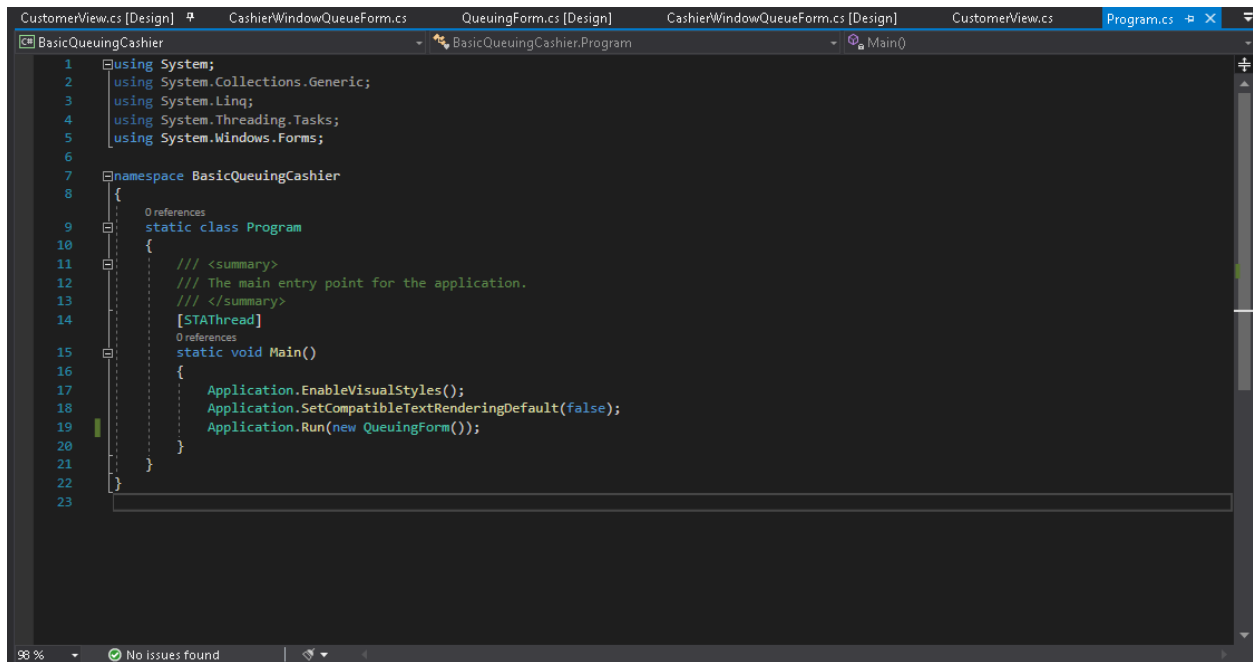


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BSIT 3.1A

Task Performance - Basic Queuing (Part 2)

Program.cs



```
1  using System;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Threading.Tasks;
5  using System.Windows.Forms;
6
7  namespace BasicQueuingCashier
8  {
9      0 references
10     static class Program
11     {
12         /// <summary>
13         /// The main entry point for the application.
14         /// </summary>
15         [STAThread]
16         0 references
17         static void Main()
18         {
19             Application.EnableVisualStyles();
20             Application.SetCompatibleTextRenderingDefault(false);
21             Application.Run(new QueuingForm());
22         }
23     }
```

98 % | No issues found

CashierClass.cs

```
CustomerView.cs [Design]  CashierWindowQueueForm.cs  CashierWindowQueueForm.cs [Design]  CustomerView.cs  Program.cs  CashierClass.cs x
BasicQueueingCashier
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace BasicQueueingCashier
8 {
9     14 references
10     class CashierClass
11     {
12         private int x;
13         public static string getNumberInQueue = "1";
14         public static Queue<string> CashierQueue;
15
16         1 reference
17         public CashierClass()
18         {
19             x = 10000;
20             CashierQueue = new Queue<string>();
21
22         1 reference
23         public string CashierGeneratedNumber(string CashierNumber)
24         {
25             x++;
26             CashierNumber = CashierNumber + x.ToString();
27             return CashierNumber;
28         }
29     }
}
```

QueueingForm Design

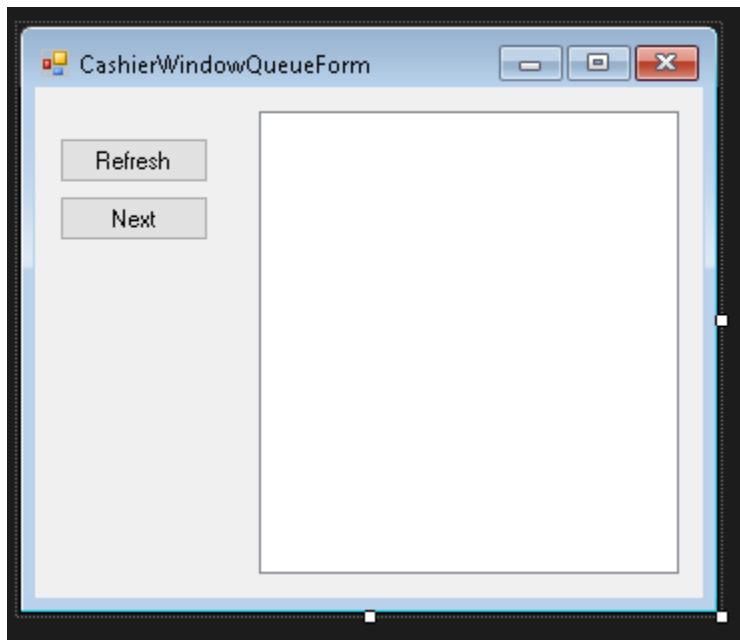
The screenshot shows a Windows application window titled "QueueingForm". Inside the window, there is a light gray rectangular area. On the left side of this area is a small square button with the text "Cashier". To the right of the button, the text "Position in Queue" is displayed above a large, bold text "P - 00000". At the bottom left of the gray area, there is a red text label that reads "* Click to get a number". The window has standard Windows OS controls (minimize, maximize, close) in the top right corner.

QueuingForm.cs

```
QueuingForm.cs* [X]
C# BasicQueuingCashier BasicQueuingCashier

1 using System;
2 using System.Windows.Forms;
3
4 namespace BasicQueuingCashier
5 {
6     3 references
7     public partial class QueuingForm : Form
8     {
9         1 reference
10        private CashierClass cashier;
11        public QueuingForm()
12        {
13            InitializeComponent();
14            cashier = new CashierClass();
15        }
16
17        1 reference
18        private void btnCashier_Click(object sender, EventArgs e)
19        {
20            lblQueue.Text = cashier.CashierGeneratedNumber("P - ");
21            CashierClass.getNumberInQueue = lblQueue.Text;
22            CashierClass.CashierQueue.Enqueue(CashierClass.getNumberInQueue);
23
24            if (!CheckOpenedWindow("CashierWindowQueueForm"))
25            {
26                new CashierWindowQueueForm().Show();
27            }
28        }
29
30        1 reference
31        private bool CheckOpenedWindow(string windowname)
32        {
33            FormCollection fc = Application.OpenForms;
34
35            foreach (Form frm in fc)
36            {
37                if (frm.Text == windowname)
38                {
39                    return true;
40                }
41            }
42            return false;
43        }
44    }
45 }
```

CashierWindowQueueForm Design



CashierWindowQueueForm.cs

```
CashierWindowQueueForm.cs
using System;
using System.Collections;
using System.Windows.Forms;

namespace BasicQueuingCashier
{
    public partial class CashierWindowQueueForm : Form
    {
        public CashierWindowQueueForm()
        {
            InitializeComponent();
        }

        public void timer1_tick(Object sender, EventArgs e)
        {
            DisplayCashierQueue(CashierClass.CashierQueue);
        }

        private void btnRefresh_Click(object sender, EventArgs e)
        {
            DisplayCashierQueue(CashierClass.CashierQueue);
        }

        public void DisplayCashierQueue(IEnumerable CashierList)
        {
            listCashierQueue.Items.Clear();
            if (CashierList != null)
            {
                foreach (Object obj in CashierList)
                {
                    listCashierQueue.Items.Add(obj.ToString());
                }
            }
        }

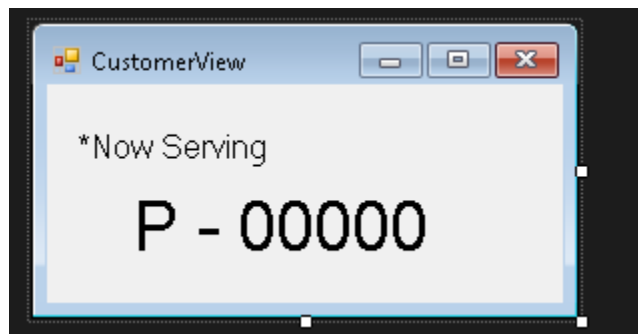
        private void btnNext_Click(object sender, EventArgs e)
        {
            if (!CheckOpenedWindow("CustomerView"))
            {
                new CustomerView().Show();
            }
            else
            {
                if (CashierClass.CashierQueue != null && CashierClass.CashierQueue.Count != 0)
                {
                    CashierClass.CashierQueue.Dequeue();
                }
            }
        }
    }
}
```

```

50 1 reference
51 private bool CheckOpenedWindow(string windowname)
52 {
53     FormCollection fc = Application.OpenForms;
54     foreach (Form frm in fc)
55     {
56         if (frm.Text == windowname)
57         {
58             return true;
59         }
60     }
61     return false;
62 }
63
64 1 reference
65 private void CashierWindowQueueForm_Load(object sender, EventArgs e)
66 {
67     Timer timer = new Timer();
68     timer.Interval = (1 * 100); // 1 decisecond
69     timer.Tick += new EventHandler(timer1_tick);
70     timer.Start();
71 }
72
73

```

CustomerView Design



CustomerView.cs

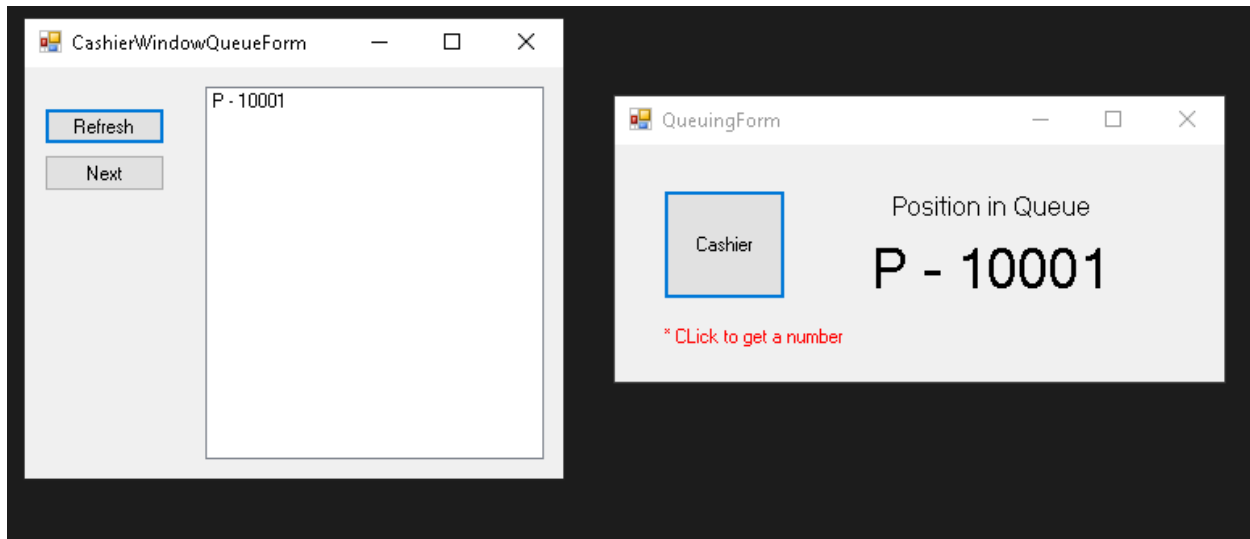
```
CustomerView.cs* [X]
BasicQueuingCashier
using System;
using System.Windows.Forms;

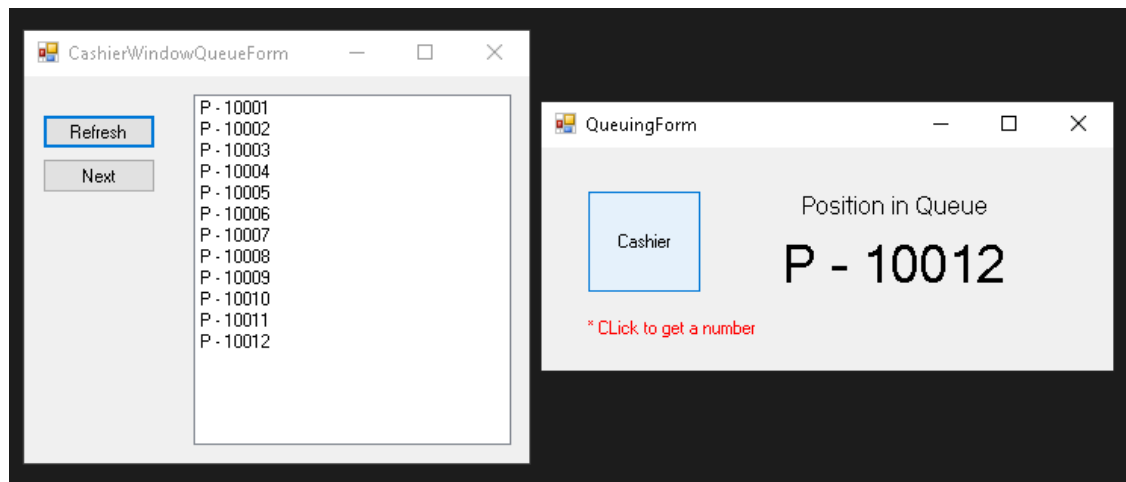
namespace BasicQueuingCashier
{
    3 references
    public partial class CustomerView : Form
    {
        1 reference
        public CustomerView()
        {
            InitializeComponent();
        }

        1 reference
        private void CustomerView_Load(object sender, EventArgs e)
        {
            Timer timer = new Timer();
            timer.Interval = (1 * 100); // 1 decisecond
            timer.Tick += new EventHandler(timer1_tick);
            timer.Start();
        }

        1 reference
        private void timer1_tick(object sender, EventArgs e)
        {
            if (CashierClass.CashierQueue != null && CashierClass.CashierQueue.Count != 0)
            {
                lblQueue.Text = CashierClass.CashierQueue.Peek();
            }
        }
    }
}
```

Output: Enqueuing





Output: Peeking and Dequeuing

