Pseudocode

User starts off in main form (frmMain)

1. User selects the command button Members
   1. Main form hides
   2. Members form is displayed
2. User selects the option to add a new member
   1. Frame fraAdd becomes visible, frame fraDelete disappears
3. User enters details needed (surname, first name, memberID, membership number and whether they will be a senior and junior member)
4. Check for duplicate membership number and if correct length
   * 1. Display message box to tell user membership number already in use if there is a duplicate found
     2. If membership number (MemberNumber) not correct length (6 characters) then a message box is displayed to tell user that it is not the correct length and will have to be re-entered
   1. User selects command button to complete adding new member
   2. Message box displayed to confirm the completion of adding a new member
   3. New member’s details saved to members file
5. User selects option to delete a member
   1. Frame fraDelete becomes visible and frame fraAdd disappears
   2. User enters membership number (MemberNumber) of the member they wish to be deleted
   3. Check for membership number
      1. If MemberNumber not found the message box displayed to tell user that MemberNumber not found and deletion not successful
      2. If MemberNumber found delete record from file
   4. Display message box to tell user that deletion was successful

From Main form (frmMain)

1. User selects command button Game
   1. Main form hides
   2. Game form is displayed
2. User selects option button “Start Game” (OptStart)
   1. Frame fraStart becomes visible, frame fraFinish disappears
   2. Caption for command button cmdOK changes to “Start Game”
3. User enters details (Surname, First name, MemberID, MemerNumber, start time and selects pitch number they want to use
   1. For selecting pitch number
   2. List box only displays current pitches available
4. User selects cmdOK to start game
   1. In main form pitch number changes from green to red (lblPitches)
   2. Label next to it displays “Y”
5. User selects option button “Finish Game” (OptFinish)
   1. Frame fraFinish becomes visible, frae fraStart disappears
   2. Caption for command button cmdOK changes to “Finish Game”
6. User enters details (Surname, First name, MemberID, MemerNumber, start time, finish time and selects pitch number they used
   1. For selecting pitch number
   2. List box only displays pitches currently being used
7. User selects cmdOK to finish game
   1. Calculate total time pitch is used for
   2. Display in hours and minutes
   3. Calculate total cost for game
   4. In main form pitch number changes from red to green (lblPitches)
   5. Label next to it is cleared

In the main form (frmMain)

1. User selects command button Utilities
   1. Main form hides
   2. Utilities form is displayed
2. User selects option box Backup Current Games and Daily Games File
   1. Current Games and Daily Games File is saved into computer floppy disk
3. User selects option box Back up Members File
   1. Members Files is saved into computer floppy disk
4. User selects option box Create a new Current Games File
   1. A new file is created for Current Games
5. User selects option box Change Cost of Games
   1. Frame fraCosts becomes visible
   2. Label lblHelp becomes visible
   3. User enters new costs for senior and junior members
   4. User selects cmdOK
   5. Message box is displayed to confirm prices have been changed

In the main form (frmMain)

1. User selects command button cmdPrintReport (Pirnt Usage Report)
2. Calculate time and income
   1. Total time each pitch has been used
   2. Income made from each pitch
   3. Total income
3. Details displayed on notepad
   1. Displayed in columns
   2. Font Courier
4. Input box displayed asking user if they want report to be deleted
   1. then report is deleted
   2. Message box displayed to confirm deletion
   3. Elseif Report is not deleted