Hello and welcome to our movie theater system. On start up of our program we will see the Main Menu as shown below

```
mpater Science 2 Projects(Project>java
Welcome to GENERIC Movie Theater!
Please select an option below.
=========================
          MAIN MENU
1. Customer
2. Staff
3. Exit
=========================
Enter your choice: |
```

From here the user has the option to enter the menus for **Staff** or for **Customer.** If the user were to select the Customer menu, they would be given the option to be signed in if they are a member, Register as a new member, Login as a guest, or return back to the previous menu.

```
=========================
Enter your choice: 1
=========================
          CUSTOMER MENU
1. Customer Login
2. Customer Registration
3. Login as Guest
4. Main Menu
=========================
Enter your choice:
```

If the first option was selected, the user will be prompted to enter their phone number and password.

```
=========================
Enter your choice: 1
Please enter your phone number
5751234567
Please enter your password.
password
```

For now, let's backtrack to **Customer Registration,** the second option from the previous menu. It will prompt the user to enter the customer's information including first and last name, birth date, phone number, and of course a password. As the display shows if this information is entered incorrectly they will get the option to try again. In the example there were to many digits entered for the phone number.

```
========================
Enter your choice: 2
Please enter your first name.
John
Please enter your last name.
Doe
Please enter your date of birth (mm/dd/yyyy)
01/02/2003
Please enter your phone number
57512345670
Incorrect number of digits. Please try again.
Please enter your phone number
5751234567
Please enter your password.
password
========================
```

The last option of that menu and signing in will take the user to the **Transaction Menu**.

```
========================
          TRANSACTION MENU
1. Buy Tickets
2. Concessions
3. Payment
4. Main Menu
========================
Enter your choice:
```

From here the user is given the option to **Buy Tick**ets for a movie, buy **Concessions**, continue to the **Payment** screen, or return to the **Main Menu**. Let's buy some tickets.

```
=========================
Enter your choice: 1

1. Title: Title: Batman
Runtime: 1h 36m
Rating: PG-13
3D: No
Synopsis: Batman battles the Joker in this...
Time: 1930
Screen: Name: Screen 1 Type: REGULAR

2. Title: Title: Heat
Runtime: 2h 50m
Rating: R
3D: No
Synopsis: Master criminal Neil McMauley...
Time: 2230
Screen: Name: Screen 5 Type: IMAX


Enter Movie selection, enter 0 when finished.
```

The user is given different film information to make a selection. By choosing the title number we will be moved to the seat selection, or they can return to the previous screen by entering 0. In this example we'll choose 1 Batman and hit enter.

```
Enter Movie selection, enter 0 when finished.
1
        =================================   SCREEN   =================================
||      [A01] [A02] [A03] [A04] [A05] [A06] [A07] [A08] [A09] [A10] [A11] [A12] [A13] [A14]  ||     ||
||      [B01] [B02] [B03] [B04] [B05] [B06] [B07] [B08] [B09] [B10] [B11] [B12] [B13] [B14]  ||     ||
||      [C01] [C02] [C03] [C04] [C05] [C06] [C07] [C08] [C09] [C10] [C11] [C12] [C13] [C14]  || E ||
||      [D01] [D02] [D03] [D04] [D05] [D06] [D07] [D08] [D09] [D10] [D11] [D12] [D13] [D14]  || X ||
||      [E01] [E02] [E03] [E04] [E05] [E06] [E07] [E08] [E09] [E10] [E11] [E12] [E13] [E14]  || I ||
||      [F01] [F02] [F03] [F04] [F05] [F06] [F07] [F08] [F09] [F10] [F11] [F12] [F13] [F14]  || T ||
||      [G01] [G02] [G03] [G04] [G05] [G06] [G07] [G08] [G09] [G10] [G11] [G12] [G13] [G14]  ||     ||
||      [H01] [H02] [H03] [H04] [H05] [H06] [H07] [H08] [H09] [H10] [H11] [H12] [H13] [H14]  ||     ||

Choose seat(s). Enter 'f' when finished.
|
```

The user will be given a display of the layout of the theater and asked to chose seat numbers. Then once they are done, we will enter 'f' to leave. Here we will select E07 and E08.

```
Choose seat(s). Enter 'f' when finished.
E07
E08
f
```

When the user selects f we will be returned to the **Transaction Menu**.

```
==========================
       TRANSACTION MENU
1. Buy Tickets
2. Concessions
3. Payment
4. Main Menu
==========================
Enter your choice:
```

Next, we can select the Concessions option to pick some snacks.

```
Enter your choice: 2
1. Popcorn Price: $5.00
2. Soda Price: $3.00
3. Candy Price: $2.00

Enter product selection, enter 0 when finished.
```

As shown here it displays what is available to purchase and the price. The user only needs to select the item or items they would like and then enter 0.

This will take the user back to the Transaction Menu. Where they can select option 3 to pay out.

```
Enter your choice: 3


Seat: E07 Price: $11.50
Seat: E08 Price: $11.50
Popcorn Price: $5.00
Soda Price: $3.00
Candy Price: $2.00
----------------------
Total: $33.00

=========================
         PAYMENT MENU
1. Cash
2. Credit Card
3. Gift Card
4. Exit
=========================
Please select your payment method.
```

In the payment screen it displays the tickets and items picked out from concession. It also gives the total for the whole transaction. For the purposes of this example, it was chosen to pay in cash.

```
=========================
Please select your payment method. 1
Cash Amount: 33
Payment of $33.0
Cash: 33.0
-------------------------------------
Change Due: $0.00
TRANSACTION COMPLETE. THANK YOU!

*** John just earned 3.3 points! ***

=========================
```

After selecting the payment type it will show if there any change due and will add points to the customers' reward system. The same thing happens in the credit card and gift card payment accept they ask for the card information and in the case of the credit card the customers information.

```
--------------------------
Please select your payment method. 2

Amount Due: $11.50
Enter the first name on the account.
John
Enter the Last name on the account.
Doe
Enter the credit card number.
12345678790
Enter the expiration date for the credit card.
04/2025
Enter the security code.
123
Payment of $11.5
Card Number: 12345678790
Expiration date: 04/2025
----------------------------------
TRANSACTION COMPLETE. THANK YOU!
```

Now we've seen the customer side lets take a look at the Staff option from the Main Menu.

```
Enter your choice: 2
Please enter your user name.
jbock
Please enter your password.
Whiskey
Welcome employee Jordan
=========================
        STAFF MENU
1. Register New Staff
2. Remove Staff
3. Display Members List
4. Display Employees
5. Inventory
6. Main Menu
=========================
Enter your choice:
```

When a staff member signs in, they will be prompted for their username and password. The options displayed will be the ability to remove or add staff if they have the position of manager, display the customer member list, display the employee list, move to the inventory menu, or return to the main menu. Let's select Register New Staff.

```
=========================
Enter your choice: 1
Please enter employee first name.
John
Please enter employee last name.
Doe
Please enter employee position.
Cashier
Please enter employee user name
jdoe
Please enter your password.
password
Please enter employee pay rate.
15.00
-------------------------
```

The user will be prompted to give information for the staff member and assign them a position, username, a password, and their pay rate. They will then be returned to the Staff Menu. If we select option 4 now, we will see our new staff member.

```
Enter your choice: 4
name: Jordan Bock position: Manager pay rate: 40.45
name: Giovanni Pernudi position: Manager pay rate: 40.45
name: Michael Sanchez position: Cashier pay rate: 18.45
name: John Doe position: Cashier pay rate: 15.0
=========================
        STAFF MENU
```

If we choose to remove them, we will be prompted for their username.

```
-------------------------
Enter your choice: 2
Please enter username of employee to remove:
jdoe
Employee removed.
-------------------------
```

If the user loads the employee list again, they will see the user we made is now gone.

```
==========================
Enter your choice: 4
name: Jordan Bock position: Manager pay rate: 40.45
name: Giovanni Pernudi position: Manager pay rate: 40.45
name: Michael Sanchez position: Cashier pay rate: 18.45
==========================
         STAFF MENU
```

Since we're displaying lists lets go ahead and enter option 3 and check if the user made earlier is there.

```
--------------------------
Enter your choice: 3
Donald Duck
Member ID: 5757777777 Points: 0.0
--------------------------------
Minnie Mouse
Member ID: 5756666666 Points: 0.0
--------------------------------
Mickey Mouse
Member ID: 5758888888 Points: 0.0
--------------------------------
John Doe
Member ID: 5751234567 Points: 4.449999999999999
--------------------------------
Clarabelle Cow
Member ID: 5759999999 Points: 0.0
--------------------------------
--------------------------
```

We can see the user is in fact there and does have the points from the transactions earlier.The last menu to explore is option 5 the inventory menu.

```
==========================
          Inventory Menu
1. Show Inventory
2. Add to Inventory
3. Remove Inventory
4. Exit
==========================
Enter your choice:
```

Here we see the user has the options to show inventory, add items to inventory, and remove items from inventory. Let's show what's already there.

```
Enter your choice: 1
Popcorn Price: $5.00
Soda Price: $3.00
Candy Price: $2.00
=========================
```

And here we see the options from concession are stored here. Let's add a product to the list by selecting option 2.

```
-------------------------
Enter your choice: 2
Enter product name: Nachos
Enter product price: 3.50
Please enter number of units:
50
Successfully added to inventory.
-------------------------
```

When adding items to inventory, the user will be prompted to give the name of the product, the price, and the number of units that are being added. The last option is to remove something from inventory so let's select option 3 of this menu.

```
=========================
Enter your choice: 3
Please enter item to remove from inventory:
Soda
Product removed.
-------------------------
```

The user after selecting this option will be prompted to remove an item from inventory by the product name. If we load up the inventory again. We can see it has been removed.

```
=========================
Enter your choice: 1
Popcorn Price: $5.00
Candy Price: $2.00
Nachos Price: $3.50
=========================
```

The last thing the user can attempt is to exit the program entirely. If we pick option 3 to exit the inventory menu, then select option 6 of the Staff Menu we will see we're back at

the Main Menu. Once there all the user has to do is select option 3 and the program will end.

```
----------------------------
        MAIN MENU
1. Customer
2. Staff
3. Exit
============================
Enter your choice: 3
Exiting

C:\Users\jbock LCEHC\OneDrive -
```