

FunZone Control Panel Documentation

Ohad Rau

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North Springs High School FBLA

Getting Started

SYSTEM REQUIREMENTS

The application can run on the following operating system configurations:

- Windows XP (or higher), with .NET version 4.6 (or higher)
- GNU/Linux, with Mono version 4.6 (or higher)
- Mac OS X, with Mono version 4.6 (or higher)

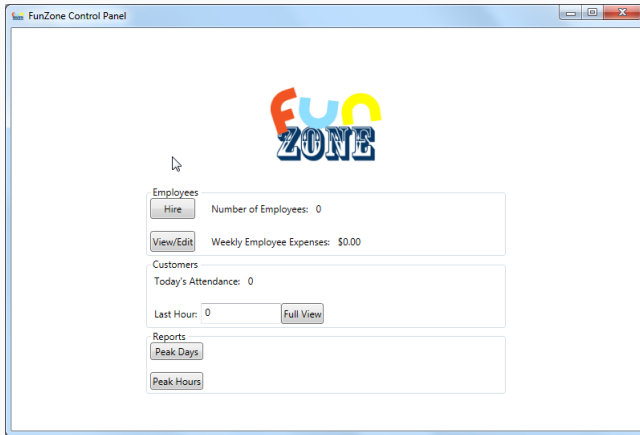
Binaries for Windows 64-bit and 32-bit are distributed. For other systems, you will need access to Mono and an F compiler or WINE (in order to run Windows .exe files).

INSTALLATION & EXECUTION

- Begin by getting the correct installer version from [the downloads page](#)
- Choose the correct version for your system (e.g. if you are using 64-bit Windows download the 64-bit installer)
- After downloading the installer, double click it and follow the instructions on-screen
- Once the installer has finished, double-click the "FunZone Control Panel" shortcut on your desktop
- If you are prompted to update your version of the .NET Framework, follow the link to the Microsoft website where you will be able to download the .NET Framework 4.6 update

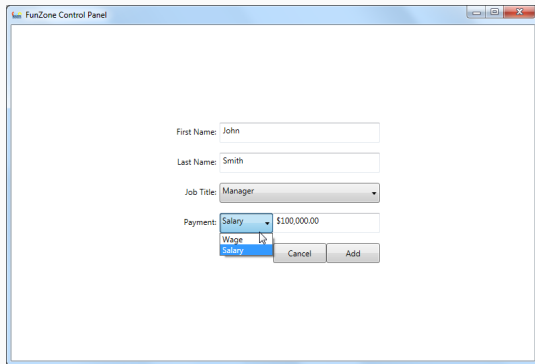
Using the Program

THE DASHBOARD



Upon starting the program, you will be presented with a dashboard view. Here you can see all of the basic options available to you. Let's start by hiring our first employee...

ADDING/EDITING EMPLOYEES

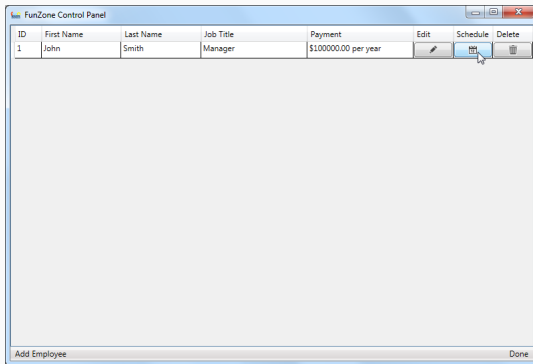


The screenshot shows a window titled "FunZone Control Panel" with a standard Windows-style title bar (minimize, maximize, close buttons). Inside the window is a form for adding or editing an employee. The form contains the following fields and controls:

- First Name:** A text input field containing the text "John".
- Last Name:** A text input field containing the text "Smith".
- Job Title:** A dropdown menu with "Manager" selected.
- Payment:** A dropdown menu with "Salary" selected, showing a value of "\$100,000.00". A mouse cursor is hovering over the dropdown, and a small menu is visible with "Wage" and "Salary" as options.
- Buttons:** Two buttons labeled "Cancel" and "Add" are positioned at the bottom right of the form.

When adding or editing an employee's info, you're given a few options: apart from their personal information, you can pick their role in the business and set up their pay (in terms of an hourly wage or a salary)! When you're done editing, you can simply press "add" and you'll be good to go!

VIEWING THE EMPLOYEE LIST



From the dashboard, select "View/Edit" in the "Employees" section to be taken to a list of all your workers. From here, you can view and edit their info, update their schedule, remove them from your roster, or even hire someone new ("Add Employee"). For now, let's reschedule John.

SCHEDULING EMPLOYEES

A common task for us here at FunZone is changing employee's schedules to accommodate our busiest hours. As a result, scheduling employees must be quick and easy.

FunZone Control Panel

Hour	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
12:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8:00 AM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9:00 AM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
10:00 AM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
11:00 AM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
12:00 PM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
1:00 PM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2:00 PM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3:00 PM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4:00 PM	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
5:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11:00 PM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Cancel Save

On the schedule view, all you have to do is mark hours for that employee to work and then save or discard your changes. As an example, let's set up John to work on weekdays, 9 to 5.

ATTENDANCE

The screenshot displays two windows from the 'FunZone Control Panel' application. The left window is the main interface, featuring the 'FUN ZONE' logo, buttons for 'Hire', 'View/Edit', 'Reports', 'Peak Days', and 'Peak Hours', and summary statistics for employees and customers. The right window shows the 'Full View' attendance table, which tracks employee attendance by hour across a seven-day week.

FunZone Control Panel - Main Screen

Employees
Hire Number of Employees: 1
View/Edit Weekly Employee Expenses: \$1023.07

Customers
Today's Attendance: 83
Last Hour: 35 Full View

Reports
Peak Days
Peak Hours

FunZone Control Panel - Full View

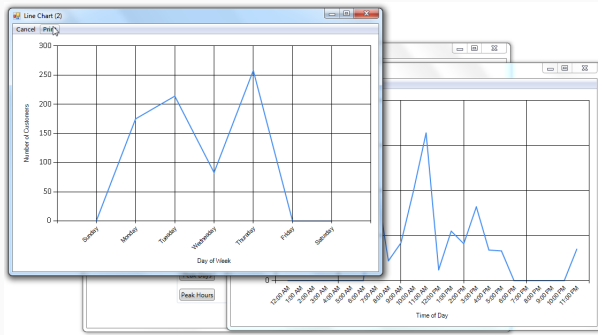
Hour	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
12:00 AM	0	0	0	0	0	0	0
1:00 AM	0	0	0	0	0	0	0
2:00 AM	0	0	0	0	0	0	0
3:00 AM	0	0	0	0	0	0	0
4:00 AM	0	0	0	0	0	0	0
5:00 AM	0	0	0	0	0	0	0
6:00 AM	0	0	0	0	0	0	0
7:00 AM	0	45	0	5	60	0	0
8:00 AM	0	13	9	0	0	0	0
9:00 AM	0	0	24	38	0	0	0
10:00 AM	0	0	23	0	77	0	0
11:00 AM	0	76	88	0	0	0	0
12:00 PM	0	0	12	0	0	0	0
1:00 PM	0	0	19	3	33	0	0
2:00 PM	0	41	0	0	0	0	0
3:00 PM	0	0	6	22	54	0	0
4:00 PM	0	0	0	0	34	0	0
5:00 PM	0	0	35	0	0	0	0
6:00 PM	0	0	0	0	0	0	0
7:00 PM	0	0	0	0	0	0	0
8:00 PM	0	0	0	0	0	0	0
9:00 PM	0	0	0	0	0	0	0
10:00 PM	0	0	0	0	0	0	0
11:00 PM	0	0	0	35	0	0	0

Cancel

Back on the main screen we can log some attendance for the last hour by adding or subtracting from the “Last Hour” box. Or, by pressing “Full View,” we can edit the entire week at once.

GENERATING REPORTS

Now that we've got a week's worth of attendance information logged, we can turn it into reports to show our busiest hours of the day and busiest days of the week.



If you need to keep a copy of the report, you can even go ahead and print it out!

Technical Details

GETTING THE CODE

All code for the program is available [online on Github](#). The code is written in F and uses the .NET Framework 4.6, FsXaml for a Windows Presentation Foundation GUI, the System.Data.SQLite library for handling SQLite databases, and F Charting for generating the graphs used in reports. The program itself is licensed under the GNU General Public License (Version 3).

In addition to all the code and various resources (XAML definitions for the GUI, images/icons, and the Visual Studio project files), full documentation explaining implementation details, code structure, and what the code actually does is included in the comments for each file of F code.

REFERENCES

- Project Information
- F# Programming Language
- .NET Framework
- Mono
- SQLite and System.Data.Sqlite
- FsXaml
- F# Charting