***MANAGER:***

**EMPLOYEE PROCESSING**

**Path One:** Hiring Button and Hiring Process

* Form to add new employee to the restaurant

1. Log into Manager
   1. username = manager
   2. password = manager
2. Click on Employees Button
3. Click on Hire Employee Button
   1. Fill in the form on all three subtabs
      1. For Page one in the have u committed crimes section MUST click no othewise you cannot be hired
      2. For Page 2 MUST click yes to all questiion otherwise you cannot be hired
      3. Page 3 put anything you like
   2. Click Done button located at bottom of panel
   3. Message will **popup** on the top left of the screen showing it was completed, X it out
   4. Click on Hire Button Again and the form will refresh

**Path Two:** Edit Employee Screen

1. Log into Manager
2. Click Employee Button
3. Click Edit Employee Information
   1. Left side of panel contains list of employees
   2. Right side of pane shows the information on their form
4. DONE ~~~~~ Edit button not yet implemented

**EDITING THE MENU**

**Path One:** Add Menu Item

1. Log in to Manager
2. Click Menu Button
3. Fill out the information in the text fields
   1. Go to the first text field and fill out the name of the new menu item that should be added
   2. Go to the second text field and fill out the ingredients that are in the new menu item
   3. Go to the third text field and fill out the price of the new menu item
   4. Go to the fourth text field and fill out the ID number of the new menu item
4. Click the Add Menu Item
5. The item will now be added into the table that shows the menu items

**Path Two:** Remove Menu Item

1. Log in to Manager
2. Click Menu Button
3. Select the menu item you would like to remove by clicking the on the row it appears in the table
4. When selected, the information from the table will show up in the text fields
5. Click on the Remove Menu Item button
6. The menu item will now be removed from the table that shows the menu items

**Path Three:** Edit Menu Item

1. Log in to Manager
2. Click Menu Button
3. Select the menu item you would like to edit by clicking the on the row it appears in the table
4. When selected, the information from the table will show up in the text fields
5. Go to the text fields that contain information you want to edit, and edit them as you see fit
6. Once the edits are done, click the Edit Menu Item button
7. The edits will officially been made and added into the table

**EDITING INVENTORY**

**Path One:** Add Inventory Item

1. Log in to Manager
2. Click Inventory Button
3. Fill out the information in the text fields
   1. Go to the first text field and fill out the name of the new ingredient item that should be added
   2. Go to the second text field and enter the quantity of the ingredient to be added

4) Click the Add Inventory Item

5) The ingredient will now be added into the table that shows the inventory items

**Path Two:** Remove Inventory Item

1. Log in to Manager
2. Click Inventory Button
3. Select the inventory item you would like to remove by clicking the row the item appears in the table
4. When selected, the information from the table will show up in the text fields
5. Click on the Remove Inventory Item button
6. The inventory item will now be removed from the table

**Path Three:** Update Inventory Item

1. Log in to Manager
2. Click Inventory Button
3. Select the inventory item you would like to edit by clicking the on the row it appears in the table
4. When selected, the information from the table will show up in the text fields
5. Go to the text fields that contain information you want to edit, and edit them as you see fit
6. Once the edits are done, click the Edit Inventory Item button
7. The edits will officially been made and added into the table

***CUSTOMER***

**Simulate placing an order**

1. Log into customer
2. Click on any menu item on the right
3. Adjust how many of each item you would like
4. Remove any items you didn’t like (use remove button, you can select items, or remove bottom item)
5. Press ‘finish order’

**KITCHEN STAFF**

1. Login to kitchenstaff
2. Click the Help button. A dialog will appear, pick the function you need help with.
3. Also select any row in the orders JTable and click the Order Ready Button. So now any item can be readied and not only the first item.
4. Other than that you can click the emergency and the send message button which will prompt for a string message. However these messages arent sent across the communicator yet.

Busboy:

1. Log into Busboy with: user: busboy, pass: busboy
2. The help button can be used to check how to use the UI
3. The message button will be implemented later to send messages and receive messages from the other GUI’s
4. Select a table to switch it from being unclean to clean, or clean to unclean (clean = green, unclean = red)
5. Discuss how table buttons actually represent the table arrangement
6. Discuss how if a table is marked as clean, the table will be **enabled** for the host to use.
7. Discuss how if a table is marked as unclean, the table will be **disabled** for the host:
   1. Host will not be able to assign waiters to it
   2. Host will not be able to assign customers to it

8. Logout when finished.

Host:

1. Login to the host interface.
2. The help button can be used to check how to use the UI
3. The message button will be implemented later to send messages and receive messages from other GUI’s.
4. When looking at the GUI, the general table arrangement can be seen with the layout of the table buttons
5. 2 indicators for each table button exist:
   1. Large indicator is red if no customers are assigned to it, and green if they are.
   2. Smaller indicator to the right glows green if a waiter or multiple waiters are assigned to it, and red if no waiters are assigned to it.
6. To see the waiters assigned to the table, click on the drop down menu underneath each table menu (will be empty if no one is assigned to it).
7. To assign/unassign a customer to a table:
   1. Click on the table drop down menu on the left of the interface
   2. Select a table
   3. Select “Assign customer”
   4. Observe that table customer indicator will glow green. If you want to unassign a customer, just click unassign.
8. To assign/unassign a waiter to a table:
   1. Click on the table drop down menu to the right of the interface
   2. Select a table
   3. Select a waiter from the drop down menu
   4. Select “Assign waiter” to assign a waiter, or “Unassign waiter to unassign a waiter.
   5. Note that if a waiter already exists at said table, you can’t assign the same waiter to it again. Essentially: NO DUPLICATE WAITERS. Test this by simply clicking assign waiter on a table twice.
9. Note that if the busboy indicates that a table is unclean, the host will not be able to assign/unassign customers or waiters to it:
   1. Assign and unassign buttons will be disabled when a table is selected from the left most table drop down menu if said table is unclean.
   2. Assign and unassign buttons and waiters will be disabled when a table is selected from the rightmost table drop down menu if said table is unclean.
10. Note that the busboy and host functions have not yet been linked through a database, so if a table is marked as unclean by the busboy, it will still be usable by the host!!
11. That’s it!