## **BPC-BDS**

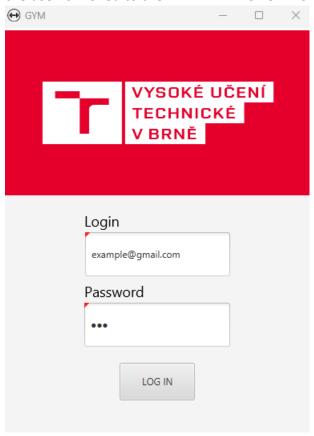
# **PROJECT ASSIGNTMENT 3**

SAMUEL ŠULKA (241116)



#### **LOGIN**

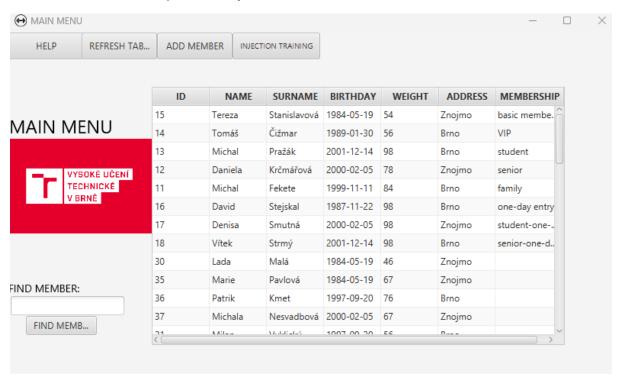
After starting the application, the user will see the LOGIN environment, in which you enter the login data from the bds.login tables. The bds.login table in pgadmin was directly created for the login of fitness center administrators who can add new fitness center members. After entering the correct login in the form of email and the correct password, the user logs in with the "LOG IN" button. The login and password are verified and if the data is correct, the user is moved to the "MAIN MENU" environment.



LOGIN window

#### **MAIN MENU**

In the main menu, the user will notice a large table that displays all members of the fitness center and the main information about them (eg ID, first name, last name, birth, weight, address and type of membership). To the left of the table is a search box where the user can enter ID of searched member and the pop-up window with the results will appear after pressing button "FIND MEMBER". After entering ID of a member to a text field upon the button, in the table will appear just one member with entered ID. There is also HELP button that will help you orient in the GUI. REFRESH button will refresh all the members after using FIND button. Also the ADD MEMBER button will pop-up window with form to create a new member. The INJECTION TRAINING button will open a new window with table and 3 function buttons that represents injection.



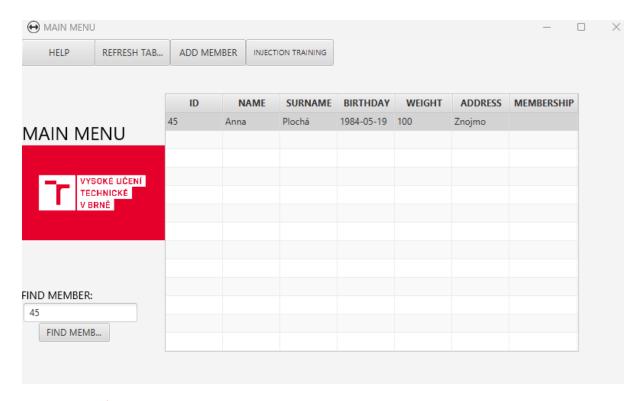
MAIN MENU window

#### FIND BUTTON AND TEXT FIELD

User can find any member by typing ID in text field and the member will appear in table.

By pushing REFRESH button, the table will reset.

Even if the user has used the search, he can still use detail view of member.



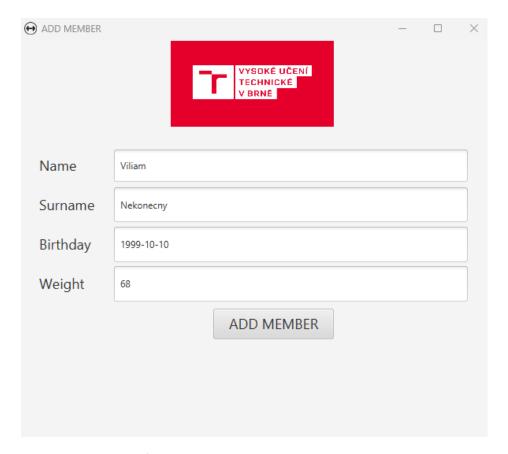
**SEARCH window** 

## **ADD MEMBER**

After pushing a ADD MEMBER button, the pop-up window will appear.

User can add member with his basic informations.

User have to push ADD MEMBER button.

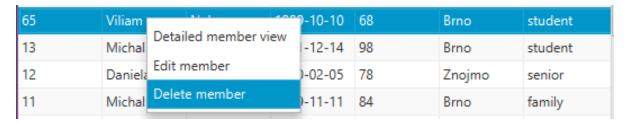


#### **ADD MEMBER window**

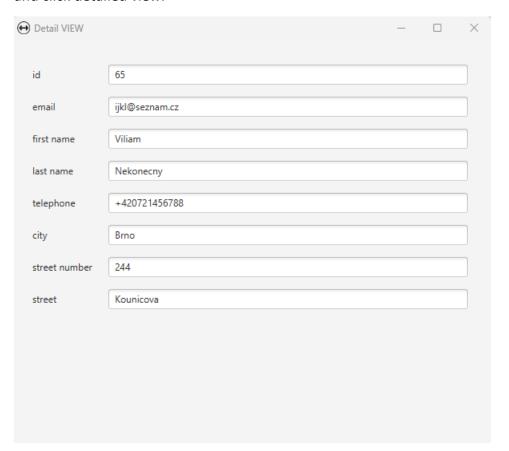
After returning to MAIN MENU and pressing refresh button, the newly added member will appear in the table.



The newly added member can be deleted within a seconds by pressing right button of a mouse of user on a concerned member.



If user want to know more about any of members, he can just press right button on a mouse and click detailed view.

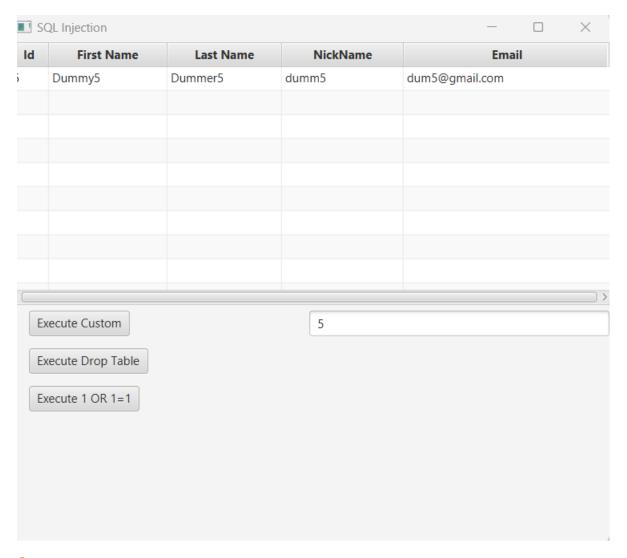


## **INJECTION TRAINING**

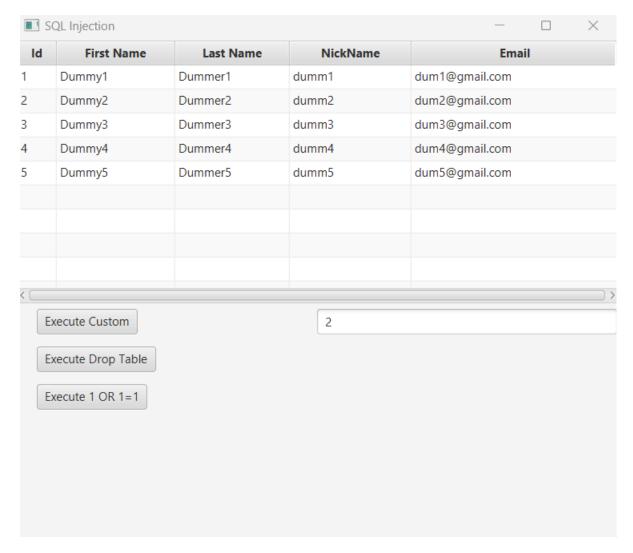
For this function was created so called "dummy table" to be destroyed.

After typing ID in text field, u can choose what injection u want to execute.

You can even drop the whole table.



Custom execute



1 OR 1=1 execute

## **GOAL OF THE APPLICATION**

- -The main goal of this application for me was to make a simple use application, which can use everyone.
- I also wanted to do tabular application.
- -To make the application functional