USER DOCUMENTATION

The program, EventManager, provides an interface through which a user may view, add, edit or remove events.

When the program starts, music will also start playing, however, by clicking the ‘Mute’ button, the music will stop and the button will then say ‘Unmute’. By clicking the ‘Unmute’ button, the music will start playing again.

To remove an event, the user must click the ‘Remove Event’ button. This will change the content of the window to a panel showing a list of radio buttons that may be clicked to designate what events should be removed. After selecting said events and clicking the ‘Remove Event’ again, a popup will appear to confirm the user’s decision. Clicking ‘Yes’ on the popup will complete the process and so the events that have been selected will be deleted. Alternatively, one may exit the ‘Remove Event’ screen by clicking ‘Back’.

When either of the two buttons starting with ‘Sort’ are clicked, the events will be sorted based on the characteristics on the button. That is to say, ‘Sort by Name’ will display the events in alphabetical order, while ‘Sort by Date’ will display the events in ascending order of date taking their corresponding times into consideration.

When one of the event buttons is clicked, the user will be shown a screen that contains the currently saved details of the event chosen. This screen has an ‘Edit’ button and a ‘Close’ button that closes the window. When the ‘Edit’ button is clicked, a screen will pop up allowing the user to edit the selected event. They are prompted to enter all information the event requires. A ‘Save’ button that stores the information inputted when clicked is available as well as a ‘Close’ button that cancels the process.

When the ‘Add Event’ button is clicked, the user will be redirected to a screen that prompts the user to enter all the information necessary for an event. When needing to save the event, a ‘Save’ button is present that will record all the information that has been input into the interface and save it onto a file, if the information is in the correct format. A ‘Close’ button is available and will close the interface upon being clicked without saving the information currently entered.