# User Manual of Robot Program

Zhengyu Sun   140924390

1. Compile all java files in command line or Eclipse .

2. Start the program by running RobotGUI.java

3. First the Welcome interface will show off and then it will turn to the main menu interface automatically (you don't need to click or doing something else):


4. In the main menu interface, you can order a kind of dishes or drinks by inputting the corresponding number in the text field (the wrong number will be informed). And clicking anywhere on the interface will get no response.

5. In every sub-menu of dishes or drinks, you can order the dish or drink by inputting the corresponding number in the text field (the wrong number will be informed). If the dish or drink selected is not available, a message will show off to inform you of choosing alternative dishes. If it is available, you will also be informed.
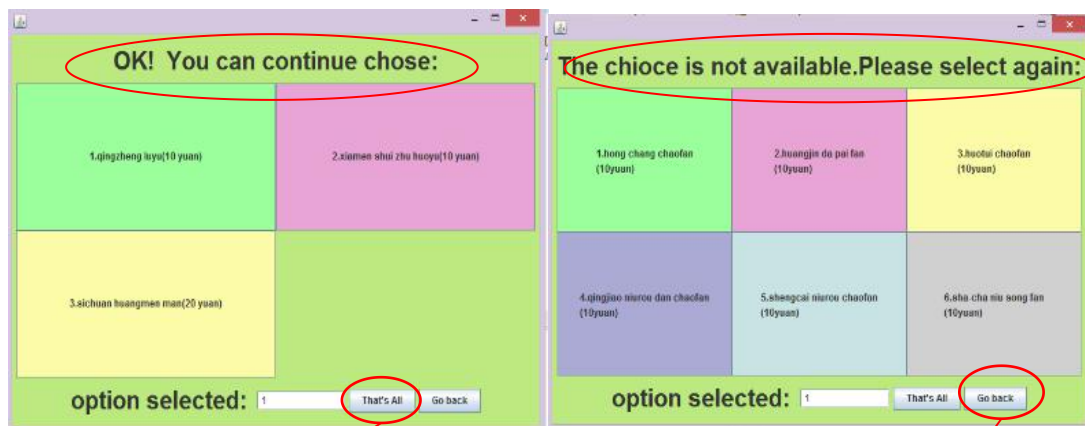
6. Every time when you choose a dish or drink, you can finish ordering any dishes or drink by clicking "That's all". If you still want to order other dishes or drink ,click "Go back" and you can turn to the main menu.

7. When you finish ordering dishes or drink, the robot will bring dishes to you and tell you a joke. Click "stop jokes" to ask robot to stop telling jokes and click "order dishes" to turn to the main menu of dishes or drink .Click "check-out" and the total price will show off.
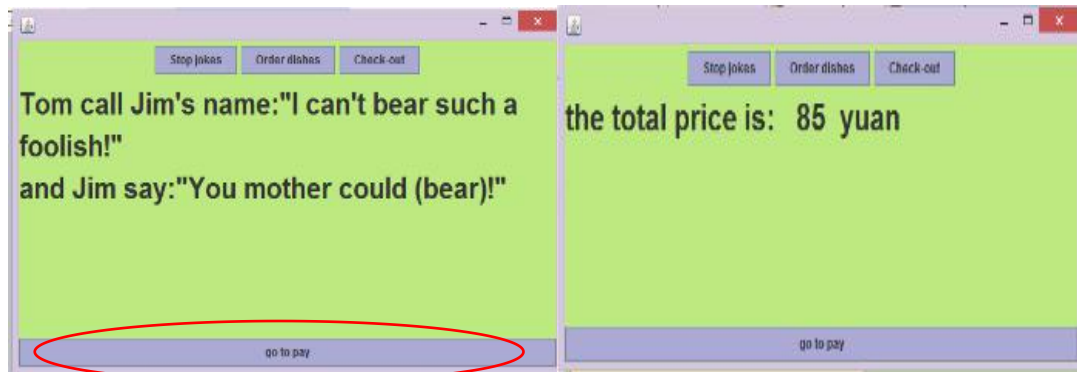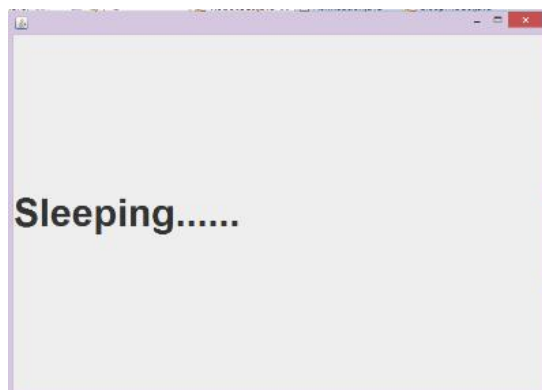
8. When you are to leave, click" go to pay" and the robot will show a farewell message to you.
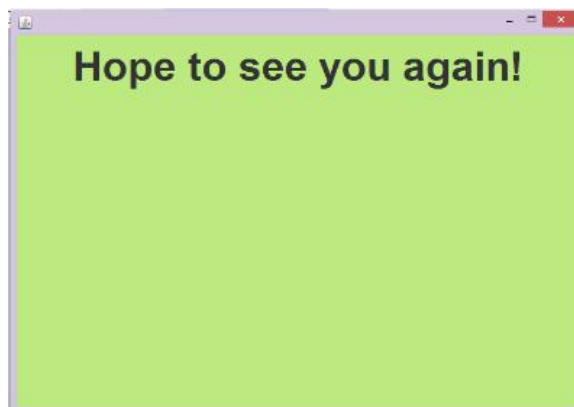
9. Click the close button on the top right corner to exit the whole program.

10. If the robot is inactive for 30 seconds, it will enter a sleeping mode. And if you just move the mouse, the sleeping interface will disappear and the robot will be awakened.

P.S: 1. All the names and prices of dishes are read from the corresponding files(like FishDishes and so on).

　　2. When a dish or drink is selected, the corresponding number in the corresponding file (like fishRecorder and so on) will be decremented .

　　3. The total price will be read and calculated from the 'totalPrice' file.

　　4. The welcome, farewell and joke messages are read from 'welcome' 'farewell' and 'jokes' file respectively.