User Manual

Welcome to use this program to order dishes!

Step1

Open the command window and type "cd" with the file path.
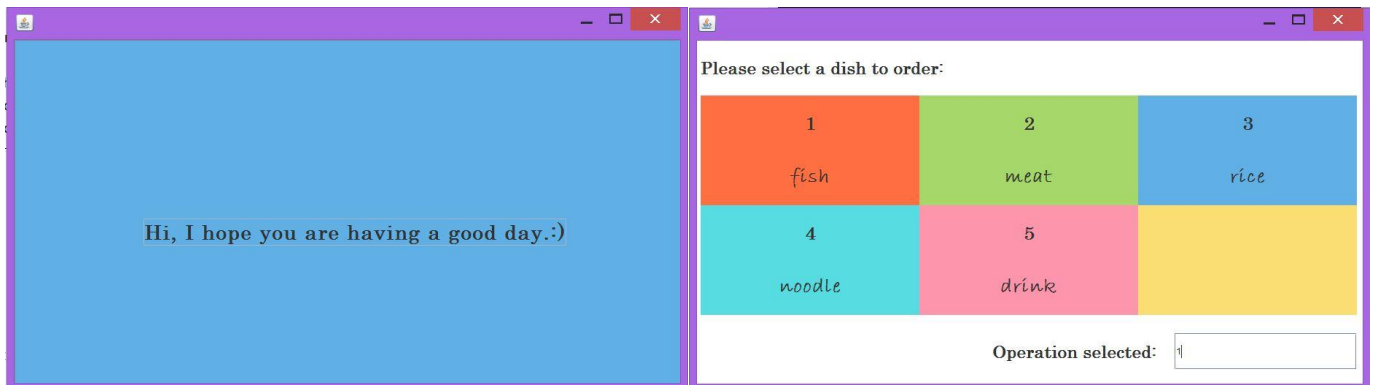
Then use "javac RobotGUI.java" to compile the code. If it is successfully compiled, then use "java RobotGUI" to run the program.

Step2

You'll see a welcome button when the robot start to work. (The operating window will be on the center of your screen, please do not change its position).
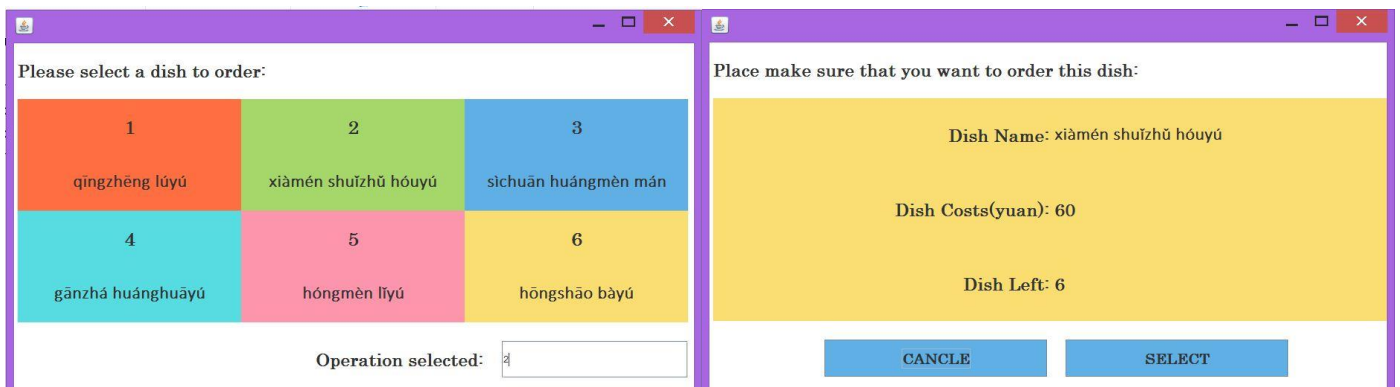
Click it and you will see the main menu of the dishes. You can put in a number in the text filed and set "Enter" to choose the dish. Here we take number 1 for instance.

Step3

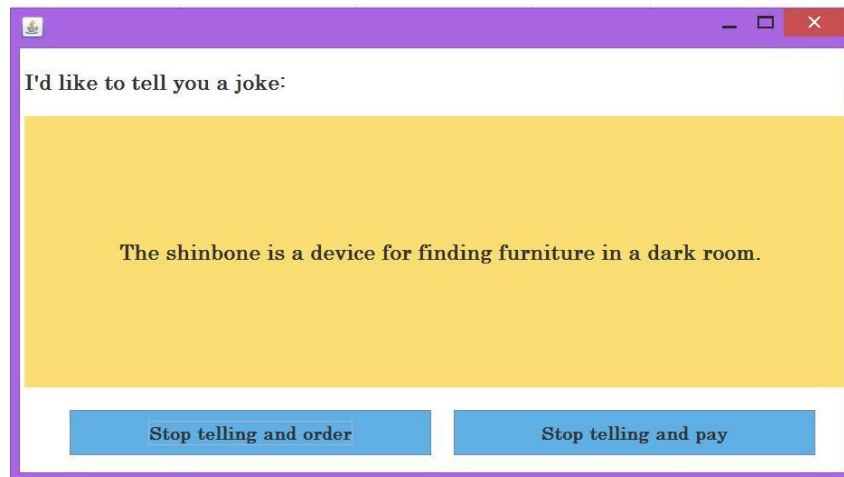Then you will see the different dishes, and you can choose one you want.

After you choose the dish, you will see the dish information and confirm your decision.

Step4

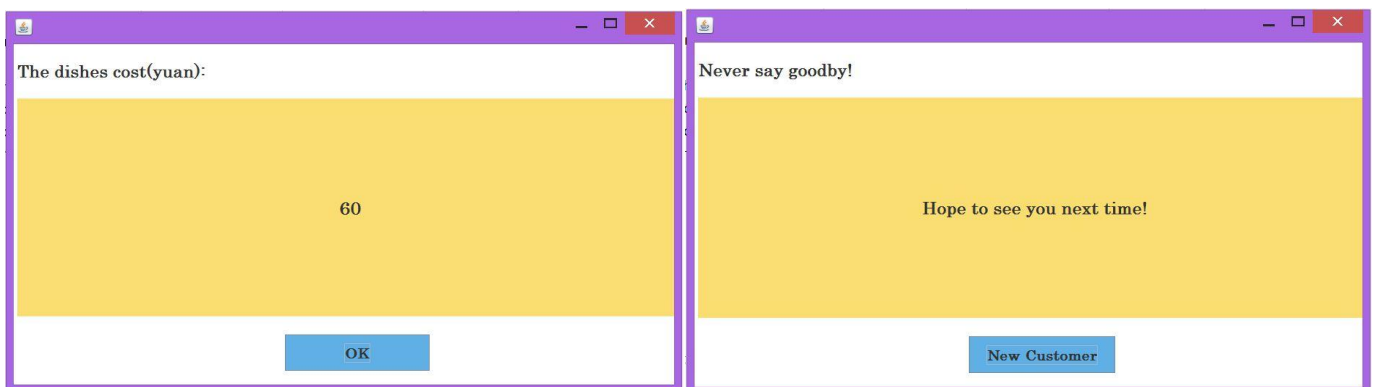If you choose "CANCLE", the robot will turn to the main menu.
If you choose "SELECT", then the robot will tell you a joke for entertainment.

I'd like to tell you a joke:

The shinbone is a device for finding furniture in a dark room.

| Stop telling and order | Stop telling and pay |

Step5

If you choose "Stop telling and order", the robot will turn to the main menu so that you can order another dish.
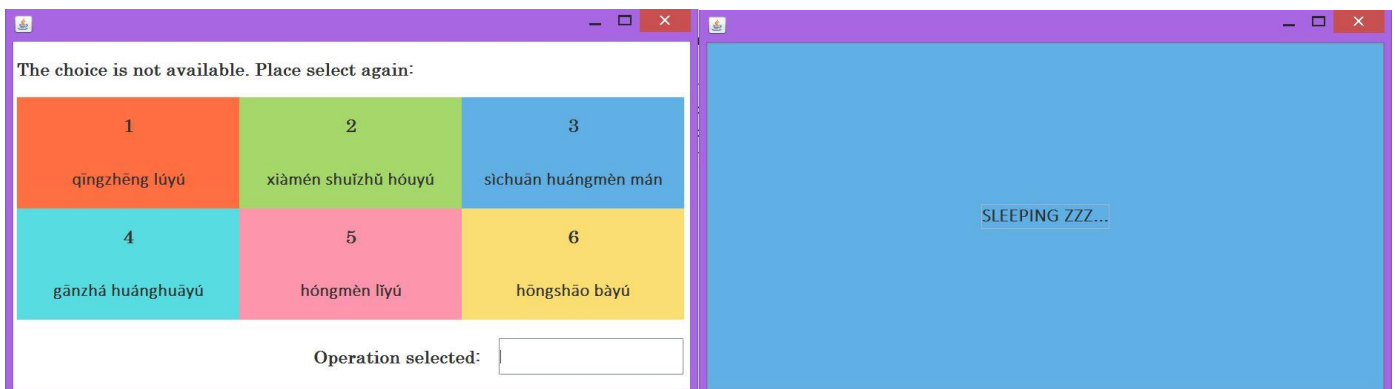If you choose "Stop telling and pay", the robot will tell you how much you have spent. Then you choose "OK" to pay your dish. And then you'll stop using the robot, and receive a goodbye message.

The dishes cost(yuan):

60

OK

Never say goodby!

Hope to see you next time!

New Customer

NOTE

If the dish is unavailable, you'll see the message on the robot and you'll have to choose another one.
If you keep doing nothing to the robot for more than 30 seconds, then it will sleep. You can click the button to wake it up

The choice is not available. Place select again:

1	2	3
qīngzhēng lúyú	xiàmén shuǐzhǔ hóuyú	sìchuān huángmèn mán
4	5	6
gānzhá huánghuāyú	hóngmèn lǐyú	hōngshāo bàyú

Operation selected:

SLEEPING ZZZ...

Wish you enjoy the service of my robot!