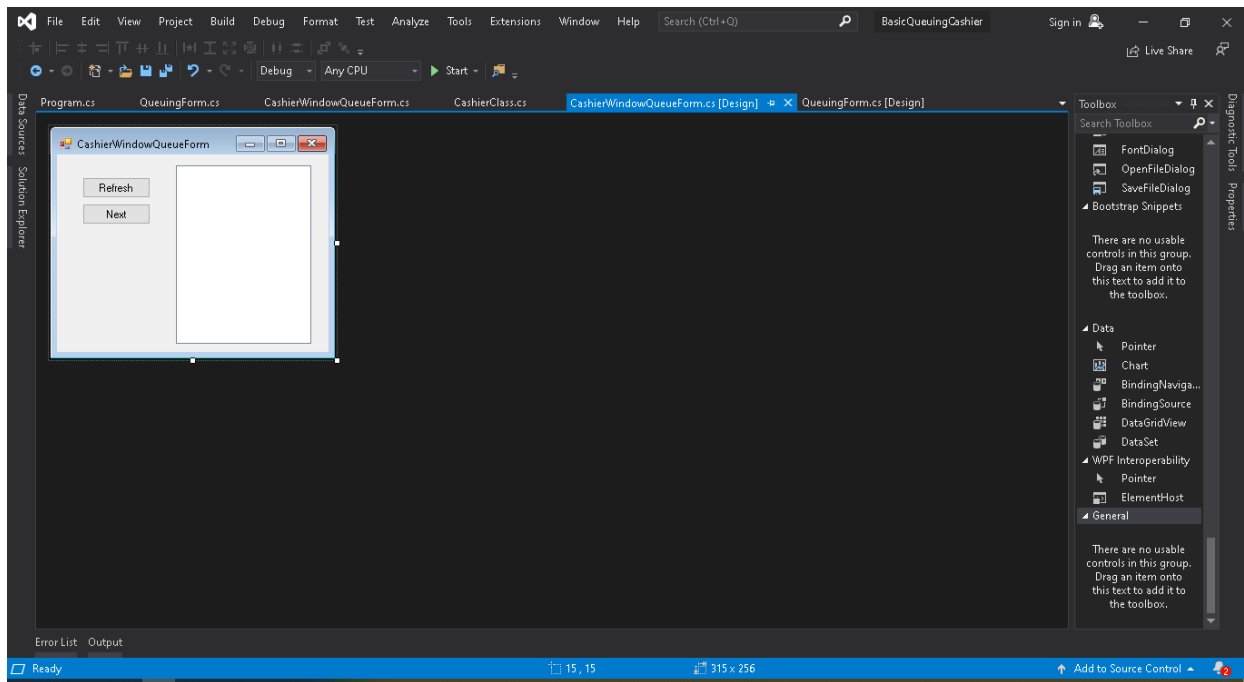
BSIT 3.1A

Laboratory Exercise - Basic Queuing Cashier

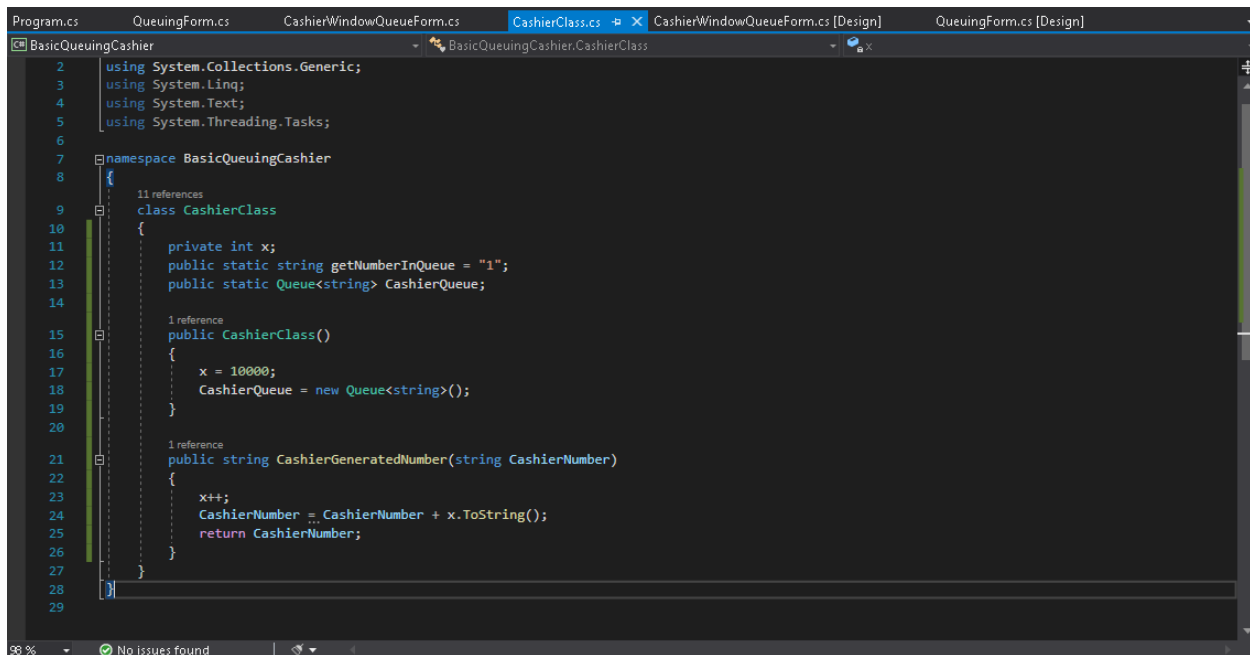
QueueingForm Design



CashierWindowQueueForm Design



CashierClass.cs



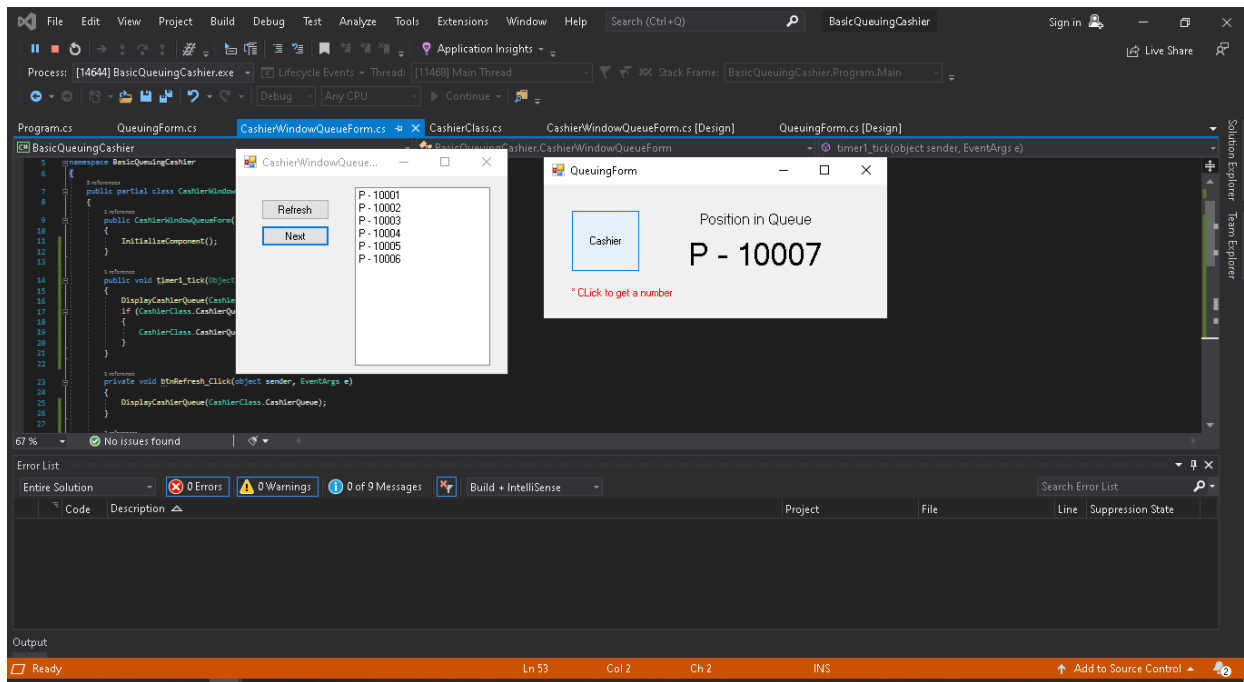
QueueingForm.cs

```
Program.cs | QueueingForm.cs | CashierWindowQueueForm.cs | CashierClass.cs | CashierWindowQueueForm.cs [Design] | QueueingForm.cs [Design]
BasicQueueingCashier | BasicQueueingCashier.QueueingForm | QueueingForm()
1 using System;
2 using System.Collections.Generic;
3 using System.ComponentModel;
4 using System.Data;
5 using System.Drawing;
6 using System.Linq;
7 using System.Text;
8 using System.Threading.Tasks;
9 using System.Windows.Forms;
10
11 namespace BasicQueueingCashier
12 {
13     public partial class QueueingForm : Form
14     {
15         private CashierClass cashier;
16         public QueueingForm()
17         {
18             InitializeComponent();
19             cashier = new CashierClass();
20         }
21
22         private void btnCashier_Click(object sender, EventArgs e)
23         {
24             lblQueue.Text = cashier.CashierGeneratedNumber("P - ");
25             CashierClass.getNumberInQueue = lblQueue.Text;
26             CashierClass.CashierQueue.Enqueue(CashierClass.getNumberInQueue);
27         }
28     }
29 }
```

CashierWindowQueueForm.cs

```
CashierWindowQueueForm.cs | BasicQueueingCashier.CashierWindowQueueForm | timer1_tick(object sender, EventArgs e)
BasicQueueingCashier | BasicQueueingCashier.CashierWindowQueueForm | timer1_tick(object sender, EventArgs e)
5 namespace BasicQueueingCashier
6 {
7     public partial class CashierWindowQueueForm : Form
8     {
9         public CashierWindowQueueForm()
10         {
11             InitializeComponent();
12         }
13
14         public void timer1_Tick(object sender, EventArgs e)
15         {
16             DisplayCashierQueue(CashierClass.CashierQueue);
17             if (CashierClass.CashierQueue != null && CashierClass.CashierQueue.Count != 0)
18             {
19                 CashierClass.CashierQueue.Dequeue();
20             }
21         }
22
23         private void btnRefresh_Click(object sender, EventArgs e)
24         {
25             DisplayCashierQueue(CashierClass.CashierQueue);
26         }
27
28         public void DisplayCashierQueue(IEnumerable CashierList)
29         {
30             listCashierQueue.Items.Clear();
31             if (CashierList != null)
32             {
33                 foreach (Object obj in CashierList)
34                 {
35                     listCashierQueue.Items.Add(obj.ToString());
36                 }
37             }
38         }
39
40         private void btnNext_Click(object sender, EventArgs e)
41         {
42             new QueueingForm().Show();
43         }
44
45         private void CashierWindowQueueForm_Load(object sender, EventArgs e)
46         {
47             Timer timer = new Timer();
48             timer.Interval = (1 * 1000);
49             timer.Tick += new EventHandler(timer1_tick);
50             timer.Start();
51         }
52     }
53 }
```

Output: Enqueue



Output: Dequeue

