Functional Requirements

**Main Program**

|  |  |
| --- | --- |
| **Program** | The software will ask the user for their name (First and last) and the member ID they want for adding a member. For deleting a member the member’s ID will need to be entered and the program will find the record and delete it. For starting a game the member’s name, member ID, starting time and what pitch they want. For finishing a game the same details need to be entered as well as the finishing time for the game for the program to calculate the total time and cost. There is the option of backing up files into the computer’s floppy disk as well as creating a new file. The program will create a report in notepad of the usage of all the pitches of that day and then give the user the option to delete the file for that day. The labels with the pitch numbers will start off the colour green but if they are being used they will turn the colour red to show they are not available for use at that moment in time. There is also the option of changing the prices for senior and junior members. |
| **Input** | The program will ask the user for their: name, member ID, member number. There are option button as well for performing certain commands in the program. OptAdd, OptDelete, OptUtilities, OptStart, OptFinish are the option buttons in the program. cmdAdd, cmdDelete, cmdStart, cmdFinish, cmdOK, cmdGame, cmdMembers, cmdUtilities, cmdEnd and cmdPrintPitchReport are the command buttons. |
| **Operations** | The program will back up the files such as the members’ details and daily games file if requested by user. There is also the option of creating new files if requested by the user through the option button. When a game is being started and a pitch number has been selected, the label on the main form (lblPitches) with the pitch number will change from the colour green to the colour red to show that it is occupied as well as displaying a “Y” to again show it is occupied. When cmdPrintPitchReport is selected the program will calculate: the total amount of time each pitch was used, income generated from each pitch and the total income for that day and display it onto a notepad. |
| **Output** | The software will display the details of all the members when cmdShowMembers is selected in the members form in a sorted way so that their surname is displayed first, then surname and so on. When a game is started the label with the pitch number that has been selected (lblPitches) will change from the colour green to red and the label next to it will display “Y” to show that it is occupied. When a game is finished the colour of the pitch number will change back to green and the label next to it will be blank again. When cmdPrintReport is selected the program will calculate: the total amount of time each pitch was used, income generated from each pitch and the total income for that day and display it onto a notepad. The details will be displayed in separate columns and then the option of deleting the file for that day is given to the user and if they enter “Yes” the files with income and pitch use for that day will be deleted. |

**Breakdown**

|  |  |
| --- | --- |
| **Purpose** | In the main form |
| **Input** | There are five command buttons in the main form: cmdPrintPitchReport, cmdUtilities, cmdGame, cmdMembers and cmdEnd. |
| **Operations** | When:  CmdPrintReport is selected- the program will calculate the total amount of time each pitch was used, income generated from each pitch and the total income for that day and display it onto a notepad.  cmdUtilities is selected- the form frmUtilities is displayed  cmdGame is selected- the form frmGame is displayed  cmdMembers is selected- the form frmMembers is displayed  cmdEnd is selected- the program ends |
| **Output** | When:  CmdPrintReport is selected- the program will calculate the total amount of time each pitch was used, income generated from each pitch and the total income for that day and display it onto a notepad.  cmdUtilities is selected- the form frmUtilities is displayed  cmdGame is selected- the form frmGame is displayed  cmdMembers is selected- the form frmMembers is displayed  cmdEnd is selected- the program ends |

|  |  |
| --- | --- |
| **Purpose** | If the user chooses to have the numbers randomly generated  (1.2) |
| **Input** | Numbers are stored in a database |
| **Operations** | The program will randomly select numbers for the user |
| **Output** | A message box informing the user that the characters for the raffle are about to be randomly generated |

|  |  |
| --- | --- |
| **Purpose** | Generating characters for the raffle  (1.3) |
| **Input** | Characters are stored in a database |
| **Operations** | The program will randomly select 9 unique characters for the user |
| **Output** | The program will then display the ticket with the numbers and characters. A message box will then appear asking the user to confirm if they want the ticket or not. |

|  |  |
| --- | --- |
| **Purpose** | If the user confirms they want the ticket  (1.4) |
| **Input** | The user will enter yes in the message box |
| **Operations** | The program will then confirm the ticket and will be stored |
| **Output** | The program will then display the confirmed ticket and will take the user to the page where the winning numbers and raffle characters are shown |

|  |  |
| --- | --- |
| **Purpose** | If the user cancels the ticket (1.5) |
| **Input** | The user will enter no in the message box |
| **Operations** | The program will then delete the ticket |
| **Output** | The program will then end and take the user back to the star page |

|  |  |
| --- | --- |
| **Purpose** | Selecting the winning numbers and characters  (1.6) |
| **Input** | The user will have confirmed that they want the ticket |
| **Operations** | The program will then select 7 numbers for the lottery (5 and 2 lucky stars) and 9 characters for the raffle |
| **Output** | The program will display the winning numbers and characters |

|  |  |
| --- | --- |
| **Purpose** | For users who win  (1.7) |
| **Input** | The program will search for the winners |
| **Operations** | The program will put the information of the winners in a report in Microsoft Access ranging from who won the most to who won the least |
| **Output** | The program will display the report of the winners |

1.7