User manual.

Program "Freshman" designed for students vote to choose the elder of group and for professor to roll the students this direction.

- Enter to program.
  Here are choises for:
  1. Students.
  2. Monitor (this item is in development).
  3. Professors.
- Next point depending on an earlier choice:
  - For students:
    - For taking part in the voting pressed "1".
      - Introduce your ID:
        The system "sewn" ID students from 1 to 29 (file / mateacademyinputtask / arraysofvalues /PersonaDataOfStudents)
      - The following item:
        - If the student has not yet voted, he will be given a turn-by-turn list of students of his group besides him, and it is proposed to evaluate the quality on a scale from 1 to 10..
        - If a student has already voted, but vote still goes on, it displays information about it, and also potential candidates for ranking future monitor.
        - If the voting is over, information about the selected monitor is given..

  - For professors:
    - For a roll pressed "1".
      - Introduce ID:
        The system "sewn" ID Professors from 1 to 7 (file / mateacademyinputtask / arraysofvalues /ProfessorsData)
      - The following item:
        - A total list of students from this subject is displayed. And for each student individually his status is setted:
          - if present, pressed 1 if absent, pressed 2.
        - When the call is completed, the total list with the status quoted is re-displayed..

- Returning to the previous sub-item after the operation is performed with any key.
- Returning from the subclause to the main point occurs with the help of a key "**b**".
- Exit the program from the main point or from the subkey using the key "**0**".