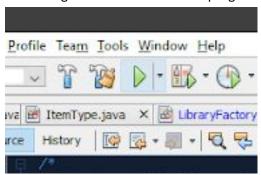


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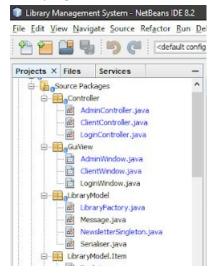
# **1 Running From Netbeans**

#### 1.1 Running Debug

Press the green arrow to start the program



If the program does not run or throws an error, inside the "LibraryFactory.java" class,



uncomment this line and run the program. Re-comment after the program has run.

```
//Open the library

public void openLibrary()
{

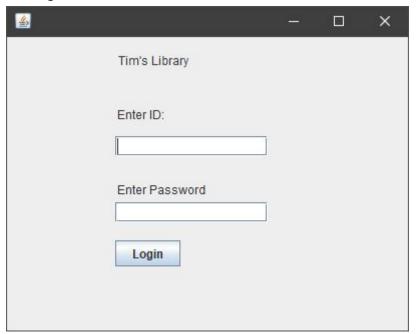
//Uncomment the line below to reset the library to default data

//resetToDefault();
```

# 2 Login

### 2.1 How to Login

Enter details into relevant field. Note: the ID usually starts with an A or C followed by numbers. Click the "Login" button after all information is entered.



### 2.2 How to Logout



Locate this button in the window and press it. This will log you out.

### 2.3 Default Accounts

These are the default accounts set into the program:

Admin (Alan Jones)

ID: A0

Password: admin

John Smith

ID: CO

Password: pass

Tom N. Jerry

ID: C1

Password: cheese

Simon Sayes

ID: C2

Password: yes

**Bopis Jonson** 

ID: C3

Password: no

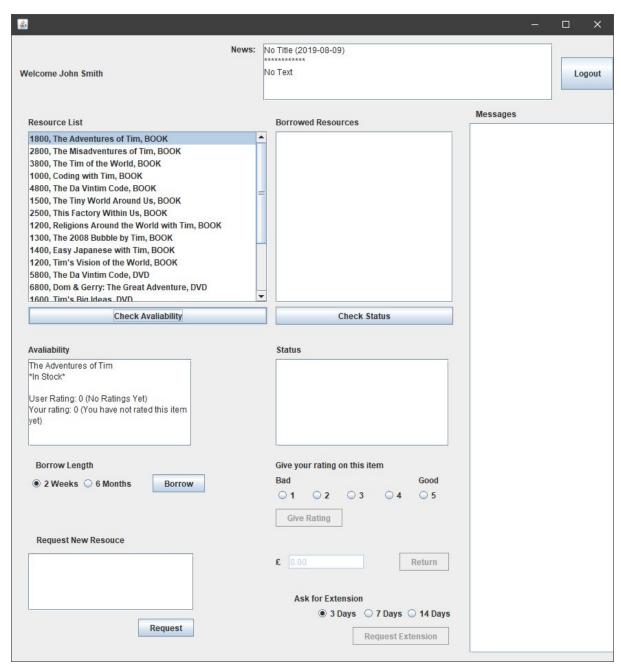
John Johnsons

ID: C4

Password: johnsons

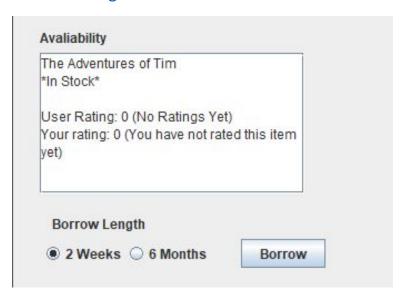
### **3 Client Window**

### 3.1 Checking Availability of Resource



Select a resource from the resource list and press "Check Availability", the information for that resource would be displayed in the box below.

#### 3.2 Borrowing a Book



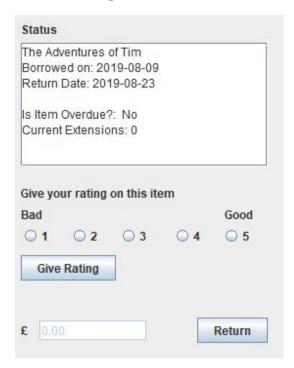
Check if the resource you want to borrow is displayed in the box, then choose a borrow length and press "Borrow".

#### 3.2 Checking Status of Borrowed Resource



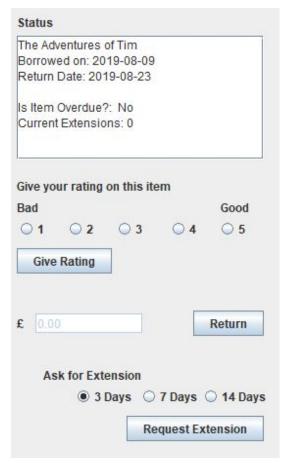
Select a resource from the borrowed resource list and press "Check Status", the information for that resource would be displayed in the box below.

# 3.3 Returning a Book



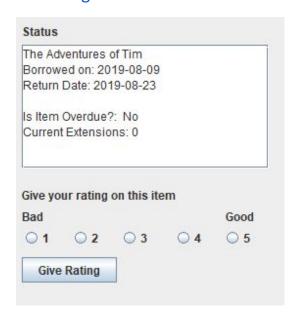
Check if the resource you want to return is displayed in the box, then press "Return". If the resource is overdue, then you must enter the exact amount owed in the bottom field then hit "Return".

### 3.4 Requesting Extension



Check if the resource you want an extension on is displayed in the box, then choose an extension length and press "Request Extension".

### 3.5 Rating a Resource



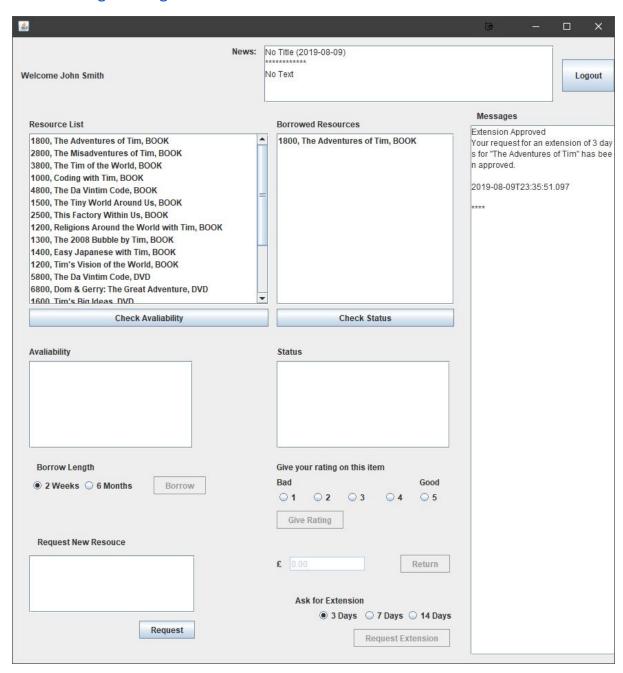
Check if the resource you want to give a rating to is displayed in the box, then choose a rating (1 to 5) and press "Give Rating".

### 3.6 Requesting a New Resource



Type in the box information about the resource you would like to be added to the library and press "Request", this will be sent to the admin.

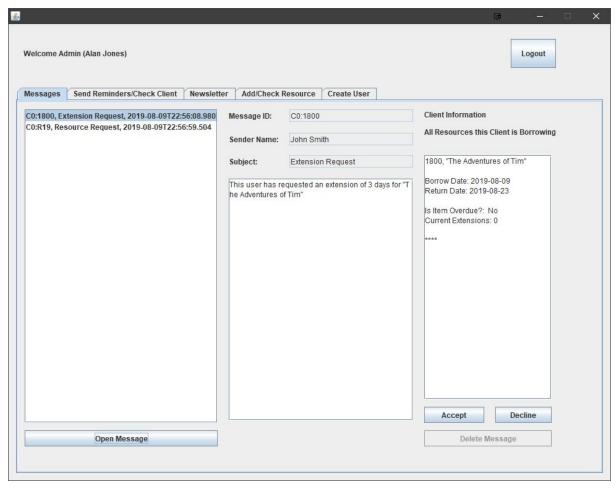
### 3.7 Checking Messages



Your messages are displayed on the right. Here you can see if your extension request has been granted or not, see reminders and messages from the administrator.

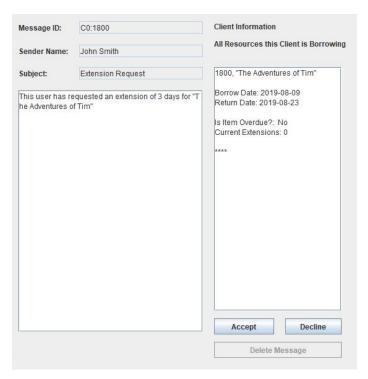
# **4 Admin Window**

# 4.1 Opening a Message



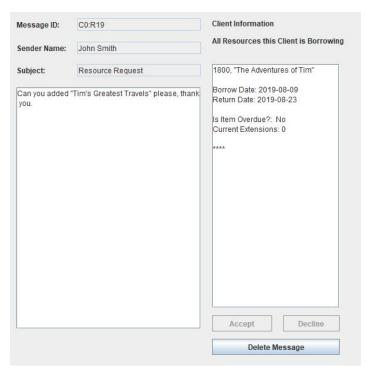
In the Message Tab, Select a message from the list on the left and press "Open Message"

# 4.2 Accepting/Declining an Extension



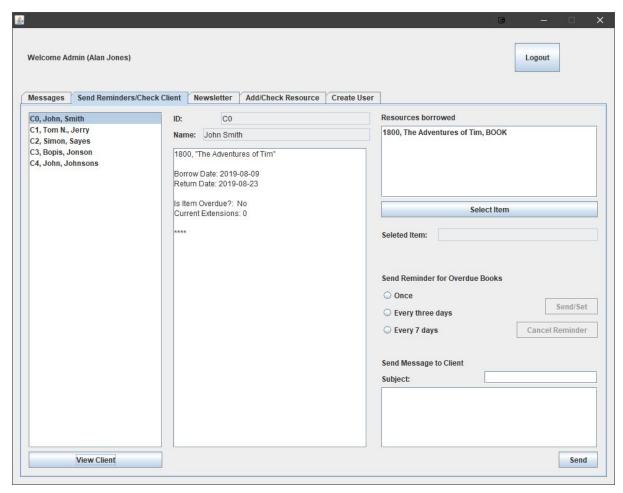
After coming to a conclusion about how to deal with the request, press either "Accept" to grant the extension or "Decline" to refuse the extension. After you press one of these buttons, the request will automatically be deleted.

# 4.3 Dealing with a Resource Request



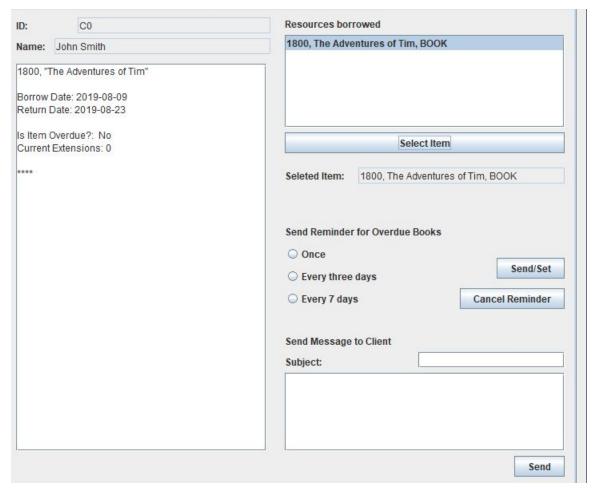
After reading the message, you can either leave it or delete it by pressing the "Delete Message" button.

# 4.4 Viewing Information About a Client



Select a Client from the list on the left and press "View Client". Information about what they are borrowing will be displayed.

#### 4.5 Sending Reminders to Clients



After deciding which resource you would like to send a reminder for, select it from the list on the right and press "Select Item" to select it. Then choose to either to send a one off reminder "Once" or have it automatically remind the client every three days by selecting "Every three days" or every seven day by selecting "Every 7 days". After you have chosen this, you can press "Send/Set" to send it.

#### 4.5 Canceling a Reminder



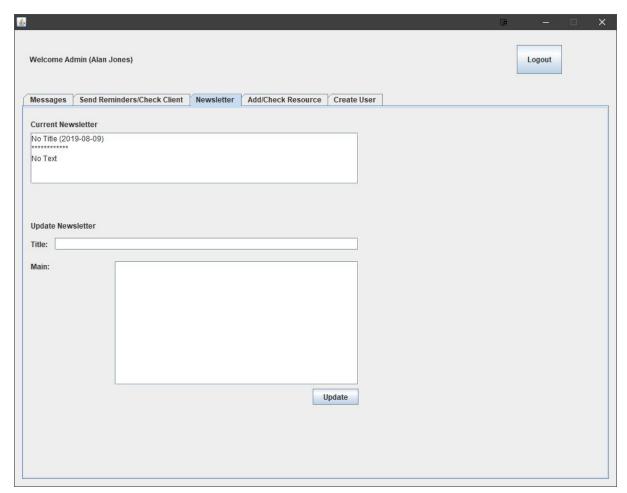
To cancel, check you have the right resource selected then press "Cancel Reminder", this will stop any future reminders.

### 4.6 Sending a Message to Client



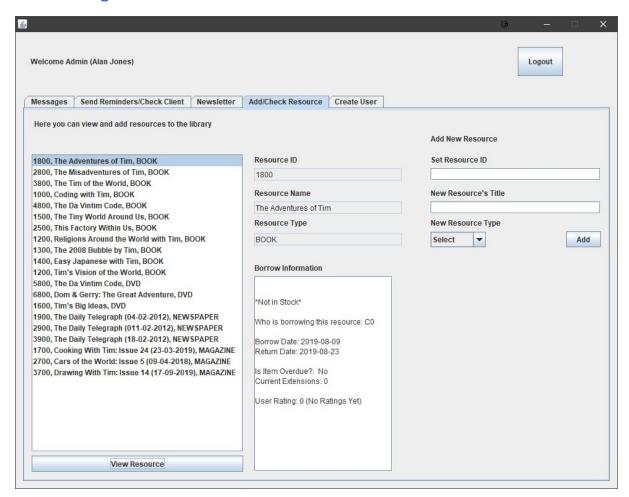
Check you have the right client selected, then write you subject in "Subject" and your message underneath that and press "Send"

# 4.7 Updating the Newsletter



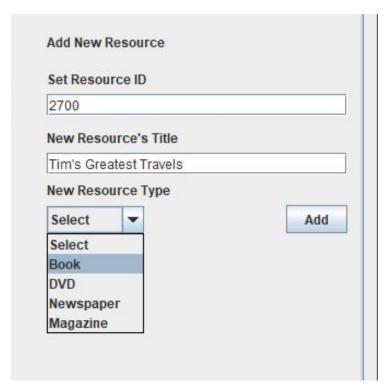
You can check the previous newsletter on the page as well. To update it, add a title then type the content underneath it. Once ready, press "Update". This will be sent to all clients.

### 4.8 Checking a Resource



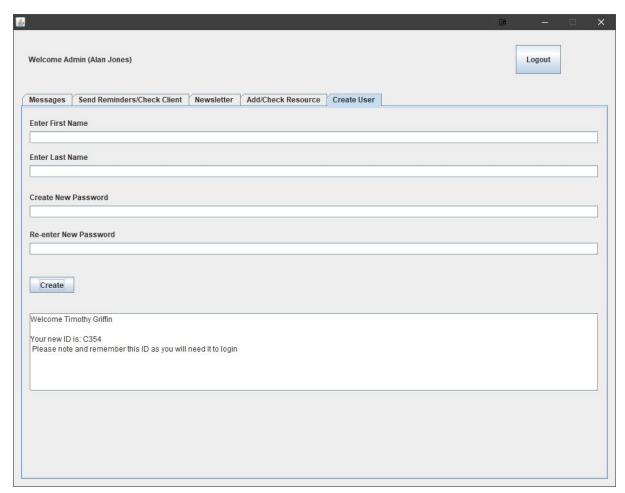
In the Add/Check tab, selected a resource from the list on the left and press "View Resource". Information of the resource will be displayed.

# 4.9 Adding a New Resource



To add a resource, type in a new ID for the resource at its title. Select the type of resource it is then press "Add". It will be added to the library.

# 4.10 Creating a New User



Under the "Create User" tab, Enter the details of the new user (have the new user type in their new password) and press "Create". Underneath it will confirm that a new user has been created and display the new ID for them. IMPORTANT: Please remember to tell the new user to remember this ID as they will need it to login.