

ITE221 - Programming I

LCD Project

User Manual

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Main Menu

The main menu will show up after program execution.

```
- Stamford Menu System -  
  
1) Login  
2) Console Setting  
3) Restart  
4) Shutdown  
5) Exit  
  
Select a function  
  
N
```

FIGURE 1.1 SHOWING MAIN MENU

The user can select the function by typing in the number in every menu.

However, anything beyond the number of choices given will be invalid to the program and the program will prompt the user to type in a correct function again.

For example, the Main menu valid function is 1-5 so when you type in anything else, the system will notify the message like the following picture.

```
- Stamford Menu System -  
  
1) Login  
2) Console Setting  
3) Restart  
4) Shutdown  
5) Exit  
  
Select a function(1-5) Invalid input. Please try again. >  
  
N
```

FIGURE 1.2 THE SYSTEM ASKS THE USER TO TYPE IN THE FUNCTION AGAIN WHEN THE INPUT IS INVALID

Login menu

Typing '1' in the Main menu will forward you to Login menu

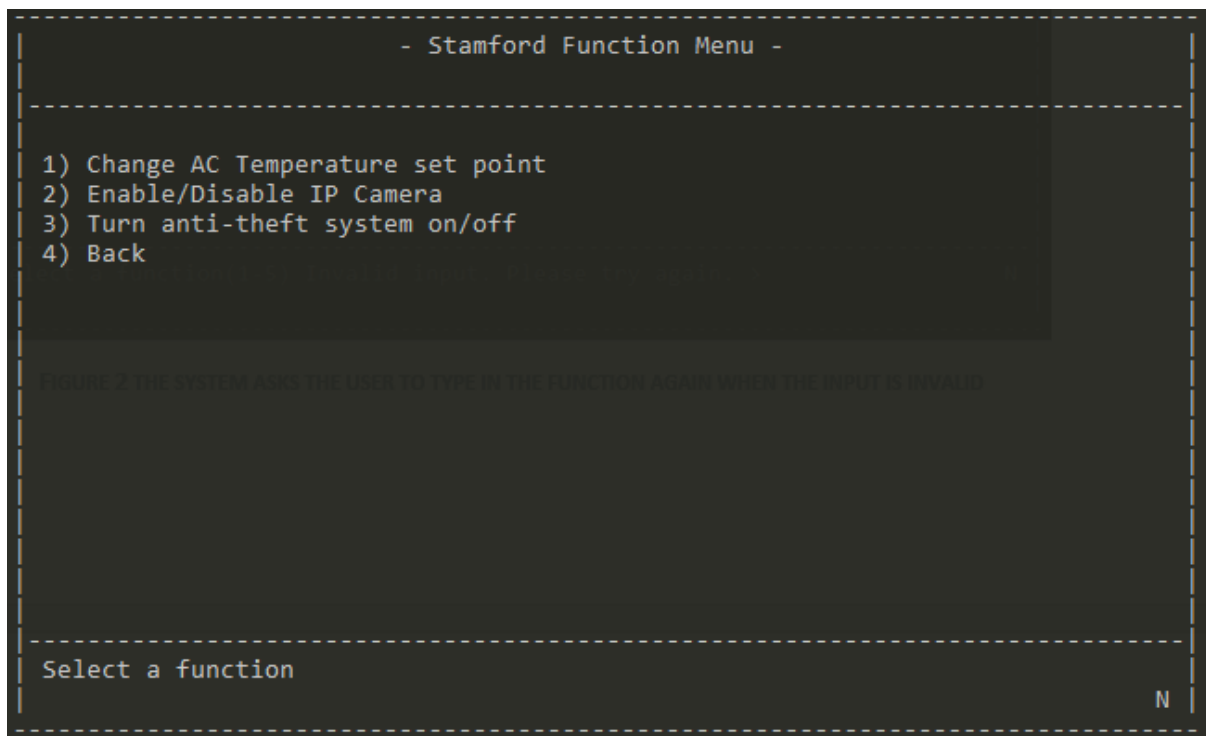


FIGURE 2.1 SHOWING LOGIN MENU

Available functions in Login menu

1) Change AC Temperature set point

The user can set up air conditioner temperature by using this menu or select '5' to go back to the previous menu.

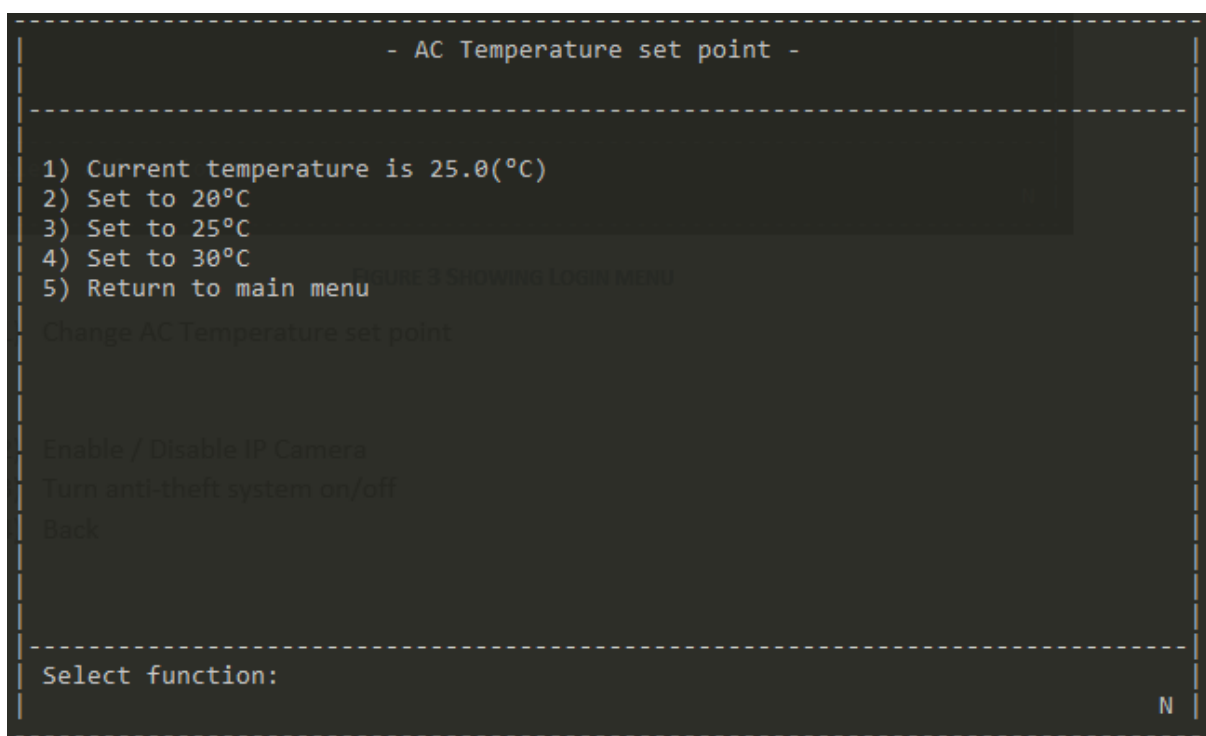


FIGURE 2.2 SHOWING AC TEMPERATURE SETPOINT

2) Enable / Disable IP Camera

The user can view and change the status of IP camera in this menu or select '4' to go back to the previous menu.

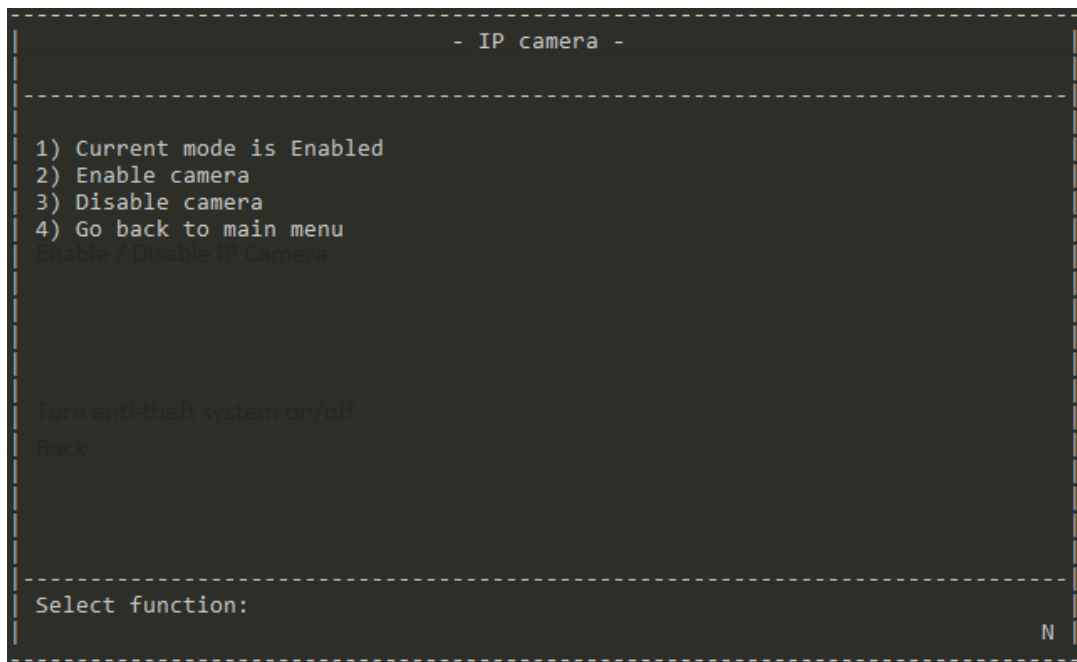


FIGURE 2.3 SHOWING IP CAMERA

3) Turn anti-theft system on/off

The user can view and change the status of anti-theft system in this menu or select '4' to go back to the previous menu.

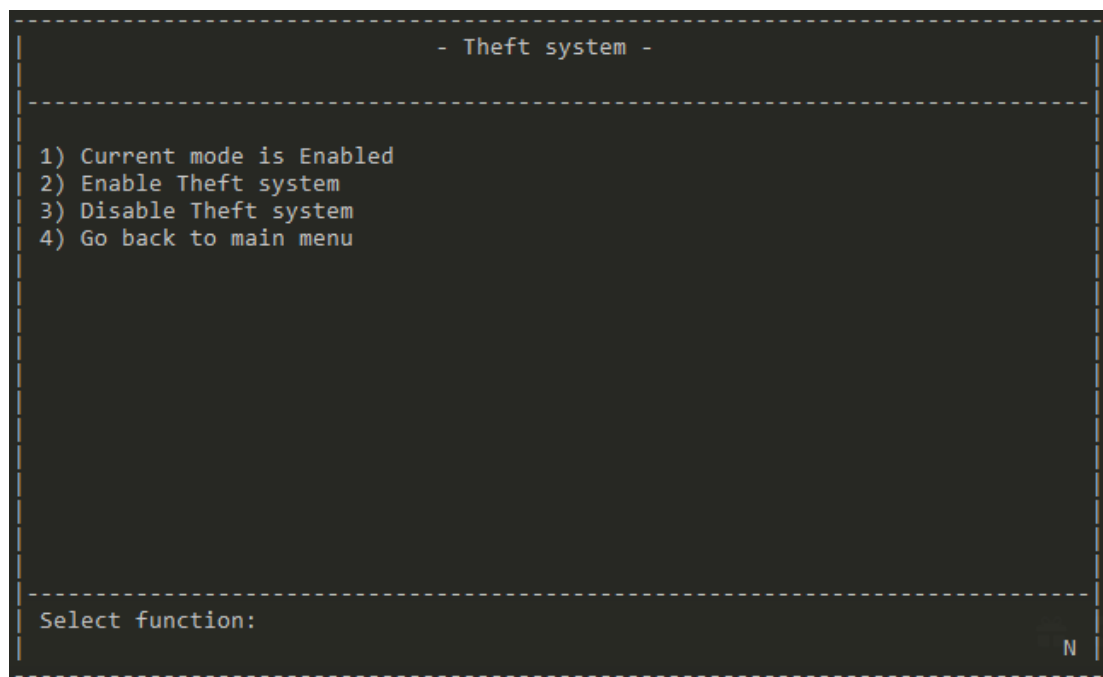


FIGURE 2.4 SHOWING ANTI-THEFT SYSTEM

4) Back : The user can go back to the Main menu by typing '4'

Console Settings

By typing '2' in the main menu, the program will forward you to console setting menu.

Console settings is the menu where user can change the console mode or reverse the background color.

After you close the program, all of these settings will be saved and will also be loaded when you open the program next time because these settings were saved in 'setting.dat' file that can be wrote and read by the program.

Meaning, if you exit the program after changing the console mode form normal to extended. The mode will be remain as extended the next time you open the program

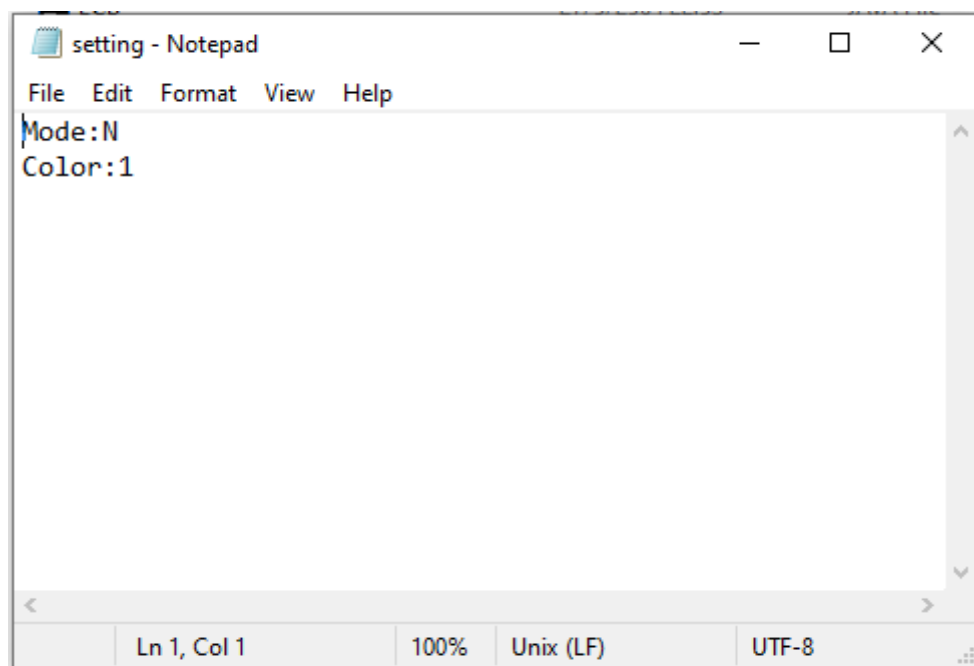


FIGURE 3.1 SETTING.DAT FILE

SETTING.DAT FILE

Mode

- N: normal
- E: Extended

Color

- 1: white background color
- 0: black background color

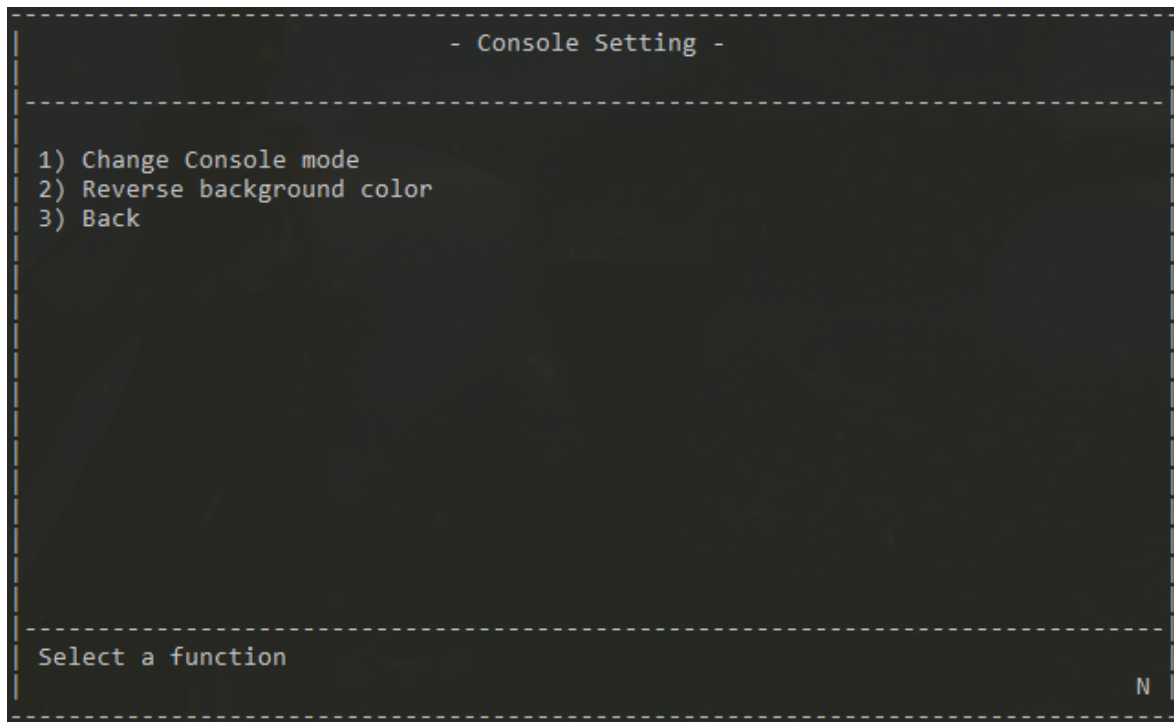


FIGURE 3.2 SHOWING CONSOLE SETTING MENU

Available functions in Console setting menu

1) Change the console mode

The letter on the bottom left shows the current console mode.

- Type '1' for Extended mode: UI made by using extended ASCII characters
- Type '0' for Normal mode: UI does not use extended ASCII characters

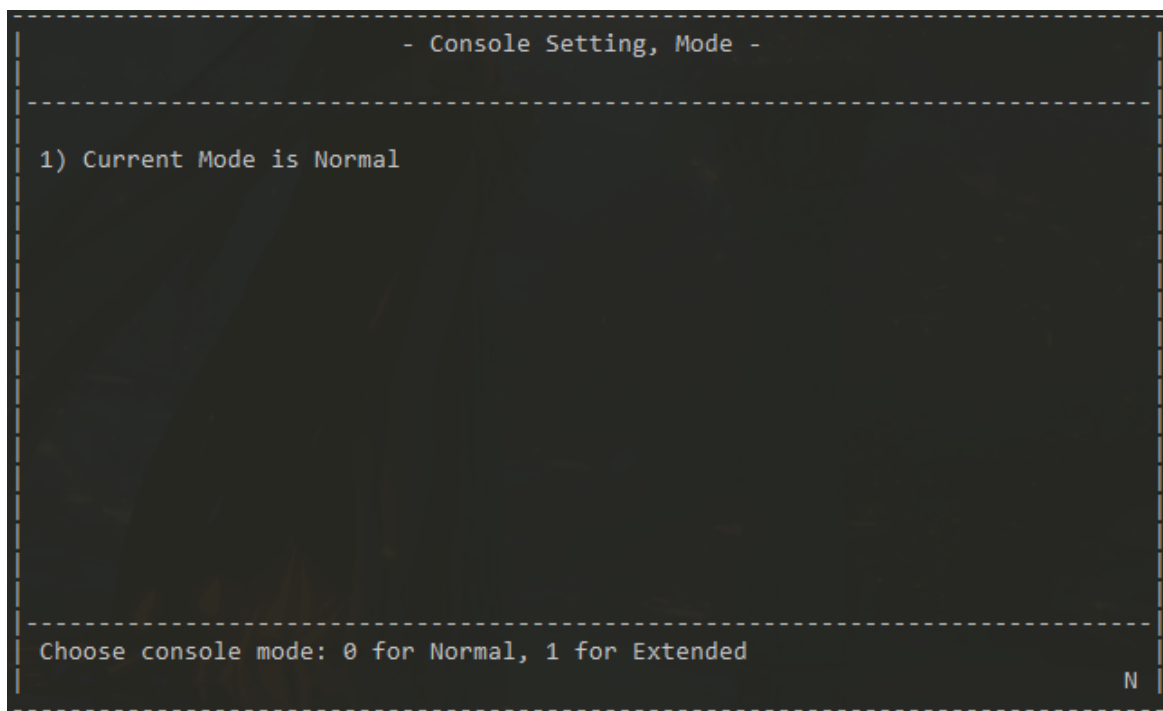


FIGURE 3.3 CONSOLE SETTING : MODE MENU

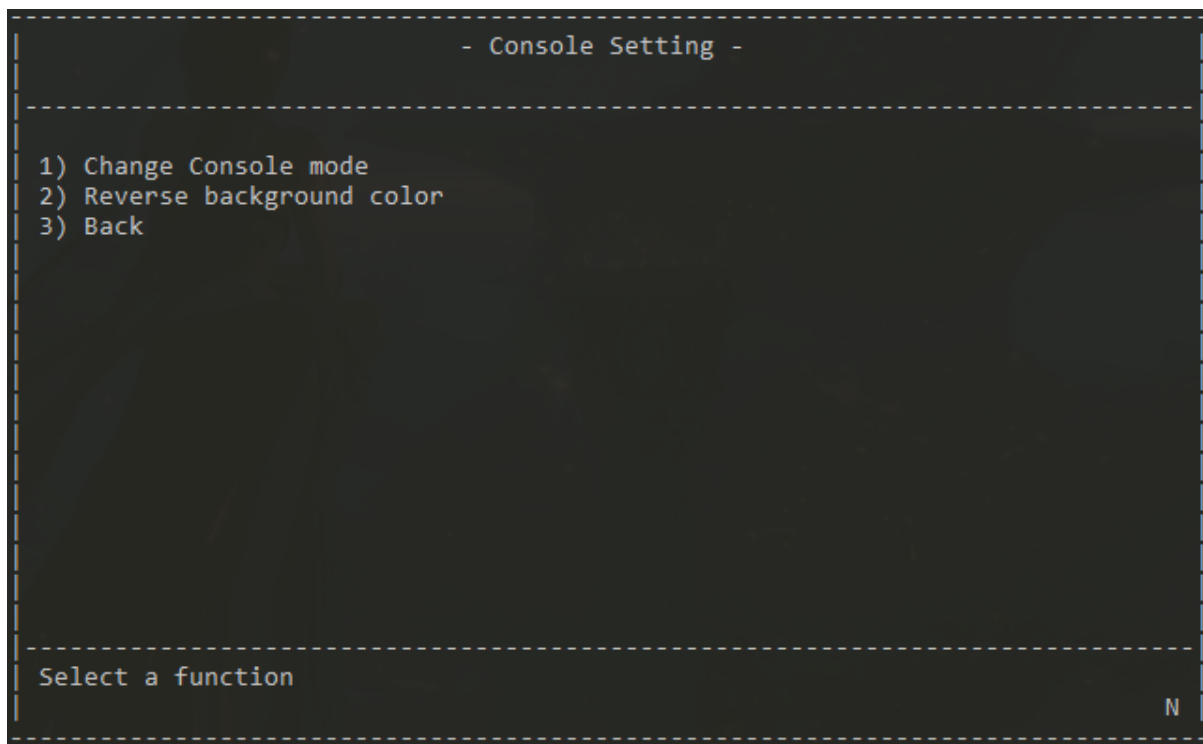


FIGURE 3.4 NORMAL CONSOLE MODE

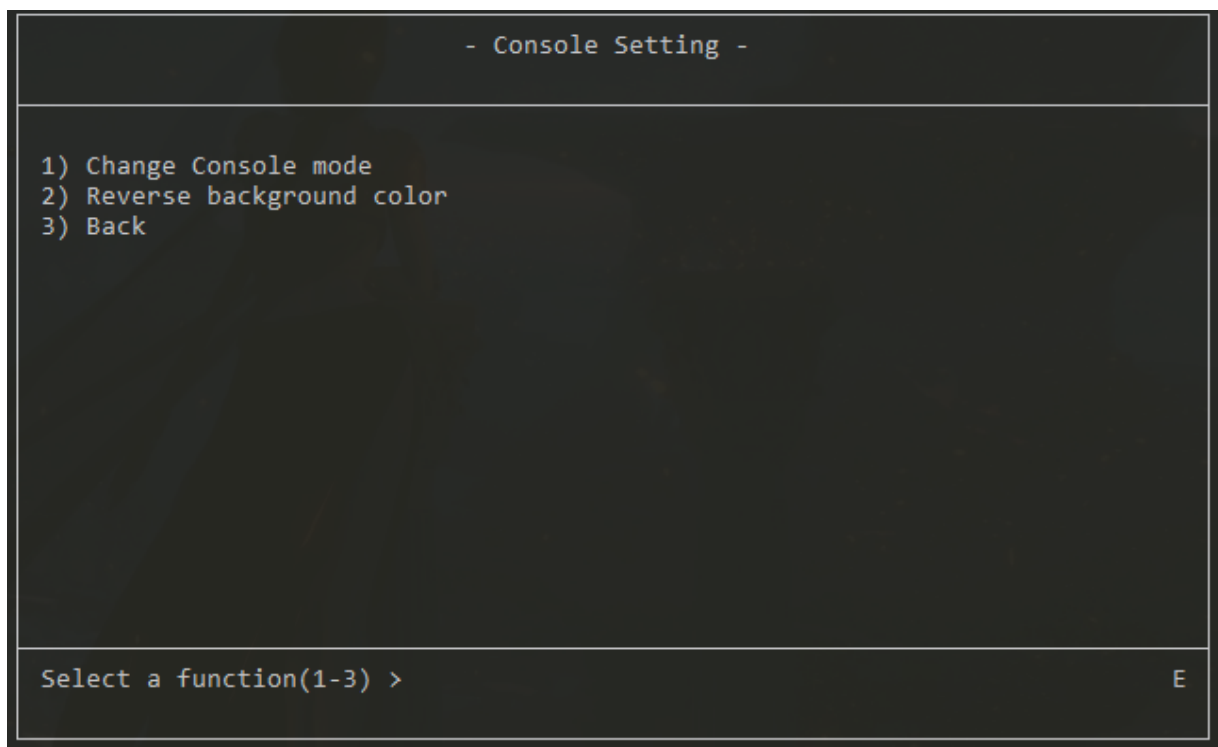


FIGURE 3.5 EXTENDED CONSOLE MODE

2) Reverse background color

The user is able to reverse background colors between black and white using this menu.

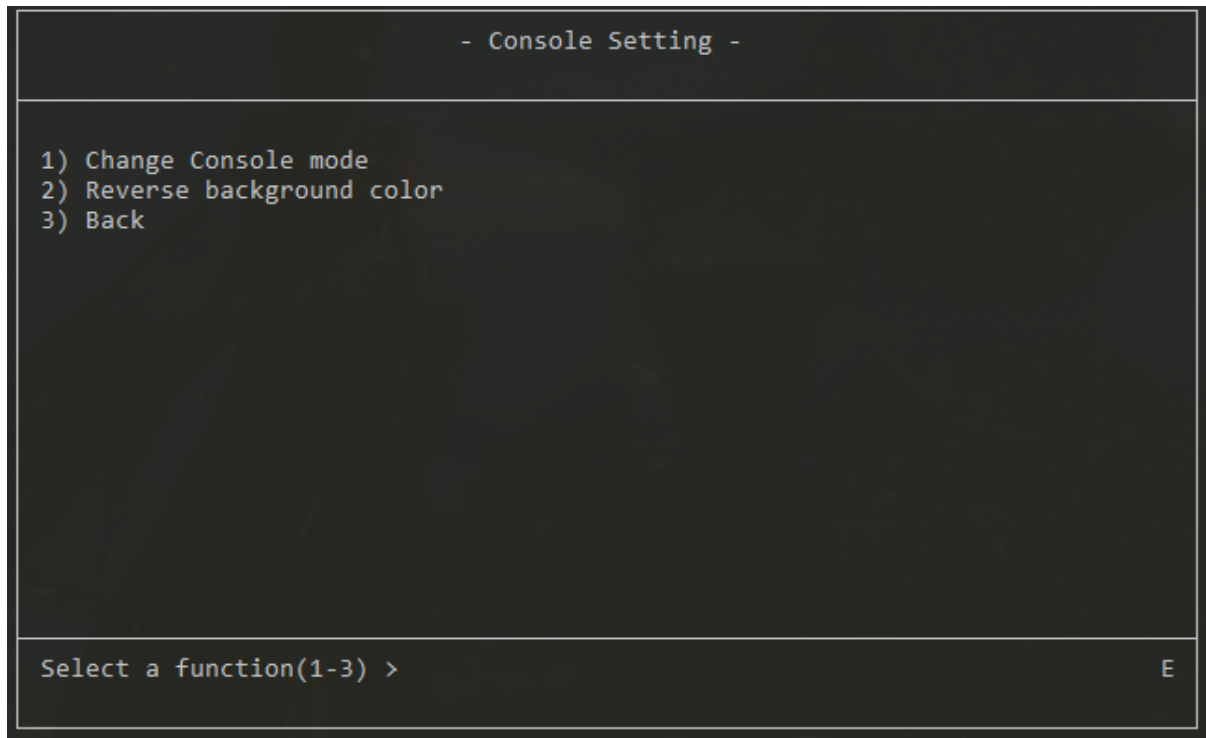


FIGURE 3.6 BLACK BACKGROUND COLOR

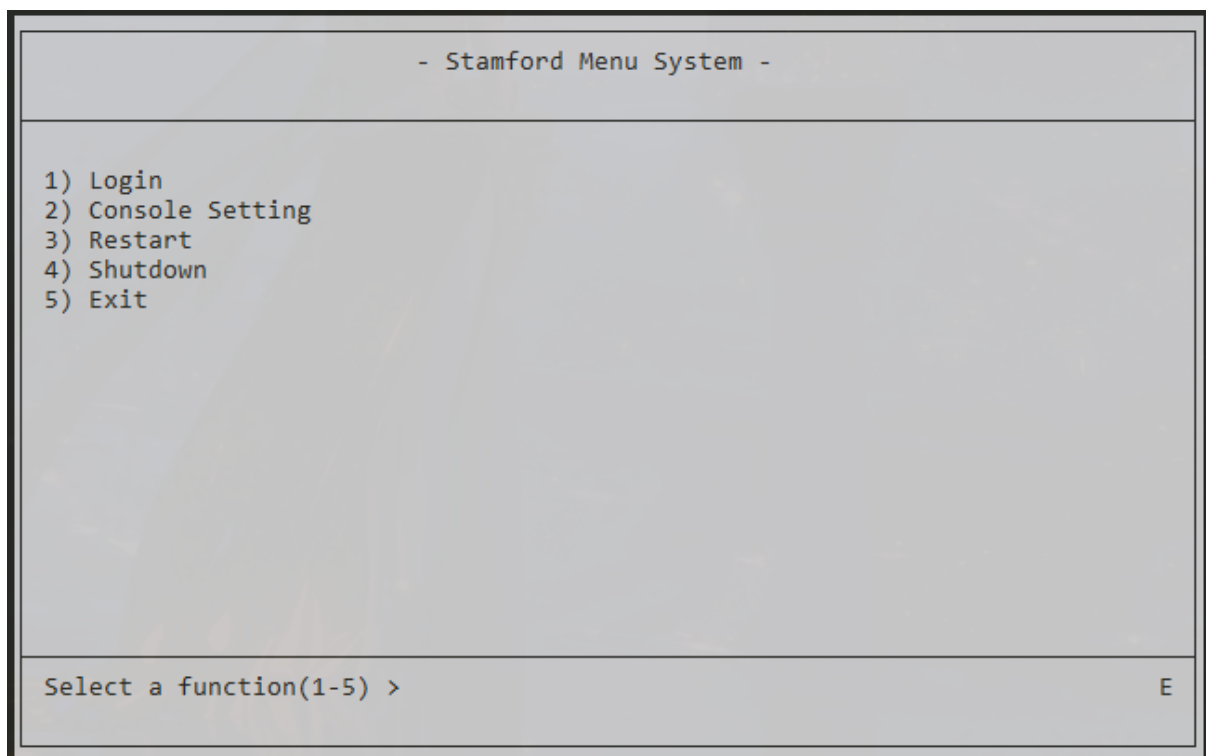


FIGURE 3.7 WHITE BACKGROUND COLOR

3) **Back:** The user can go back to the Login menu

Restart

Typing '3' in the Main menu will restart the system

This process needs some time, please wait until the next instruction pops up.

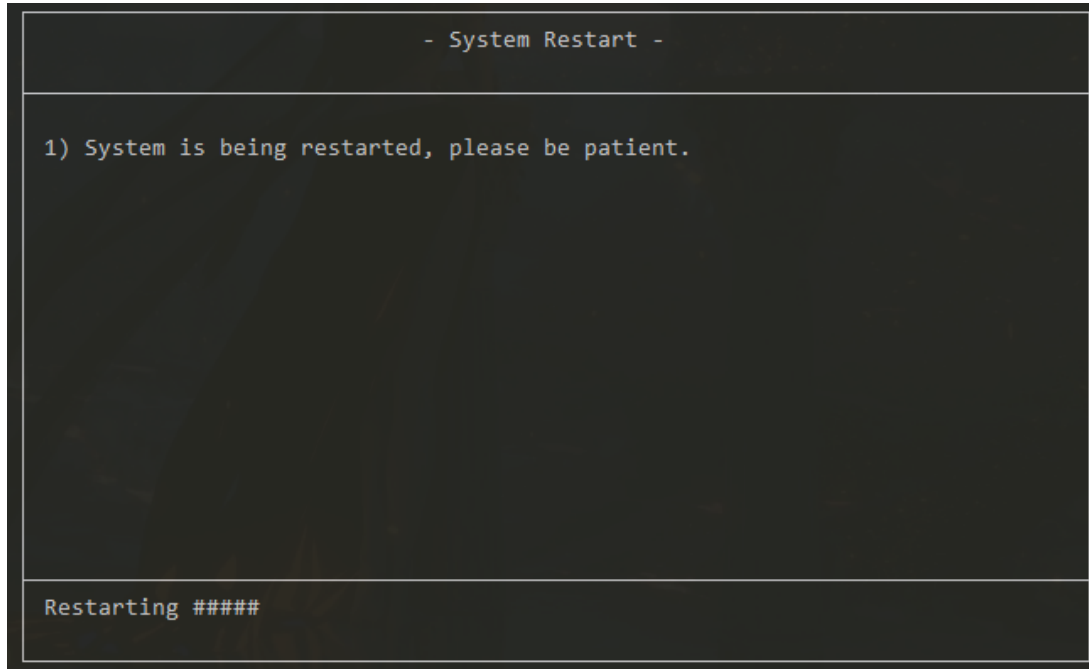


FIGURE 3.1 SYSTEM IS BEING RESTART

After loading is done, the system will give the user an instruction to go back to the main menu. Press any integer to return back to the main menu.

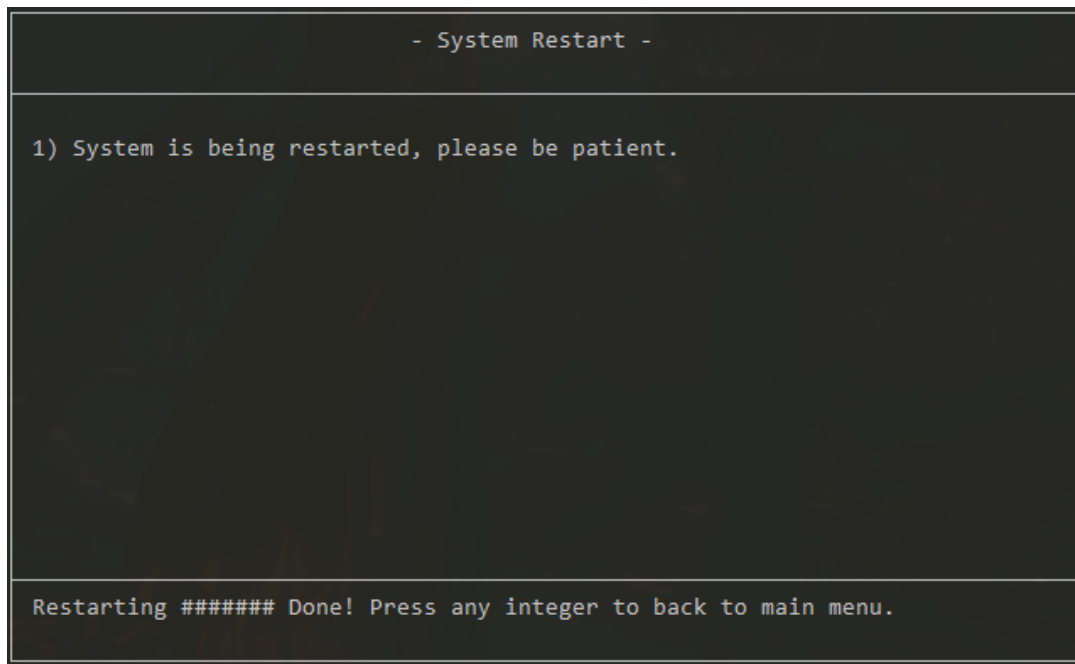


FIGURE 4 SYSTEM RESTARTED

Shutdown

Typing '3' in the Main menu will shut down the system

Similar to restarting the system, shutting down also takes time.

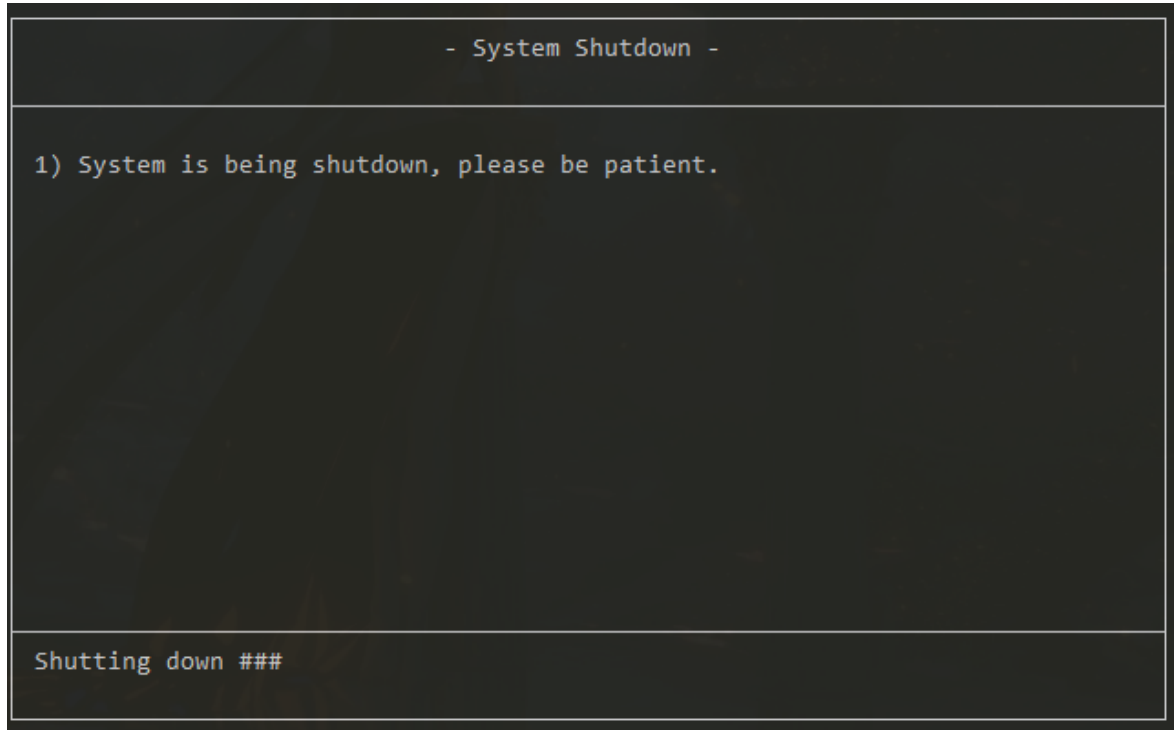


FIGURE 5.1 SHUTTING DOWN THE SYSTEM

After the system shut down itself, the user can type any integer to return to the main menu.

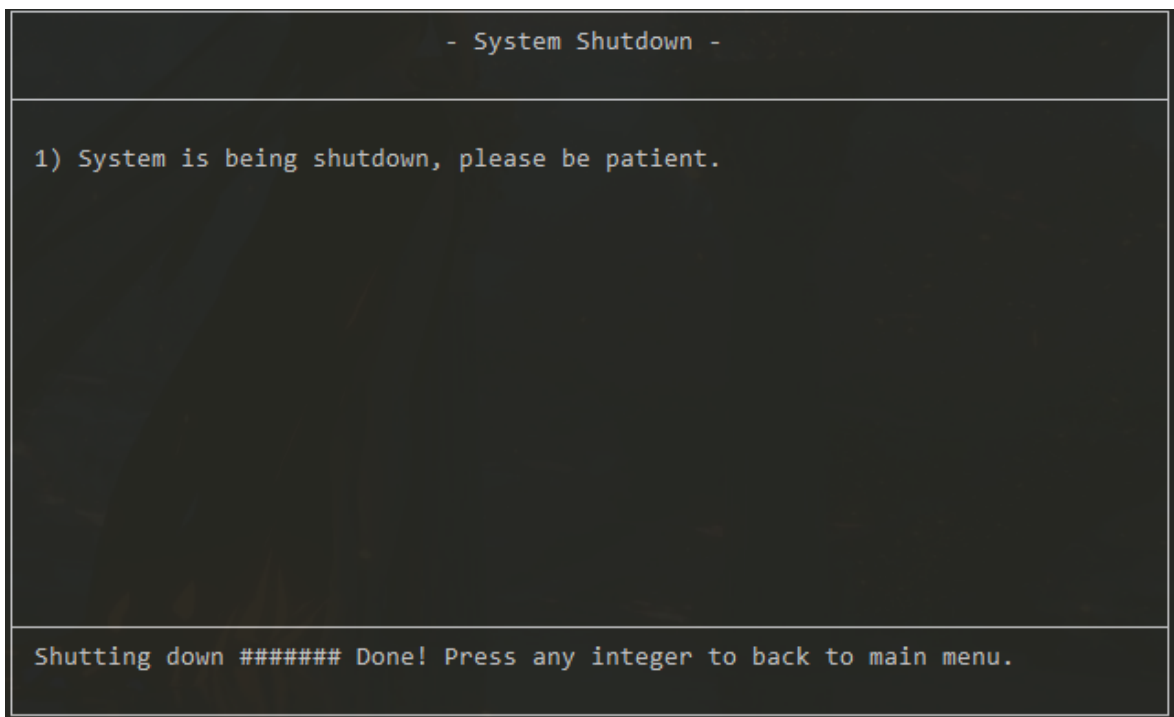


FIGURE 6.2 SYSTEM SHUT DOWN

Exit

Typing '5' in the Main menu will exit the program

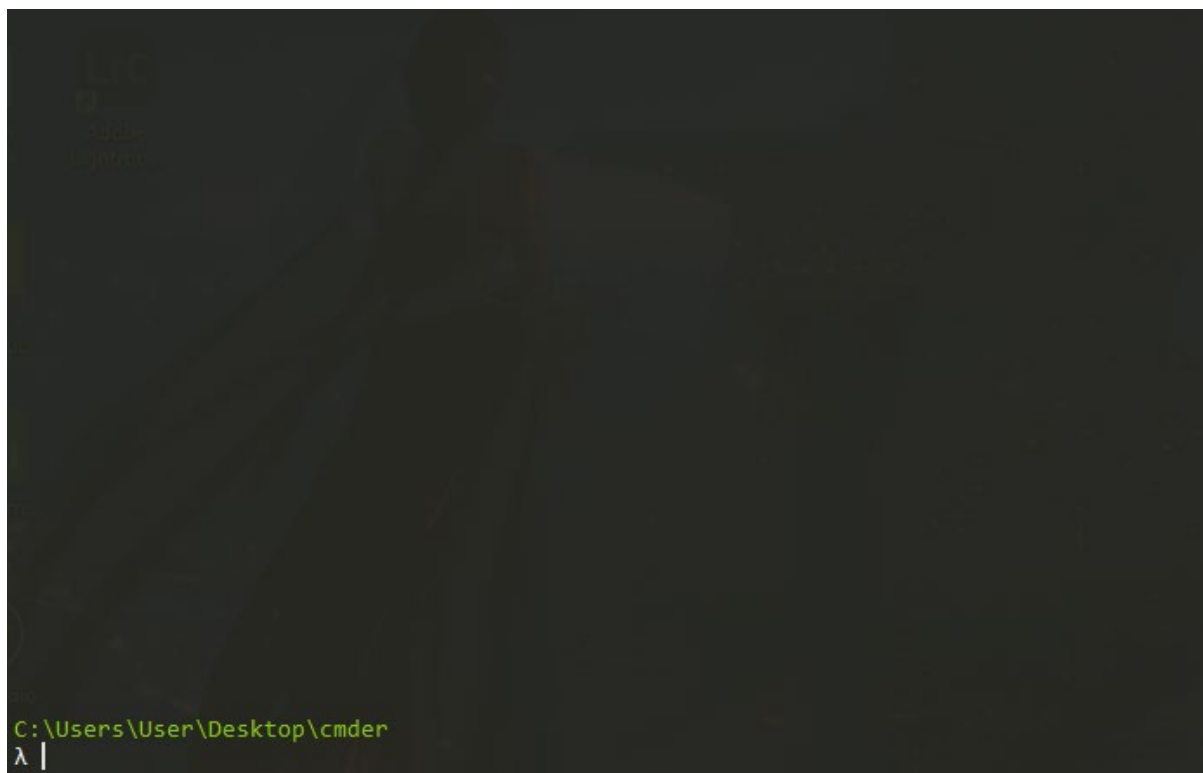
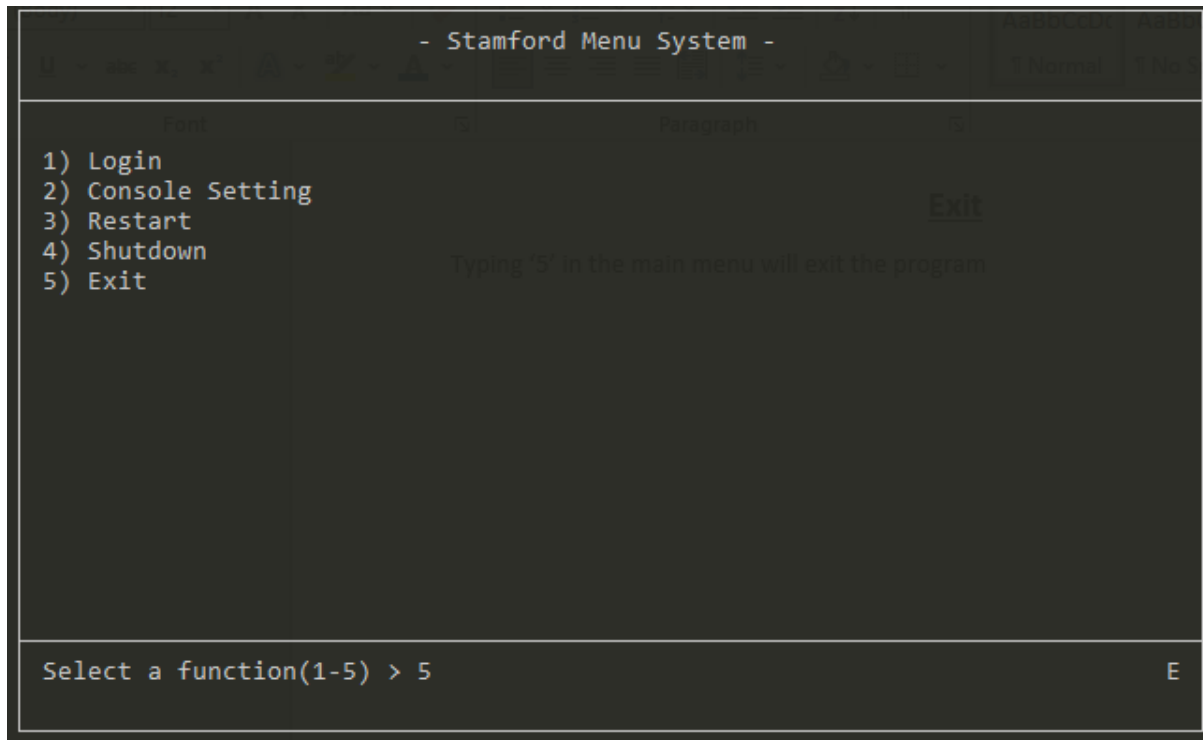


FIGURE 6.2 PROGRAM EXITED