Instructions

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1 UI

The overall UI is shown in figure 1. The meaning and function of each part will be illustated later.
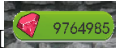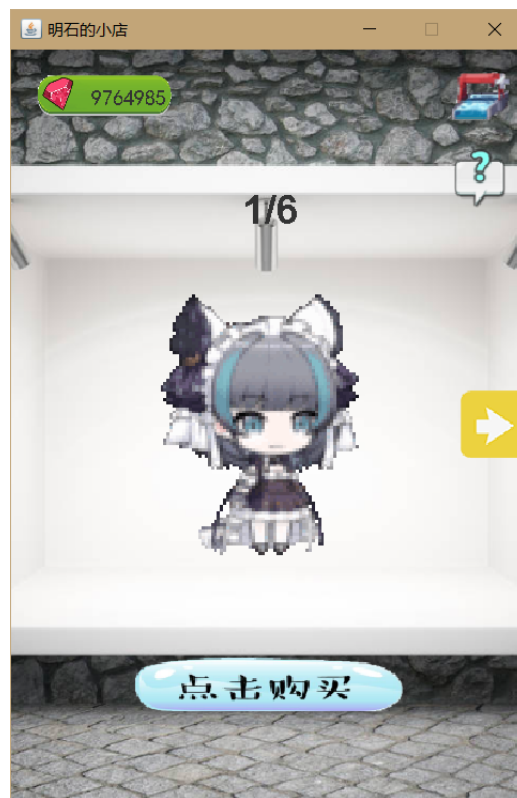

Figure 1: Overall UI

2 Add

The program provides the function of adding pets(or more specifically, ships). Note that the name of the newly generated pet will be randomly picked from pre-setted name sets according to their type, so there might be pets with **the same name** and so do the **image**. You can distinguish them by their price which is also randomly generated but has little probability of being the same. The steps are as below:

1. Click the button in the top-right corner of the UI.
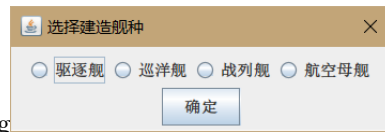
2. Select one type in the pop-up dialog . If mistakenly clicked, just leave all radio button unselected, and jump to 3.

3. Click the confirm button in the bottom.

3 Buy

As a so-called pet shop, the program simulates the action of 'buying' pets. Your money is shown in the top-left corner of the UI (Tips: See 8.3 to know how to edit your money). The buying steps are as below:

1. Click the button .

2. You can check the pets' info in the pop-up dialog . Click the confirm button if you want to buy, otherwise click the cancel button to exit.
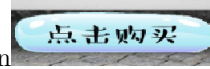
4 Change

You can change pets' nickname and price. The steps are as below:

1. Move your cursor over the pet, and right click.

2. In the pop-up dialog ![修改信息 dialog], enter the nickname and price you want, and click the confirm button.

3. To check the result, your can click the button ![点击购买 button] and see the pop-up dialog.

5 Delete

The program does not provide the exact function of 'deleting pets'. However, the same effect can be obtained by setting the price of a pet to 0 and buy it. The steps are as below:

1. Perform the 'change' action to change the price of the currently-displayed pet to 0.

2. Perform the 'buy' action to delete it.

6 Search

Given a key, you can search pets which has the key in their info includes type, autonym, nickname, and price. The steps are as below:

1. Click the button in the top right ![? button].

2. Enter the key in the text field in the pop-up dialog ![查找 dialog], and click the confirm button.

3. The search results will be displayed in the pop-up dialog.(If no pets matched, the content will only has the first line.) ![查找结果 dialog]
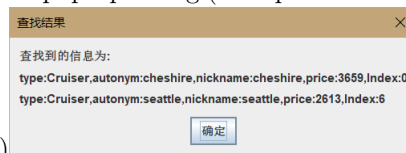
7 Switch Pets

You can switch the current-displayed pet by clicking the button ![left button] and ![right button].

8 Other Features

8.1 'Page Number'

'Page number' is shown in the UI slightly above the middle **1/7** . The number on the left means current index, and that on the right means total number of the pets.

8.2 Animation

There are 3 situations in which animation will be displayed:

- Click the switch button and .

- Finish to buy a pet.

- Left click when cursor is over a pet's image

8.3 Auto Saving and Loading

In every second, all pets information and user information will be saved to 'chara.conf' and 'user.conf' respectively in the directory 'conf'. And when the program(petShop.jar) is started, information in those 2 files will be loaded automatically. This means that you can edit information of user(money) and pets(name, price, ...) by editing those 2 files.