## Automated Web form filler and number logger App.

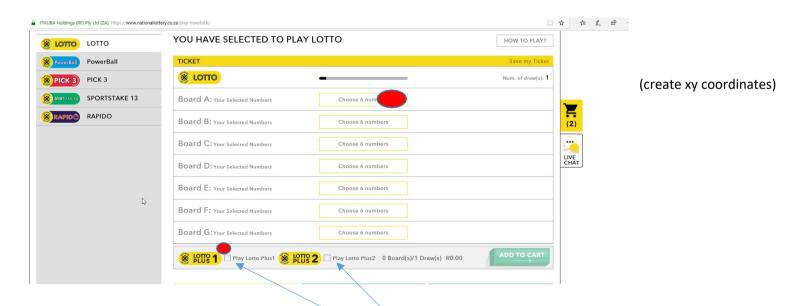
The app automates repetitive task of filling and logging numbers on number pads of gaming sites. The UI allows user select either of the game sites, HB, NL, SB.

## Its automation logging on NL Site:

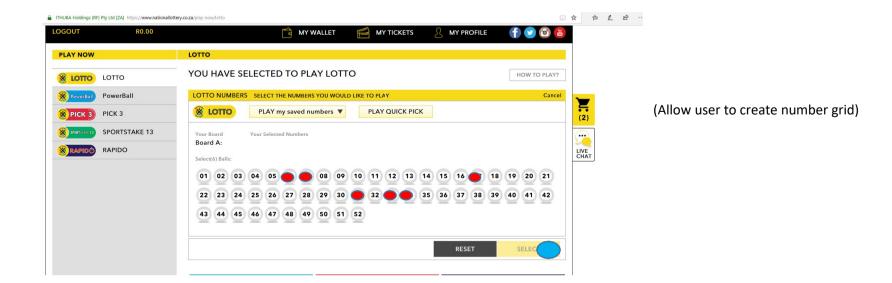
1. Once system has logged into user chosen site.

## 2. Automation (begins)

Gamebot Logger sends click signal on the site's input field marked (Board A) as shown here below, after which site reveals Board A's numeric input pad.

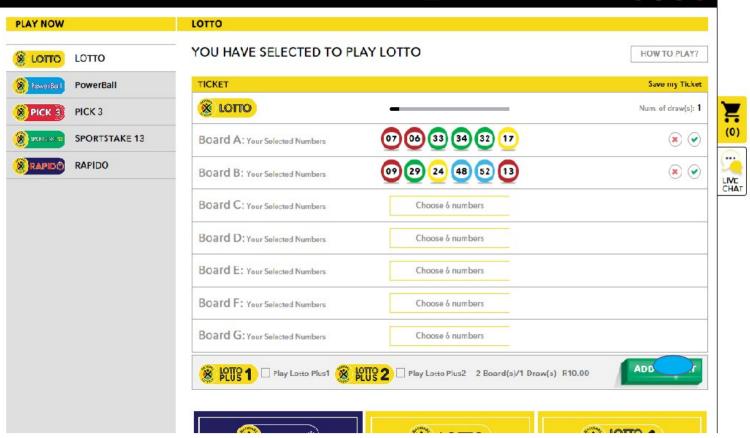


- 6.1 User is then given options whether he wants to include [1] or [2] or [1&2] or [none]. The choice is then applied to all forms of the game.
  - 3. Beginning with the first line of the imported txt file, Gamebot Logger sends click signals on appropriate numbers on the site's numeric pad and then confirms by clicking on select button on bottom right.

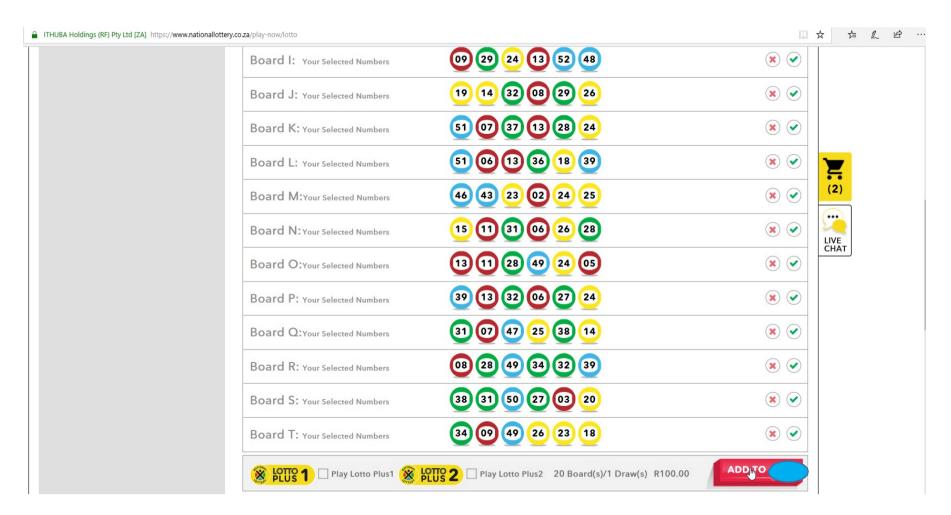


Once Board A numeric numbers has been confirmed, the site reveals more board as following here below.

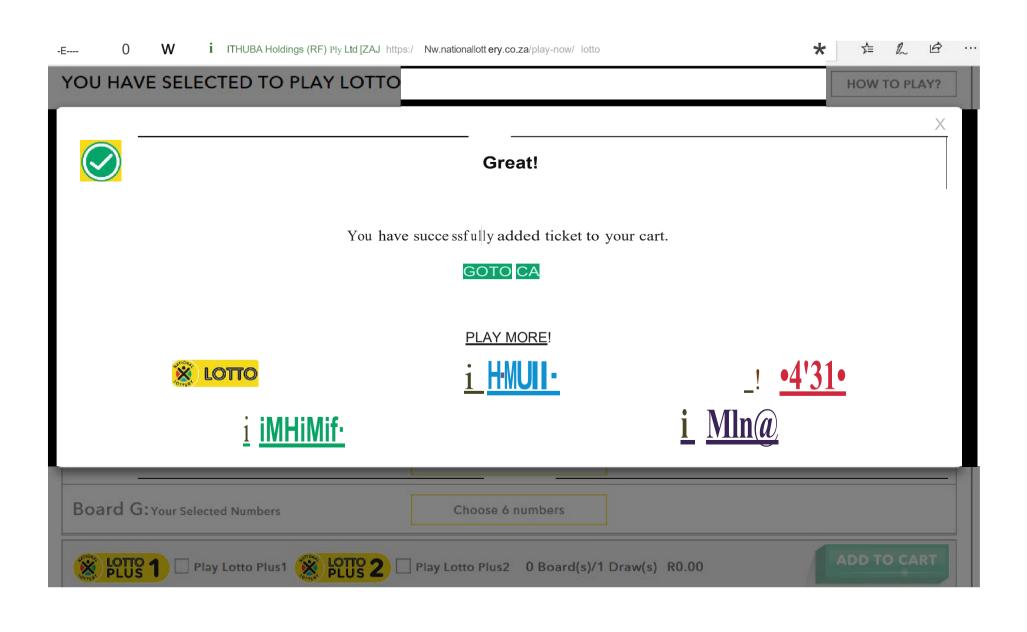
THUBA Holdings (RF) Pty Ltd [ZA] https://www.nationallottery.co.za/play-now/lotto



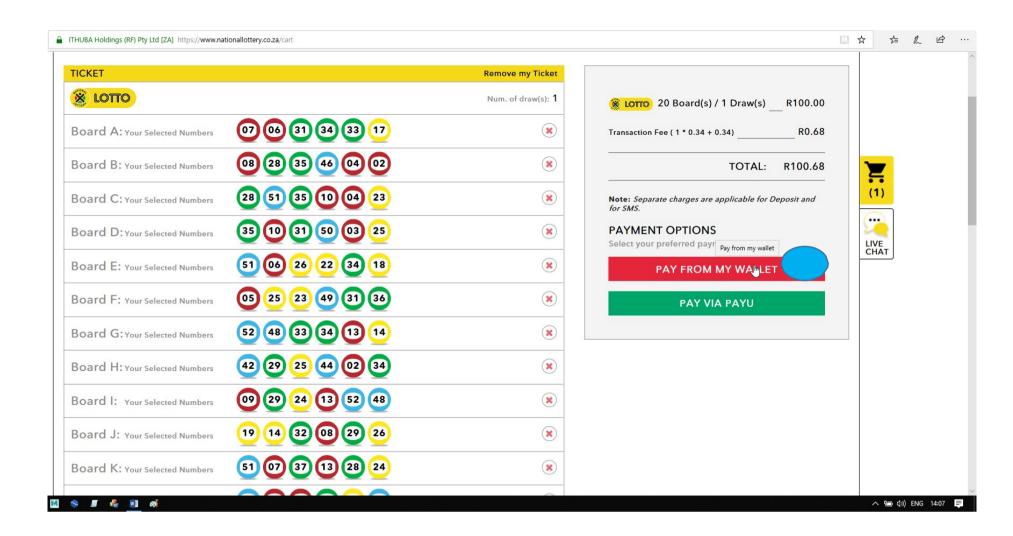
4. Then the Gamebot Logger Selects the next board, Board B which then reveals its number pad. The app inserts the next line of numbers from the txt file, then confirms with the first board.



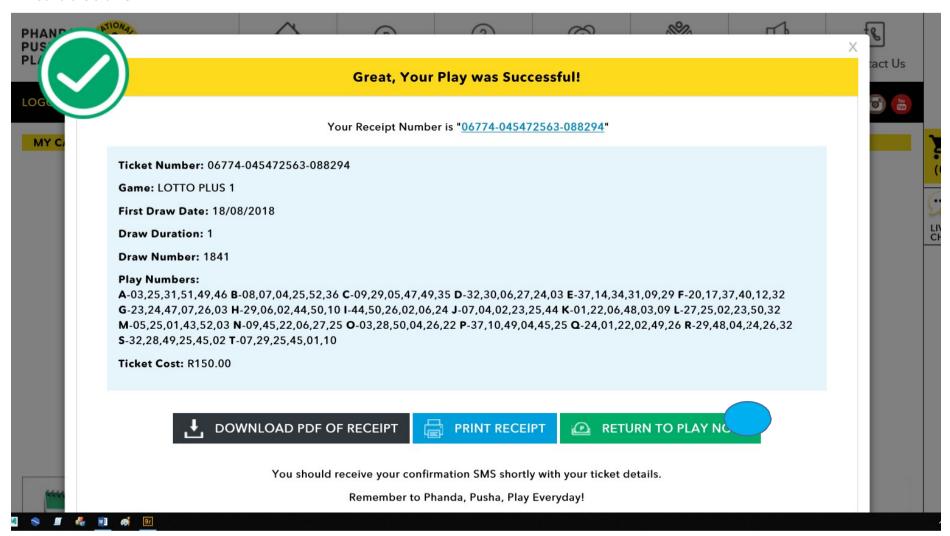
5. Process is repeated until board T or until all lines in the txt file have been inserted (if txt has less than 20 lines). Then App clicks the ADD TO CART bottom right of site lay out, (in the context of the example site given). The Add to card brings the Go to Card panel here below.



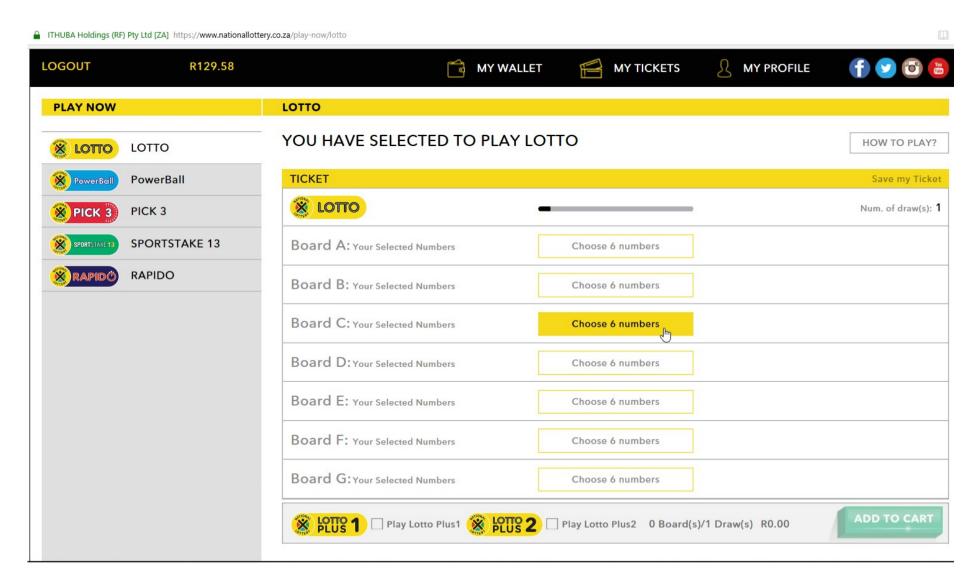
6. The Go to Card signal brings a panel that requires the user to confirm payment. The Add to card brings the following check out panel.



7. The payment confirmation brings the following panel, which concludes the transaction of logging and paying for 20, lines or less if fewer lines are found the txt file.



8. If there are more than 20 line in the txt file, the App click signals RETURN To PLAY Now brings back the initial board choices as in point 6 above and the process loops.



- 9. In order for app to be used for any plat form, the Gamebot logger app has uses resize-able frames (windows) which first has to be set up. These can be de drawn and resized to cover rectangular region a site's number pad. With this frame, the user is able to guide the app as where a site's number pad is located and to be able to move it as the site changes interactively bringing more boards and input field. (Please advise this might be rudimentary, if there is better way of doing it let me know.
- 10. The gaming sites are interactive and Gamebot themselves. Completion of clicking process invokes changes on the screen elements and as well as screen coordinates of some of the site's buttons.
- 11. The design of the Gamebot logger needs to accommodate this dynamism with frames that are also Gamebot and can respond accordingly after completing each click.
- 12. Because we are designing for several platforms yet we need to create flexible approach which allows the user to setup, scale or resize windows according to their need.
- 13. Our initial thinking is an with multiple frames and buttons that can be configured to send clicking signals one after each other as directed by user.