



# **User Manual For Project Ramen**

**Group: 54**

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## 1. Main System

### 1.1 Welcome Page

- ① Follow the instructions in readme to compile and run the main program.
- ② Run MainWorker to get the interface shown in **Figure 1.1**.
- ③ After running successfully, click the **Start** button to enter the fixed price interface.



Figure 1.1: Welcome page

## 1.2 Fixed Price

- ① The ramen price is fixed, and you can choose your own taste in **Figure 1.2.1**.
- ② There are three types of soup, three types of noodles and three types of spring onion. You can also choose whether to add nori, chashu and boiled egg.
- ③ There are six levels of spiciness, which can be selected by moving the users.

Self-service Machine

Ramen Price: **£6.6** Help

Soup	Tonkkotu	Shoyu	Shiyo
Noodles	Soft	Medium	Unavailable
Spring onion	No please	Just a little	A lot
Nori	No	Chashu	No
Boiled egg	No		

Spiciness: 0 1 2 3 4 5

33s 20% Return Next Step

**Figure 1.2.1: Fixed price page**

*Notice: if the option is grayed out, it is not available.*

- ④ There will be a prompt popping out if you choose the maximum spiciness (5 level) in **Figure 1.2.2**.

Self-service Machine

Ramen Price: **£6.6** Help

Wait

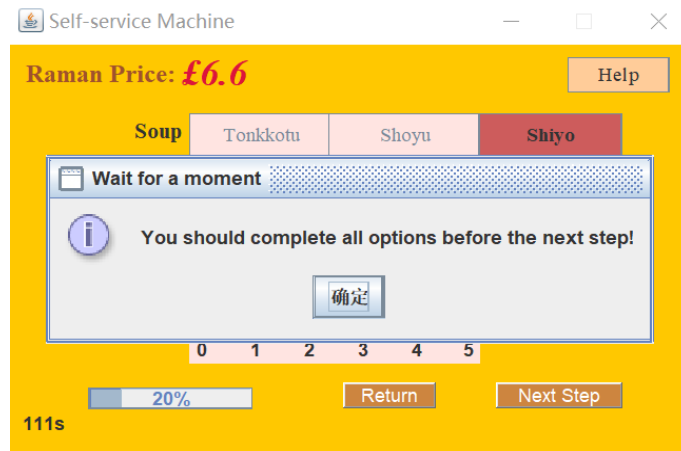
Warning!! You have chosen the highest spiciness!

Confirm

53s Step

**Figure 1.2.2: Choose for maximum spiciness**

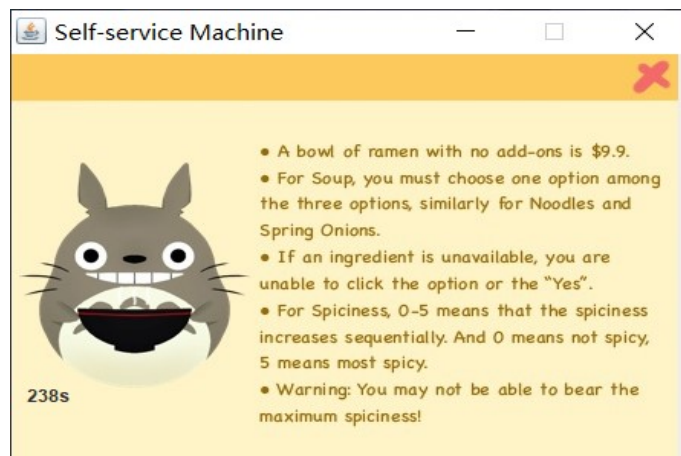
- ⑤ Click the “Return” button to return to the main page, click the “Next Step” button to enter the add-on page in **Figure 1.2.3**.



**Figure 1.2.3: Click next step button**

*Notice: “Next Step” button can only be clicked after selecting all options.*

- ⑥ Click the “Help” button in the upper right corner for instructions. Click the “X” to close the instruction in **Figure 1.2.4**.



**Figure 1.2.4: Help for fixed price page**

*Notice: After entering the ordering interface, the ordering progress and a 120-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

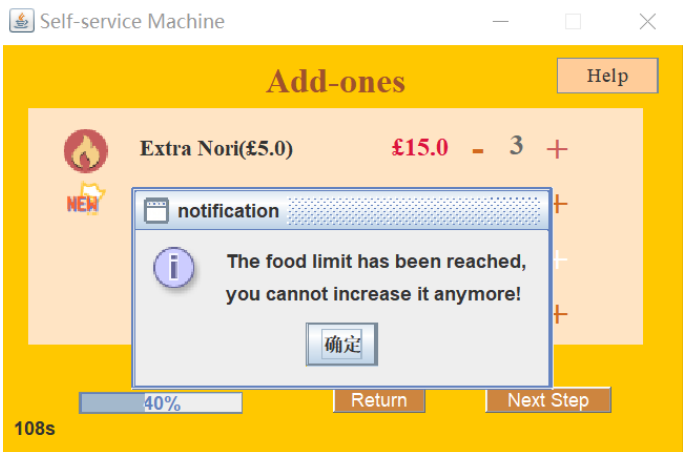
### 1.3 Add-ons Page

① There are some add-ons options for users like extra nori, extra boiled egg, bamboo shoots and extra chashu in **Figure 3.1.1**.

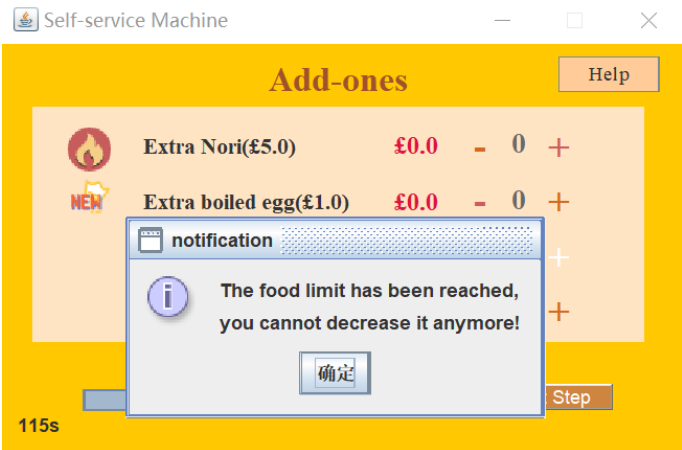


**Figure 1.3.1: Add-ons page**

② User can choose by clicking **-** or **+** and if user reach limit, there will be a pop-up prompt in **Figure3.1.2**, **Figure 3.1.3**.

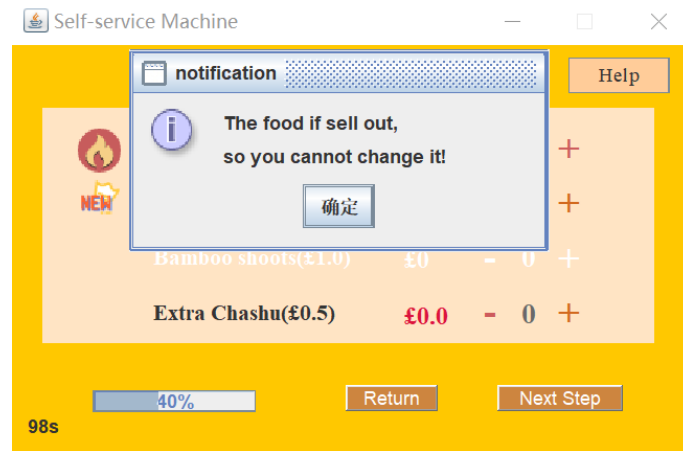


**Figure 1.3.2: Unavailable option for too much**



**Figure 1.3.3: Unavailable option for less than zero**

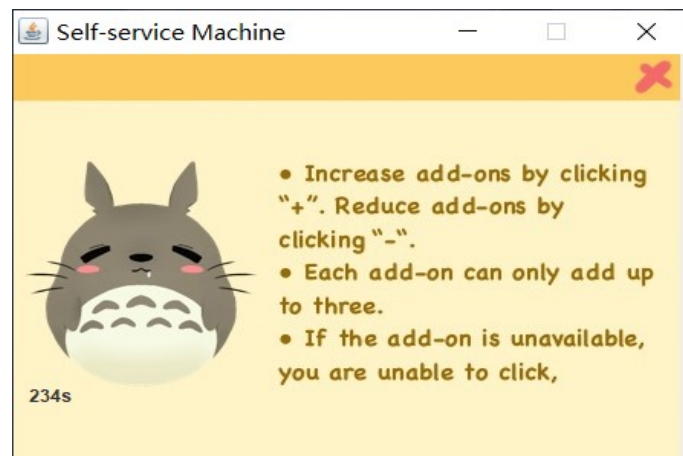
- ③ If user click button for sell out add-on, there will be a pop-up prompt in **Figure 3.1.4**.  
 ④ When the price changes, the total price of each food will also change.



**Figure 1.3.4: Unavailable option for sell out**

*Notice: if the option is grayed out, it is not available.*

- ⑤ Click the “Help” button in the upper right corner for instructions. Click the “X” to close the instruction in **Figure 1.3.5**.

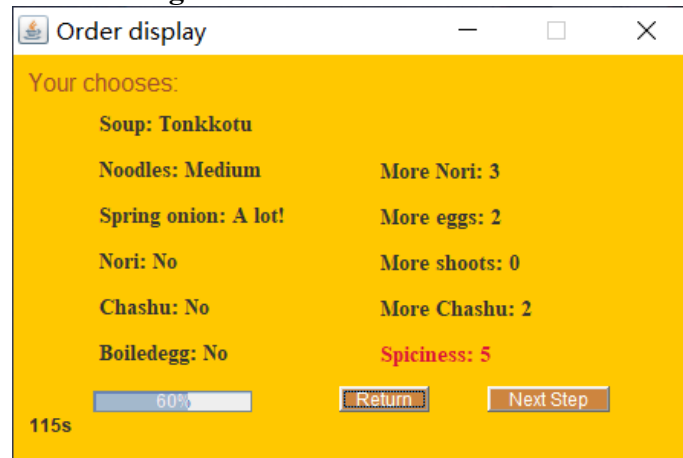


**Figure 1.3.5: Help for add-ons page**

*Notice: After entering the ordering interface, the ordering progress and a 120-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

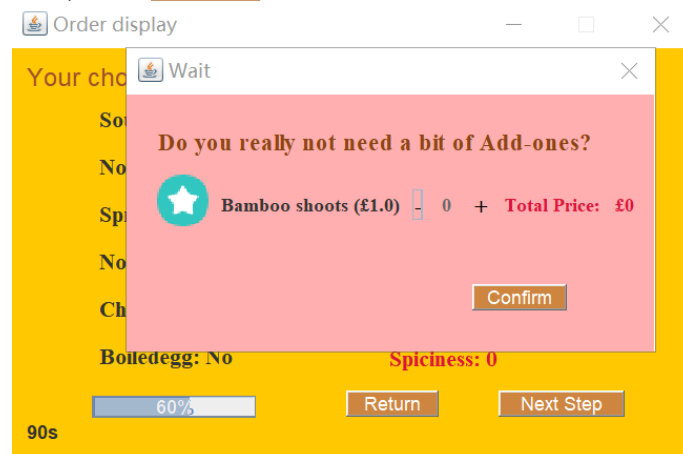
## 1.4 Order Display

- ① You can check the choose in **Figure 1.4.1**.



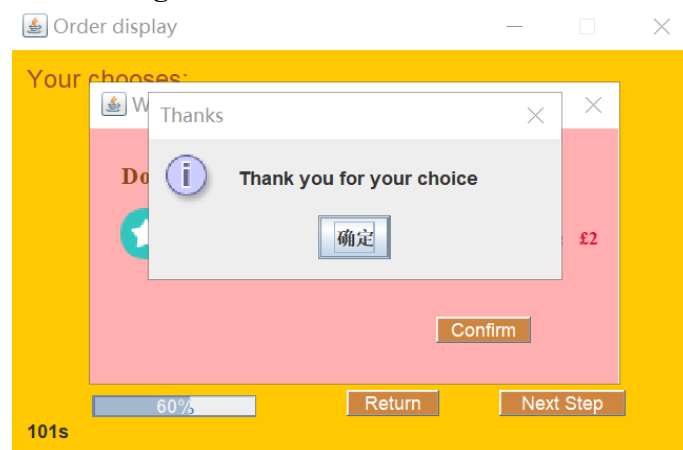
**Figure 1.4.1: Order display page**

- ② If there is no choose for add-on in last page (add-ons page), a pop-up window will appear, prompting users to recommend add-ons in the store, and asking again if it is determined that no add-on is needed in **Figure 1.4.2**, click **Confirm** button for continue.



**Figure 1.4.2: No choose add-ons prompt**

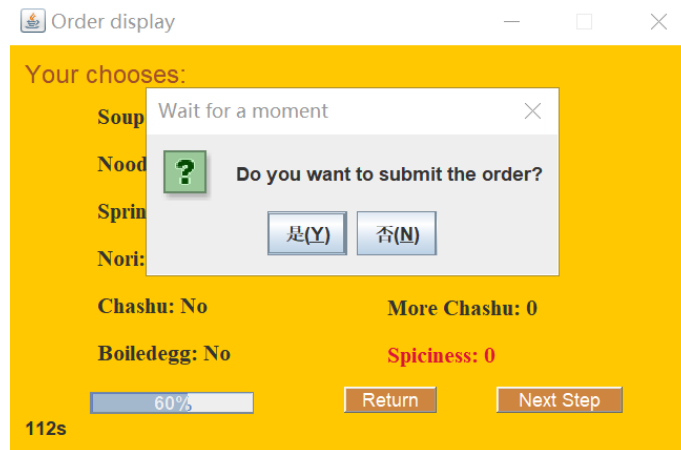
- ③ If you choose to add-on in the pop-up window, there will be a pop-up window to thank user for support, click OK to continue in **Figure 1.4.3**.



**Figure 1.4.3: Thank you for your choice**



④ Click the “Return” button to return to the main page, click **Next Step** button to enter the next page in **Figure 1.4.4**, and **Return** button for last add-ons page.



**Figure 1.4.4: Confirm to submit order**

*Notice: After entering the ordering interface, the ordering progress and a 120-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

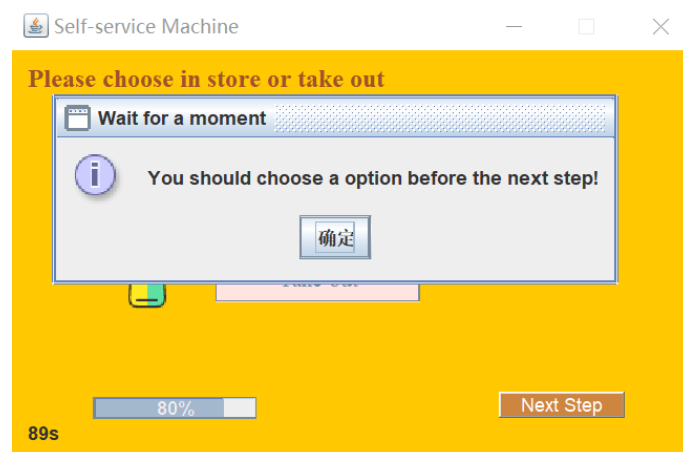
## 1.5 Eating Options

- ① This is a page about how to package a meal in **Figure 1.5.1**.



**Figure 1.5.1: In store or take out page**

- ② Users must choose one of eating in and taking away buttons, if you choose nothing will pop-up prompt in **Figure 1.5.2**.

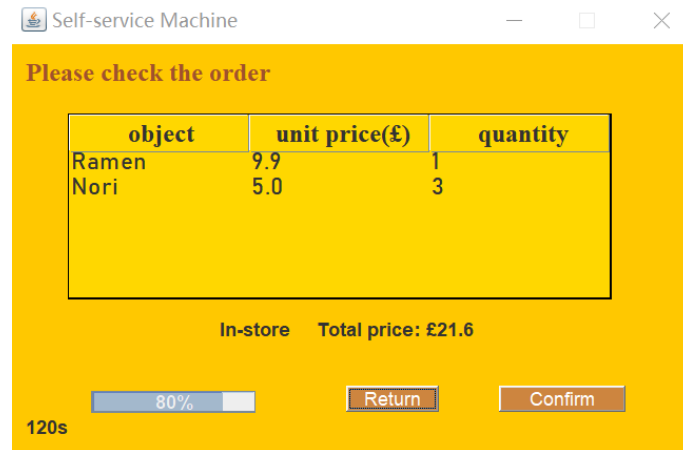


**Figure 1.5.2: Choose option**

*Notice: After entering the ordering interface, the ordering progress and a 120-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

## 1.6 Order Page

- ① The order details are displayed, users can check them before paying in **Figure 1.6**.
- ② Users can choose **Return** button for re-choose take away or dine and **Confirm** button for next pages.

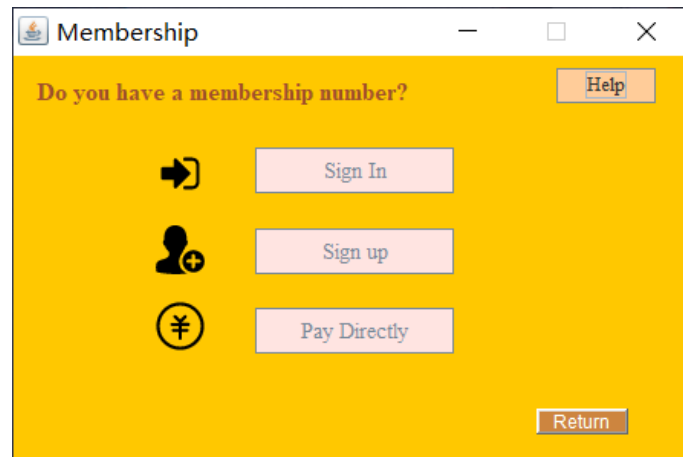


**Figure 1.6: Order page**

*Notice: After entering the ordering interface, the ordering progress and a 120-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

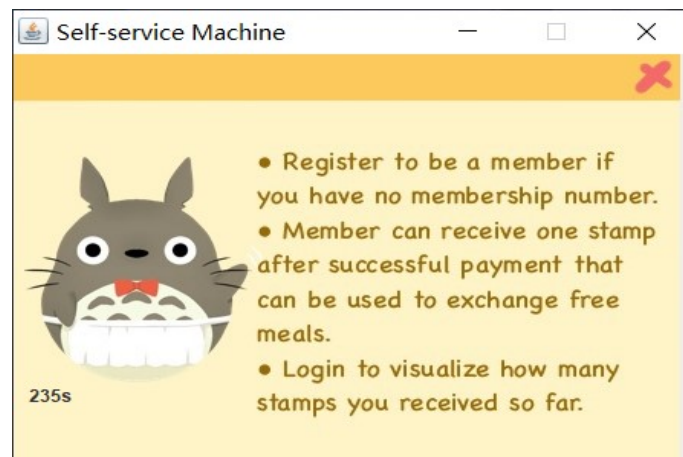
## 1.7 Paying

- ① Before paying, users can choose whether use members to collect redeemable stamps in **Figure 1.7.1**.
- ② You also can choose sign in or sign up button to collect redeemable stamps.



**Figure 1.7.1: Membership page**

- ③ Click the “Help” button in the upper right corner for instructions. Click the “X” to close the instruction in **Figure 1.7.2**.

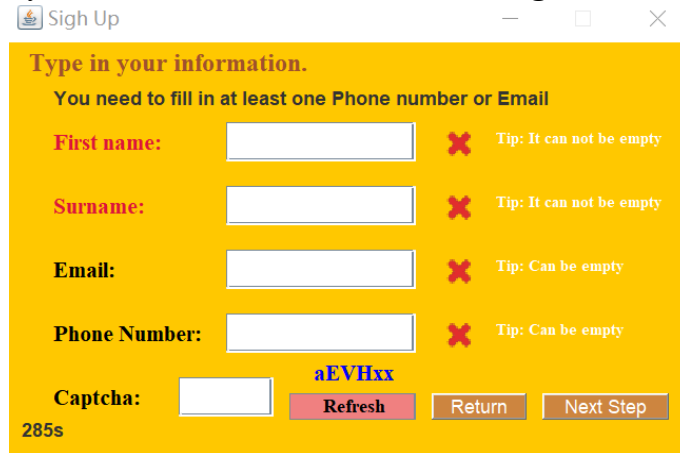


**Figure 1.7.2: Help for membership page**

*Notice: After entering the ordering interface, the ordering progress and a 120-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

## 1.8 Sign Up Page

- ① Users can sign up if you don't have a member account in **Figure 1.8.1**.

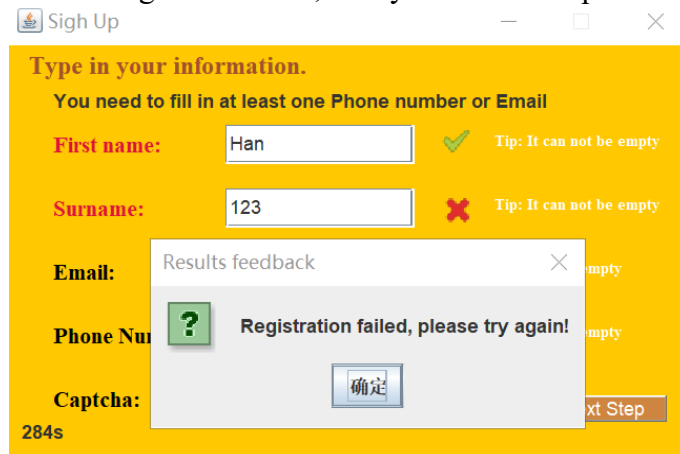


The screenshot shows a web browser window titled "Sign Up". The page has a yellow background and contains the following elements:

- Title:** Type in your information.
- Instruction:** You need to fill in at least one Phone number or Email
- Form Fields:**
  - First name:** An empty text input field with a red 'X' icon and the tip "Tip: It can not be empty".
  - Surname:** An empty text input field with a red 'X' icon and the tip "Tip: It can not be empty".
  - Email:** An empty text input field with a red 'X' icon and the tip "Tip: Can be empty".
  - Phone Number:** An empty text input field with a red 'X' icon and the tip "Tip: Can be empty".
  - Captcha:** A text input field containing "aEVHxx" with a "Refresh" button next to it. Below the input field is a timer showing "285s".
- Buttons:** "Return" and "Next Step" buttons are located at the bottom right.

**Figure 1.8.1: Sign Up page**

- ② If users type in obvious wrong information, the system will not pass the registration.

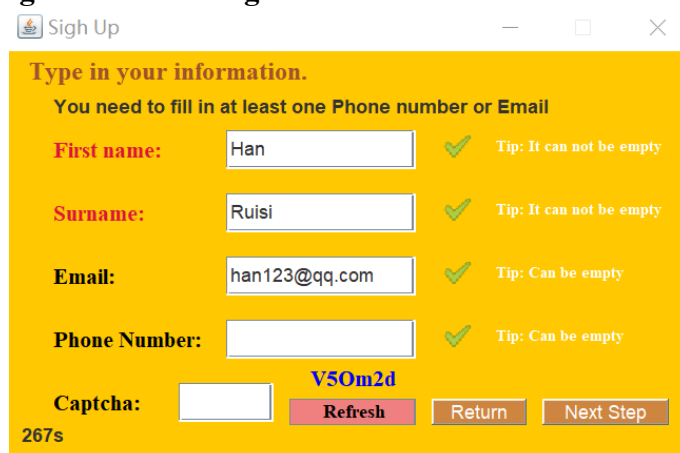


The screenshot shows the same "Sign Up" page as Figure 1.8.1, but with the following changes:

- First name:** Contains the text "Han" with a green checkmark icon and the tip "Tip: It can not be empty".
- Surname:** Contains the text "123" with a red 'X' icon and the tip "Tip: It can not be empty".
- Email:** An empty text input field with the tip "Tip: Can be empty".
- Phone Number:** An empty text input field with the tip "Tip: Can be empty".
- Captcha:** A text input field containing "V5Om2d" with a "Refresh" button next to it. Below the input field is a timer showing "284s".
- Buttons:** "Return" and "Next Step" buttons are located at the bottom right.
- Modal Dialog:** A "Results feedback" dialog box is open in the center of the screen. It has a green question mark icon and the text "Registration failed, please try again!". There is a "确定" (Confirm) button at the bottom.

**Figure 1.8.2: Type in wrong information**

- ③ Users can choose to join the loyalty scheme by entering first name, surname, email and/or mobile number. First name and surname are both compulsory, as well as at least one between email and mobile number in **Figure 1.8.2** and **Figure 1.8.3**.



The screenshot shows the same "Sign Up" page as Figure 1.8.2, but with the following changes:

- First name:** Contains the text "Han" with a green checkmark icon and the tip "Tip: It can not be empty".
- Surname:** Contains the text "Ruisi" with a green checkmark icon and the tip "Tip: It can not be empty".
- Email:** Contains the text "han123@qq.com" with a green checkmark icon and the tip "Tip: Can be empty".
- Phone Number:** An empty text input field with a green checkmark icon and the tip "Tip: Can be empty".
- Captcha:** A text input field containing "V5Om2d" with a "Refresh" button next to it. Below the input field is a timer showing "267s".
- Buttons:** "Return" and "Next Step" buttons are located at the bottom right.

**Figure 1.8.3: Type in correct email**

**Sigh Up**

Type in your information.  
You need to fill in at least one Phone number or Email

First name:  ✓ Tip: It can not be empty

Surname:  ✓ Tip: It can not be empty

Email:  ✓ Tip: Can be empty

Phone Number:  ✓ Tip: Can be empty

Captcha:  PxArkg  
287s Refresh Return Next Step

Figure 1.8.4: Type in correct phone number

- ④ If the user verification code is not entered correctly, it cannot be successfully registered in Figure 1.8.3.

**Sigh Up**

Type in your information.  
You need to fill in at least one Phone number or Email

First name:  ✓ Tip: It can not be empty

Surname:  ✓ Tip: It can not be empty

Email:  ✓ Tip: Can be empty

Phone Number:  ✓ Tip: Can be empty

Captcha:  V5Om2d  
286s Refresh Return Next Step

Results feedback  
? Registration failed, please try again!  
确定

Figure 1.8.5: Type in wrong captcha

- ⑤ Click the **Refresh** button to replace the verification code.
- ⑥ If the user verification code and required information are filled in correctly, click **Next Step** button and the registration is successful in Figure 1.8.6.

**Sigh Up**

Type in your information.  
You need to fill in at least one Phone number or Email

First name:  ✓ Tip: It can not be empty

Surname:  ✓ Tip: It can not be empty

Email:  ✓ Tip: Can be empty

Phone Number:  ✓ Tip: Can be empty

Captcha:  V5Om2d  
295s Refresh Return Next Step

Results feedback  
? Registration success!  
确定

Figure 1.8.6: Registration success

*Notice: After entering the ordering interface, the ordering progress and a 300-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

## 1.9 Successful Registration Page

- ① Upon entering and pressing confirm, the customer will receive an email and/or an SMS with an 8-digit membership number. In addition, the machine will also print a ticket with the registration details in **Figure 1.9.1** and **Figure 1.9.2**.

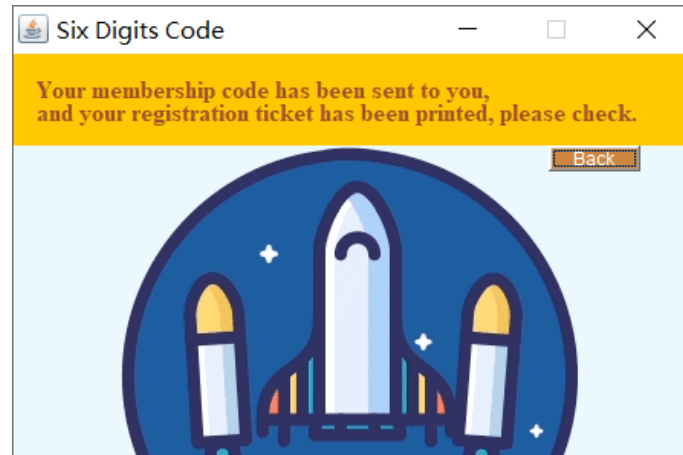


Figure 1.9.1: Successful registration page

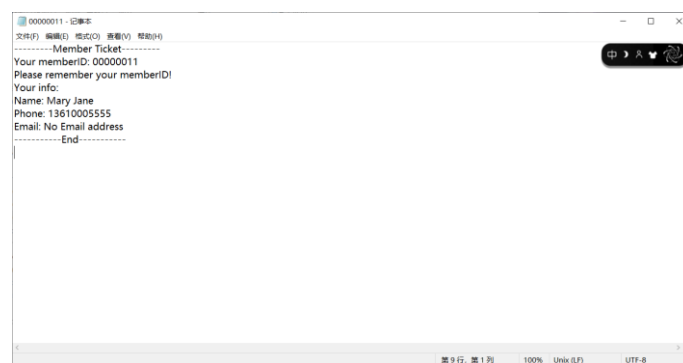


Figure 1.9.2: Registration information storage

- ② There will be a pop-up window prompting the user to continue to login in **Figure 1.9.3**.

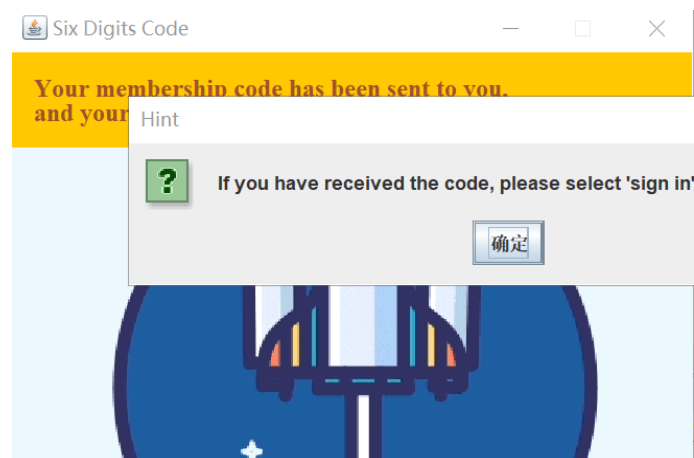
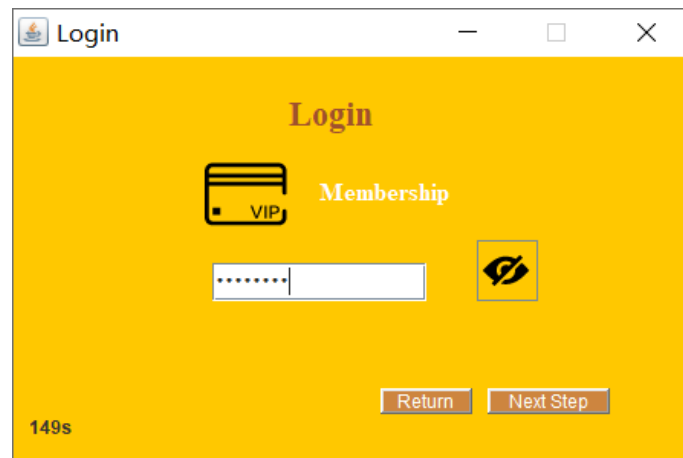


Figure 1.9.3: Pop-up for prompting log in

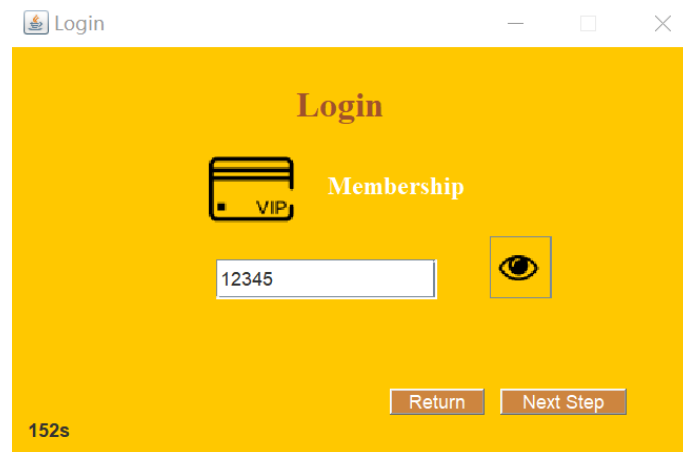
## 1.10 Log in Page

- ① Users can sign in if you already have a member account in **Figure 1.10.1**.



**Figure 1.10.1: Log in page invisible**

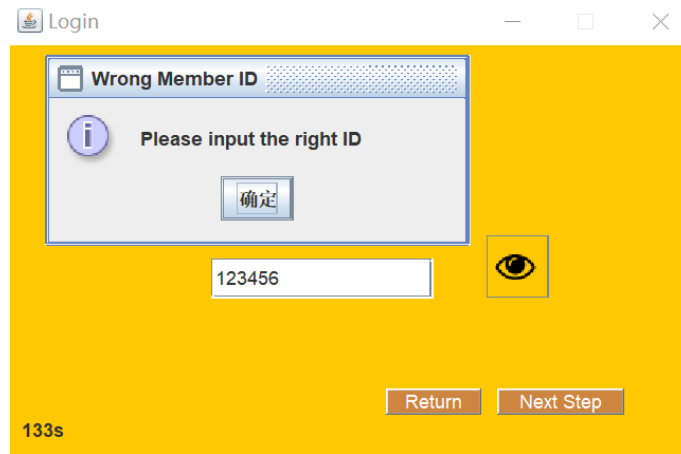
- ② The users can then enter the membership number to visualize how many virtual stamps he received so far in **Figure 1.10.2**.



**Figure 1.10.2: Log in page visible**

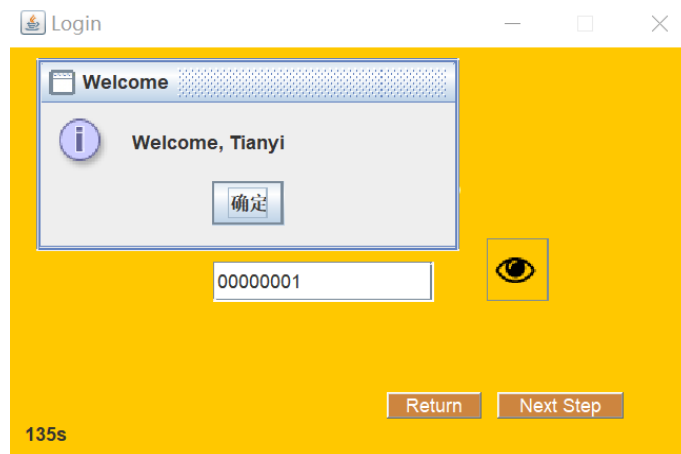


- ③ User who enters the wrong ID cannot log in successfully in **Figure 1.10.3**.



**Figure 1.10.3: Wrong member ID**

- ④ User who enters the correct ID will log in successfully in **Figure 1.10.4**.



**Figure 1.10.4: Correct member ID**

- ⑤ This will also allow the customer to receive one ‘virtual stamp’ after successful payment. Each time a customer receives a virtual stamp an email and/or SMS will be sent to inform him of the number of stamps collected so far.

*Notice: After entering the ordering interface, the ordering progress and a 160-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

## 1.11 Stamps Display Page

- ① If the system detects that the customer has already accumulated a total of 10 virtual stamps, the meal will be free and the virtual stamps counter for that customer will be set back to 0 in **Figure 1.11.1**.

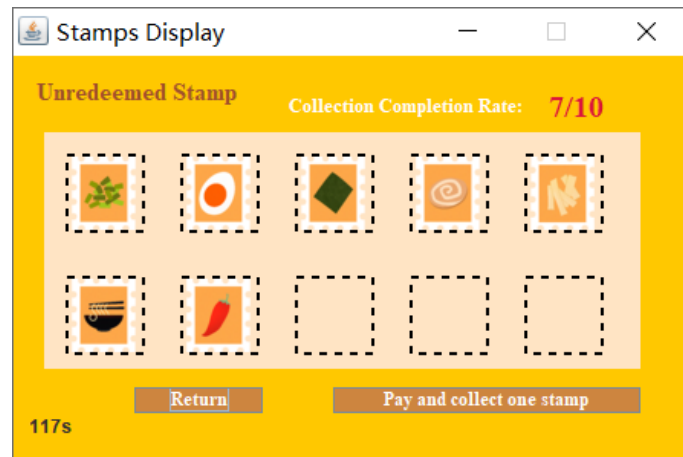


Figure 1.11.1: Stamps display page

- ② After having confirmed the payment or having used the 10 virtual stamps, a ticket will be issued with some basic information in **Figure 1.11.2**, click **Redeem Now!** button for a free meal.

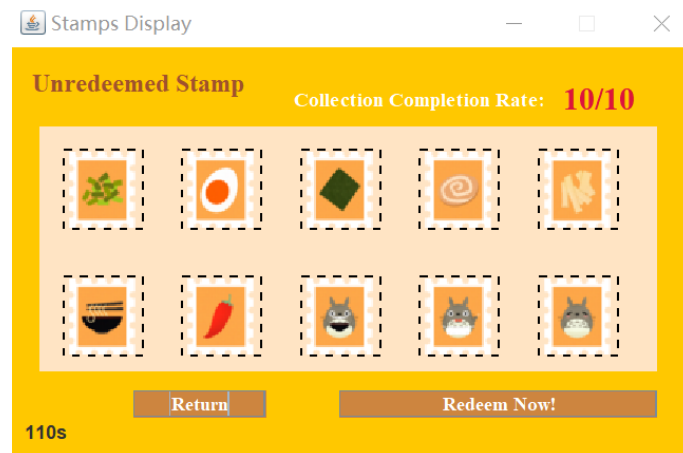


Figure 1.11.1: Redeem now page

- ③ Users can choose whether to confirm redeem in **Figure 1.11.3**.



**Figure 1.11.3: Choose to redeem page**

*Notice: After entering the ordering interface, the ordering progress and a 120-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

## 1.12 Payment Page

- ① Pay directly if you don't want to enjoy discount in **Figure 1.12.1**.

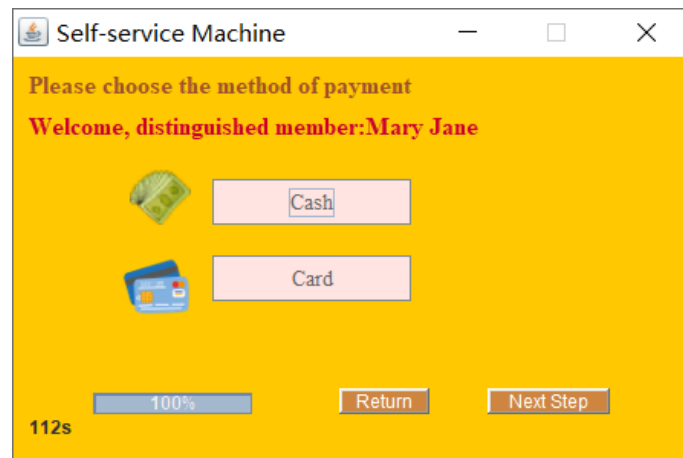


Figure 1.12.1: Stamps display page

- ② Choose the method of payment to finish paying in **Figure 1.12.2**.

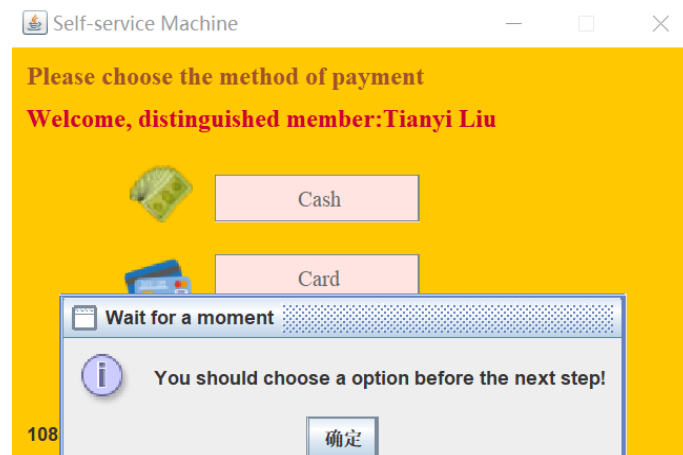
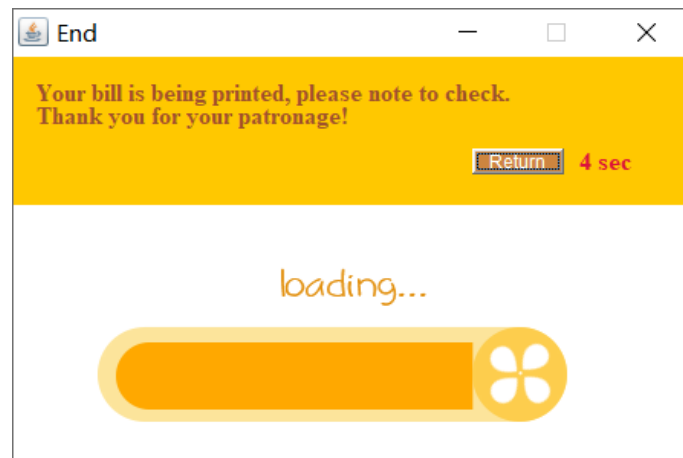


Figure 1.12.2: Stamps display page

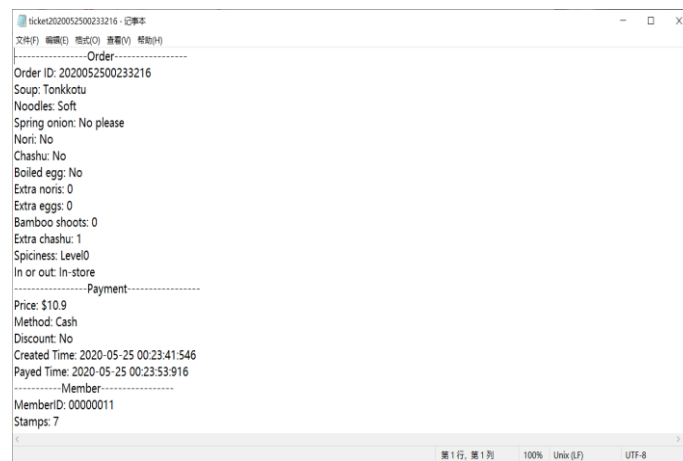
*Notice: After entering the ordering interface, the ordering progress and a 120-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

### 1.13 End Page

A ticket will be generated after paying successfully in **Figure 1.13.1** and **Figure 1.13.2**.



**Figure 1.13.1: End page**



**Figure 1.13.2: Ticket information storage**

*Notice: After entering the ordering interface, the ordering progress and a 10-second countdown will be displayed in the lower left corner. If there is no operation, it will return to the main page after the countdown.*

## 2. Management System

### 2.1 Management System Page

- ① Follow the instructions in readme to compile and run the main program.
- ② After running successfully to enter the management system, you need to enter the default user name (admin) and password (123456).
- ③ The password can be hidden or displayed by clicking the icon on the right in **Figure 2.1.1** and **Figure 2.1.2**.



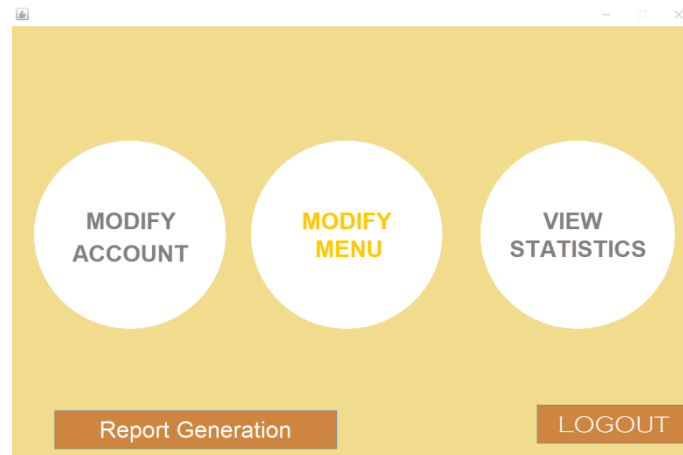
Figure 2.1: Management system page invisible



Figure 2.2: Management system page visible

## 2.2 Welcome Page

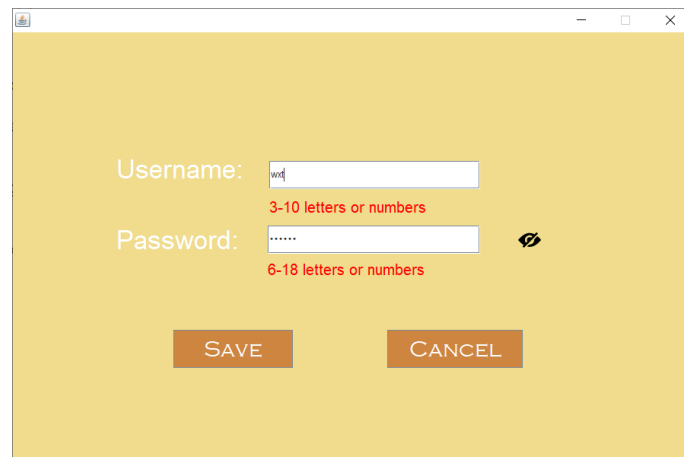
- ① Click **LOGIN** button to enter the management system, there will be three functions about MODIFY ACCOUNT, MODIFY MENU and MODIFY STATISTICS in **Figure 2.2**.
- ② Also, users can click **Report Generation** and **LOGOUT** button.



**Figure 2.2: Welcome page**

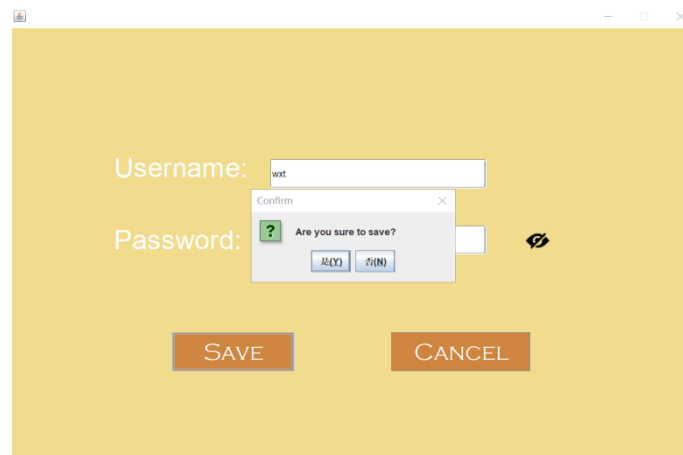
## 2.3 Modify Account Page

- ① You can modify the user name and password as required in **Figure 2.3.1**.

A screenshot of a web application window titled "Modify Account". The background is a solid yellow color. In the center, there are two input fields. The first is labeled "Username:" and contains the text "wot". Below it, in red text, is the requirement "3-10 letters or numbers". The second is labeled "Password:" and contains six dots. Below it, in red text, is the requirement "6-18 letters or numbers". To the right of the password field is a small eye icon. At the bottom of the form are two orange buttons: "SAVE" on the left and "CANCEL" on the right.

**Figure 2.3.1: Modify account page**

- ② After the modification, click the **"SAVE"** button to save the modifications. Click corresponding button make sure to change information in **Figure 2.3.2**.

A screenshot of the same "Modify Account" page as in Figure 2.3.1. A small grey pop-up window is overlaid on the password field. The pop-up has a title bar that says "Confirm" and a close button (X). Inside the pop-up, there is a green question mark icon, the text "Are you sure to save?", and two buttons: "YES" and "NO". The "SAVE" and "CANCEL" buttons are still visible at the bottom of the page.

**Figure 2.3.2: Save button pop-up**

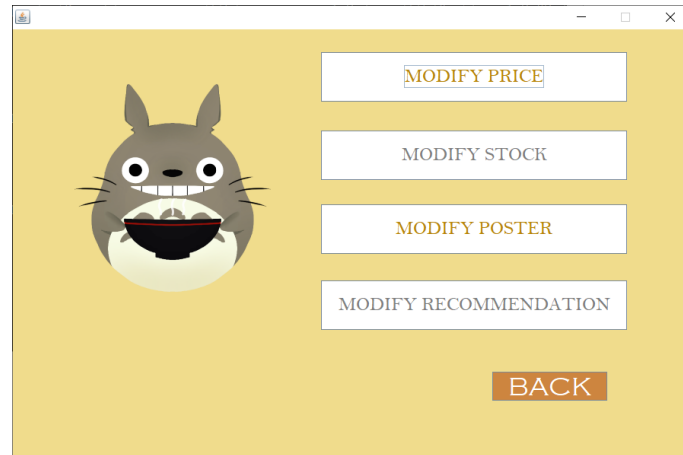
- ③ Click **"CANCEL"** to return to the previous page.

For security reasons, please change the default password the first time you use the system!



## 2.4 Modify Menu Page


- ① There are four functions of MODIFY PRICE, MODIFY STOCK, MODIFY POSTER, MODIFY RECOMMENDATION in **Figure 2.4**.
- ② Click **BACK** button to go back to the last page.



**Figure 2.4: Modify menu page**

### 2.4.1 Modify Price Page

① The prices of ramen and add-ons can be modified. After the modification, click the “SAVE” button to save the modifications. Click “CANCEL” to return to the previous page in **Figure 2.4.1.1**.



**MODIFY PRICE**

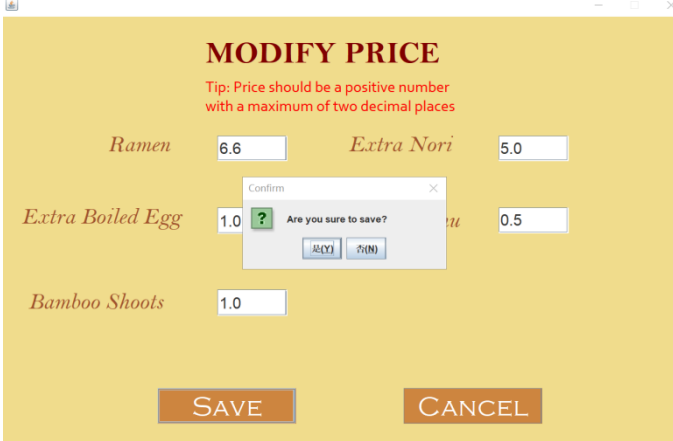
Tip: Price should be a positive number with a maximum of two decimal places

Ramen	6.6	Extra Nori	5.0
Extra Boiled Egg	1.01	Extra Chashu	0.5
Bamboo Shoots	1.0		

SAVE CANCEL

**Figure 2.4.1.1: Modify price page**

② After the modification, click the “SAVE” button to save the modifications. Click corresponding button make sure to change information in **Figure 2.4.1.2**.



**MODIFY PRICE**

Tip: Price should be a positive number with a maximum of two decimal places

Ramen	6.6	Extra Nori	5.0
Extra Boiled Egg	1.0	Extra Chashu	0.5
Bamboo Shoots	1.0		

Confirm  
Are you sure to save?  
OK Cancel

SAVE CANCEL

**Figure 2.4.1.2: Modify price page**

③ Click “CANCEL” to return to the previous page.

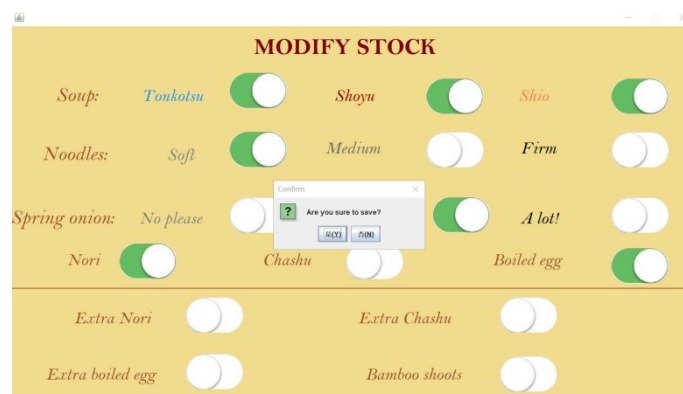
## 2.4.2 Modify Stock Page

- ① The stock of all the options and add-ons can be modified in **Figure 2.4.2.1**.



**Figure 2.4.2.1: Modify stock page**

- ② After the modification, click the “**SAVE**” button to save the modifications in **Figure 2.4.2.2**.

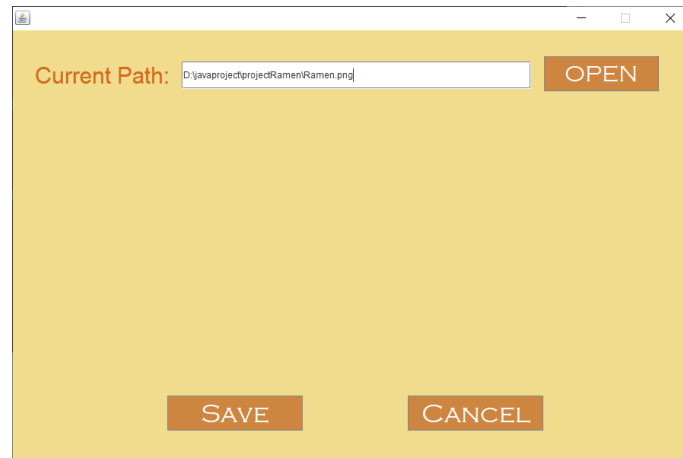


**Figure 2.4.2.2: Save modify stock**

- ③ Click “**CANCEL**” to return to the previous page.

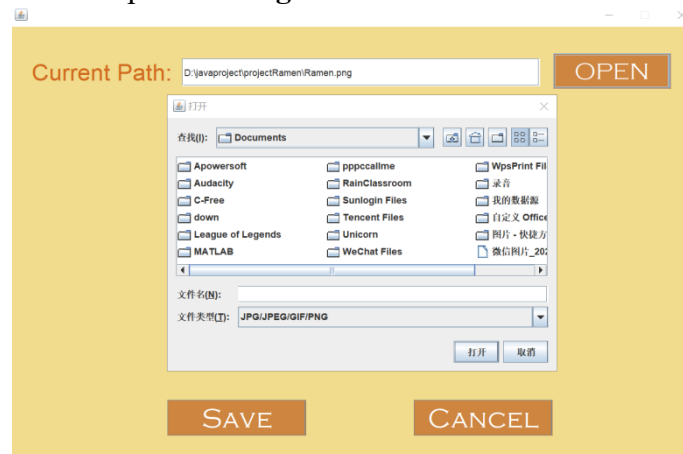
### 2.4.3 Modify Poster Page

- ① Generate this report automatically and send it to the user's email once a week on Monday in **Figure 2.4.3.1**.



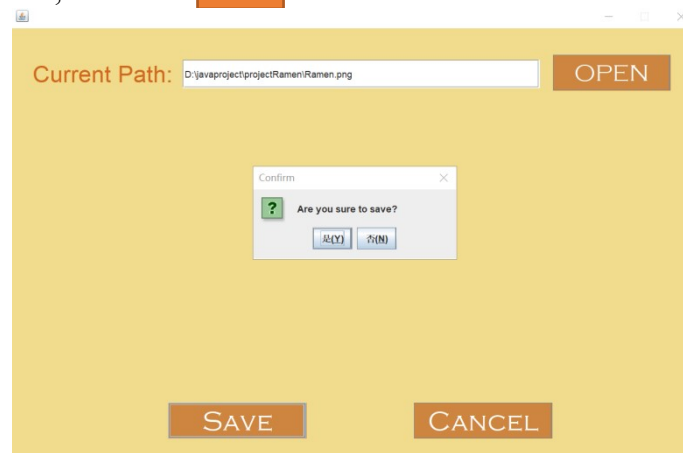
**Figure 2.4.3.1: Modify poster page**

- ② Click “**OPEN**” to check the poster in **Figure 2.4.3.2**.



**Figure 2.4.3.2: Modify poster path**

- ③ After the modification, click the “**SAVE**” button to save the modifications in **Figure 2.4.3.3**.

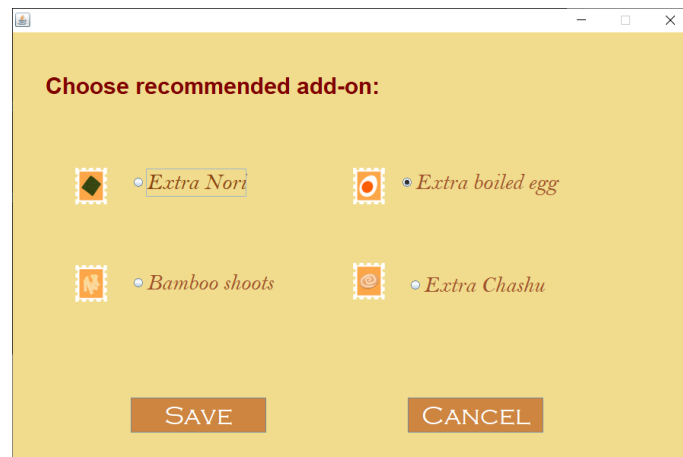


**Figure 2.4.3.3: Save modify poster**

- ④ Click “**CANCEL**” to return to the previous page.

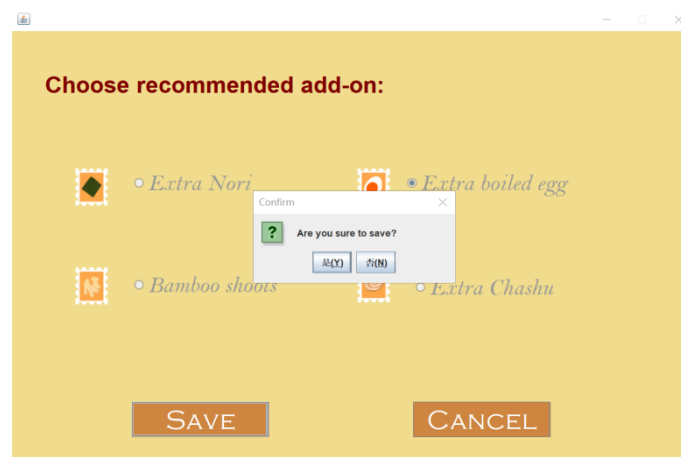
### 2.4.4 Modify Recommendation

- ① Recommendation of add-ons can be modified in **Figure 2.4.4.1**.



**Figure 2.4.4.1: Modify recommendation page**

- ② After the modification, click the “**SAVE**” button to save the modifications in **Figure 2.4.4.2**.



**Figure 2.4.4.2: Save modify recommendation**

- ③ Click “**CANCEL**” to return to the previous page.

## 2.5 Modify Statistics

- ① Visualize a report showing for each item on the menu how many times it has been sold in the past week (Monday to Sunday) in **Figure 2.5.1**.
- ② For spiciness, can show the most popular level of spiciness chosen by the customers.
- ③ The payment method can also be recorded.

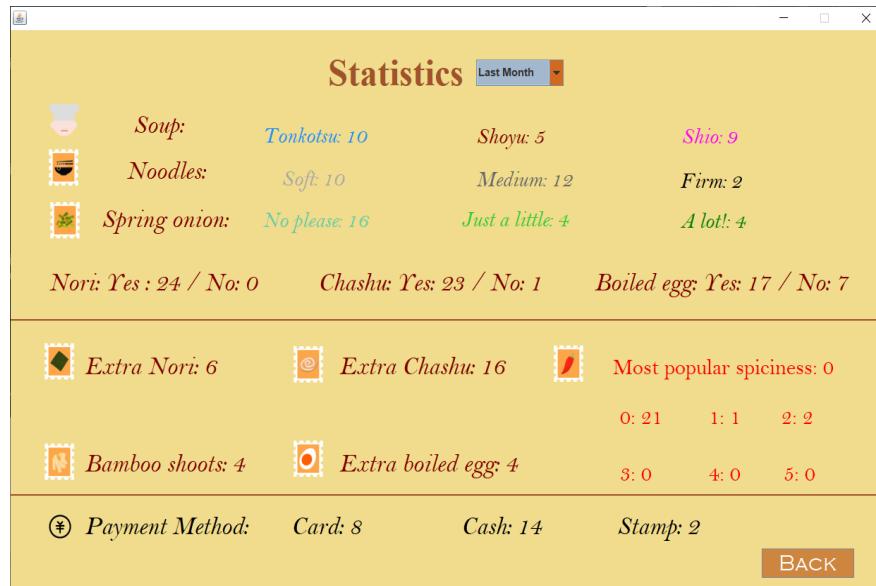


Figure 2.5.1: Modify statistics page

- ④ Click view weekly sales chart can generate related column charts in **Figure 2.5.2**.

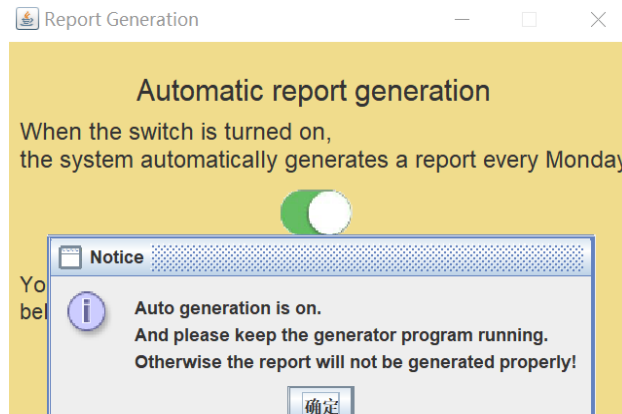


Figure 2.5.2: Generate statistics chart

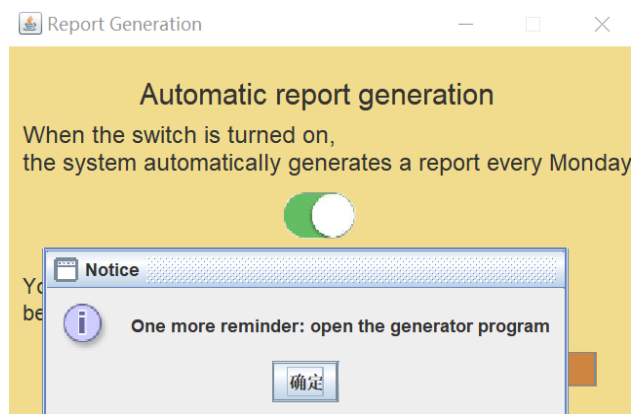
## 2.6 Report Generation Page

You need to click the button in the lower left corner of the welcome page to enter the page

- ① Click **Report Generation** button to automatically generate report of sales.
- ② You can get automatic feedback every Monday by open the switch in **Figure 2.6.1** and **Figure 2.6.2**.



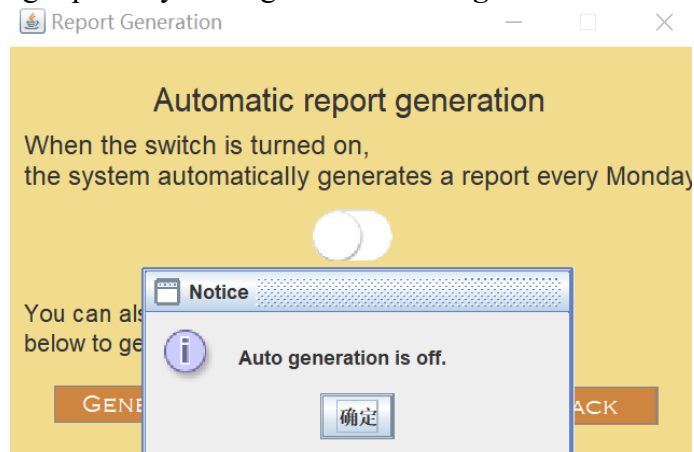
**Figure 2.6.1: Report generate page**



**Figure 2.6.2: One more reminder**

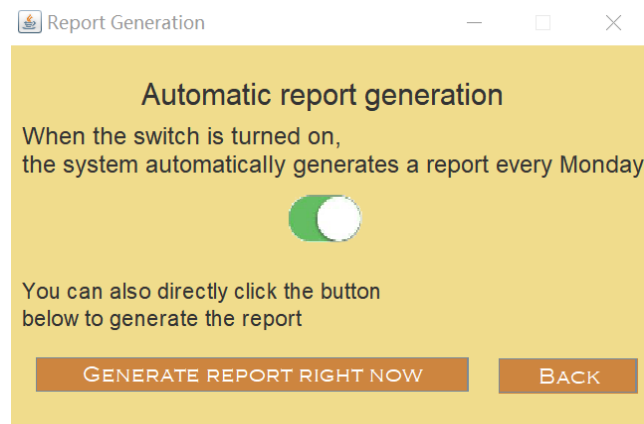
**Note: the generator program must be kept running when using this feature!**

- ③ You can stop sending reports by closing the slider in **Figure 2.6.3**.



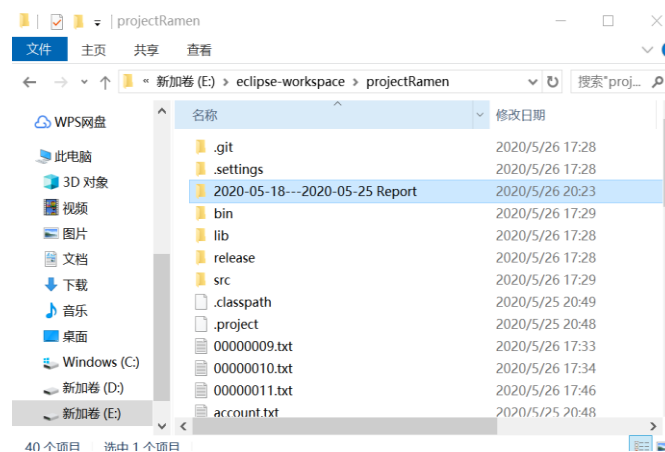
**Figure 2.6.3: Cancel report generate**

- ④ You can click **GENERATE REPORT REMAINDER** button to get report immediately in **Figure 2.6.4**.



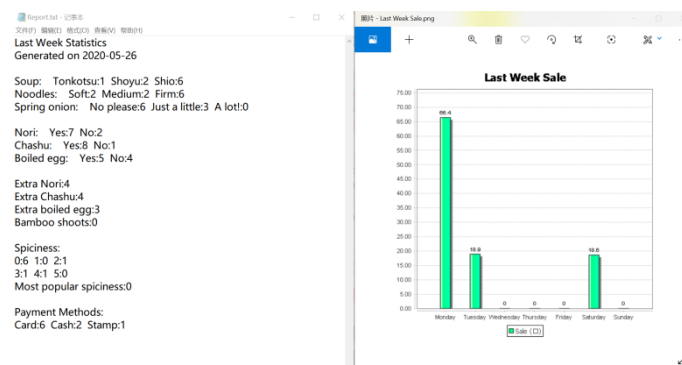
**Figure 2.6.4: Generate report remainder**

- ⑤ In the file of projectRamen, you can see a file named after Date +Report in **Figure 2.6.5**.



**Figure 2.6.5: Report file**

- ⑥ Click the file, will see one chart (png) and one report (txt), you can easily check sales circumstance in **Figure 2.6.6**.

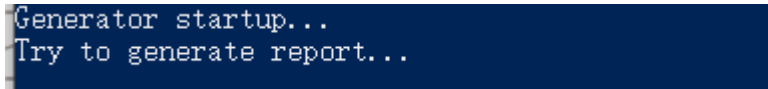


**Figure 2.6.6: Chart and report in file**



### 3. Generator Program

Generator Program is a program that generates reports periodically. It doesn't have a GUI. If you want to use the service that automatically generates reports every Monday without running the management system, you need to run the program as described in the readme file and keep it running. When it runs, you can see the following in the console:



```
Generator startup...  
Try to generate report...
```

**Figure 3.1 generator program**

## 4. Compatibility and Troubleshooting

### 4.1 Compatibility

Operating system	Compatibility
Windows 10	Perfect compatibility
Windows 8	Perfect compatibility
Windows 7	Perfect compatibility
OS X	GUI may change
Ubuntu 19.10	GUI may change
Raspbian	Not working properly

### 4.2 Troubleshooting

When the system is running, the corresponding configuration file support is required. General system problems are caused by configuration file errors. Once the system is not running, it is recommended that you download the latest version of the code, recompile it, and arrange the new configuration file.