**Checkout.cs**

*Version 1*

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| **Original Author** | Tyler Spada | **Date** | 4/26/2011 |
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| **File Name** | Checkout.cs | **File Version** | 1 |
| **File Location** | /CinderellaMGS/Checkout.cs | | |
| **File Uses** | DatabaseIO.cs, SQL\_Queries.cs | | |
| **File Used By** | Login.cs, Menu.cs | | |
| **Reason for Editing** |  | | |

| **Method** | **Line #** | **Purpose** | **Pre-Condition** | **Post-Condition** |
| --- | --- | --- | --- | --- |
| resetFields() | 47 | Clear the editable fields |  |  |
| Checkout\_Load() | 63 | Starts timers, fills fields to default, runs populate() |  |  |
| Timer1\_Tick() | 85 | Runs populate(), clears fields every 10 seconds |  |  |
| Populate() | 93 | Pulls current data to fill the list boxes. Allows user to choose which statuses are visible |  |  |
| UpdateButton\_Click() | 171 | Places the user-inputted data into the database |  |  |
| nameListBox\_  SelectedIndexChanged | 371 | Displays Cinderella details when a name is selected |  |  |
| closeToolStripMenuItem1  \_Click() | 653 | Closes form |  |  |
| resetFieldsToolStripMenu  Item\_Click() | 658 | Calls resetFields(), clears editable fields |  |  |
| shoppingCheck\_Checked  Changed() | 663 | Ensures that one check box is always checked,  Prevents a database crash |  |  |
| doneShoppingCheck\_  CheckedChanged() | 678 | Ensures that one check box is always checked, prevents a database crash |  |  |
| checkedOutCheck\_  CheckedChanged() | 693 | Ensures that one check box is always checked, prevents a database crash |  |  |
| Timer2\_Tick() | 708 | Displays a dot for every 1/5 of timer1, or every 2 seconds |  |  |
| aboutToolStripMenuItem1 \_Click() | 713 | Displays About form |  |  |
| nameListBox\_  MouseEnter() | 721 | Pauses both timers, changes the text of the progress status label to “Paused” |  |  |
| nameListBox\_  MouseLeave() | 729 | Starts the timers again, clears the status label, runs populate() to refresh data |  |  |