

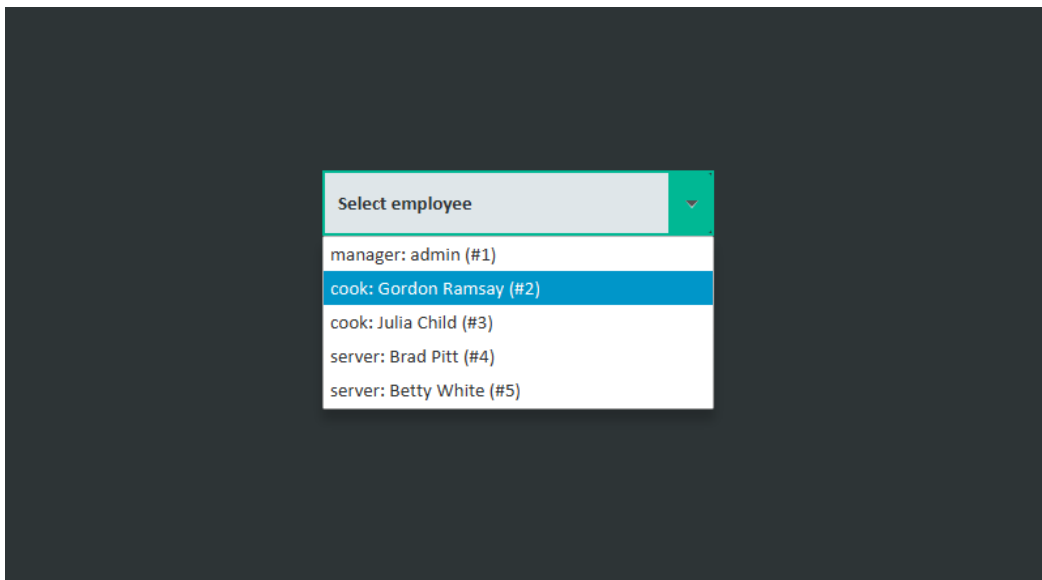
The Restaurant Management System User Guide

Starting the Program

If a user made changes made in the program upon last the last time used (changes to employees, inventory, menu, orders, etc.), it will be saved in the restaurant.ser file and the saved data is loaded when you next start the program. If there is no restaurant.ser, the program will create a restaurant.ser with an empty inventory and menu, and with 1 admin manager.

Note: To run the program with the preloaded restaurant.ser file, the program must either be run from idea, or if compiled and run from the terminal, the restaurant.ser must be copied into the src folder.

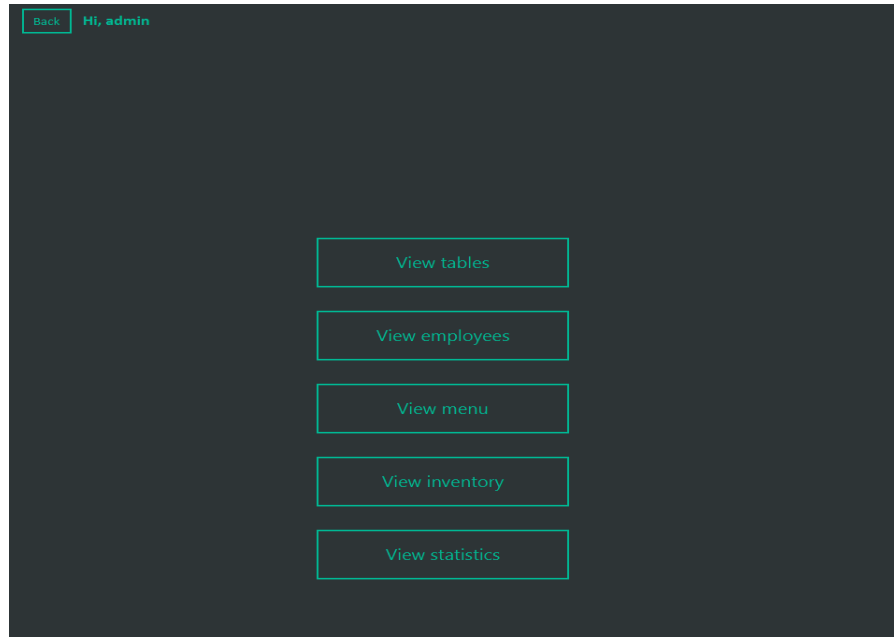
To log in to the system select an employee from the drop down list and then click 'Login'.



There are 3 types of users for the program; a manager, a cook, and a server. Each user has different access to different pages. At any time, the user can navigate to a previous screen by pressing the 'Back' button.

Manager

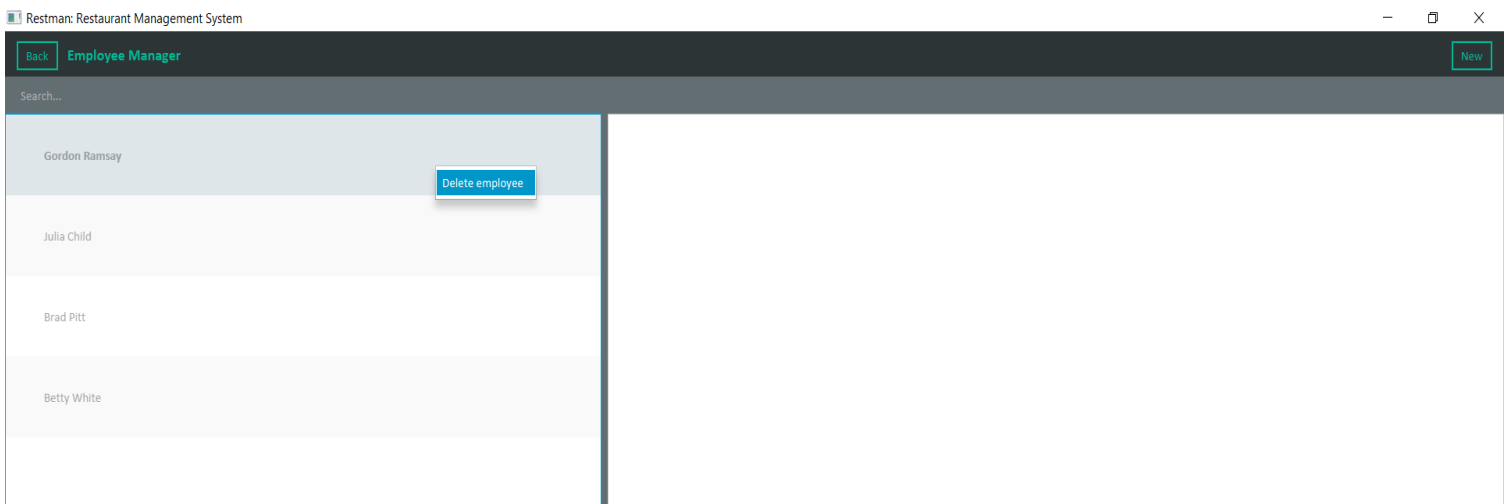
The manager has access to the Tables, Employees, Menu, Inventory, and Statistics screens.



Manager Home screen

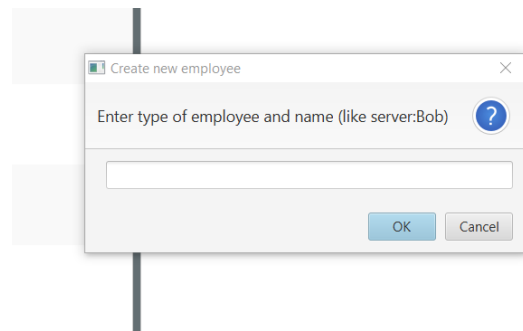
Employees Manager

The Employee Manager shows the manager a list of employees (other than themselves).



The manager can search for employees with the search bar, rename an employee by double clicking on the employee's name, and delete an employee by right clicking on the employee.

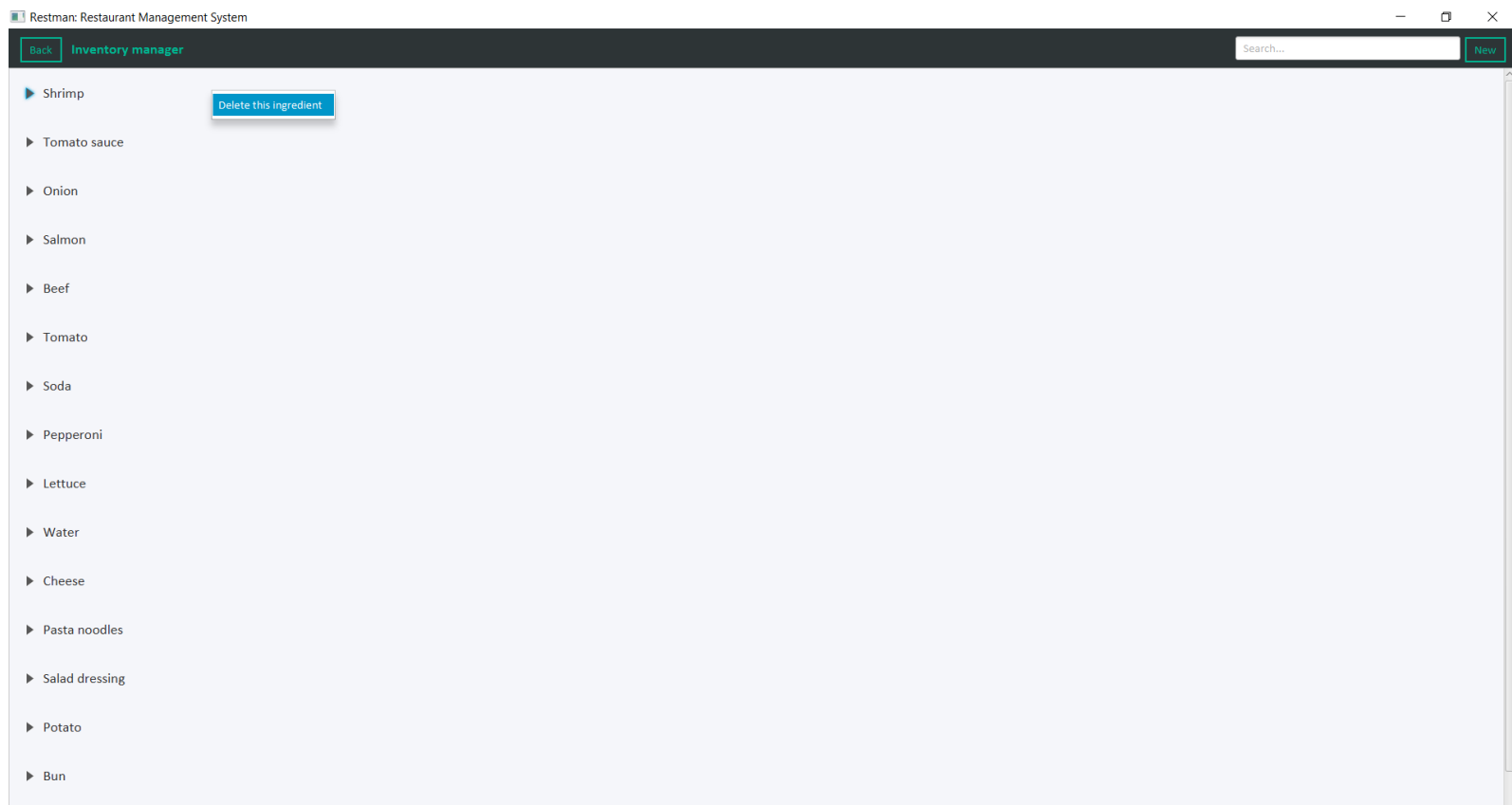
To add a new employee the manager can click on the 'New' button (top right). The following dialog will appear and the manager can manually enter in a new employee:



The input must be of the specified format, with no numbers in the name. If it is not of the specified format, an error dialog box will appear as a warning. (Note: the employee ID is automatically given by the system)

Inventory

The Inventory Screen shows a list of all ingredients in the inventory.



The manager can search for ingredients with the search bar, add a new ingredient by selecting 'New' (top right) and entering the ingredients name, delete an ingredient by right clicking on the ingredient, and click on an ingredient to open a dropdown menu for that ingredient:

▼ Shrimp

Current quantity:

+

-

Unit price:

Edit

Threshold:

Edit

Save

Cancel

The manager can edit the ingredient's unit price, threshold amount (amount for which the ingredient needs to reordered), and add or subtract quantity (by pressing '+' or '-', a dialog will open for how much to increase the quantity by). All inputs will only take numerical values. (error dialog box otherwise). The manager must click 'Save' to keep any of the changes he/she made to the 3 values. Clicking cancel will revert any temporary changes to their previous value.

Menu

The Menu Screen shows a list of items on the menu. If an item is blurred out, that means there is not enough ingredients in the inventory to make the ingredient (this includes of there are orders in queue that use the ingredient). The manager can search for a menu item and change the price of the menu item by double clicking on the menu item cell. The manager can also edit the minimum, maximum, and default quantity for each ingredient for each specific menu item. The inputs must be numeric value, and it must be the case that $(\text{minimum quantity}) \leq (\text{default quantity}) \leq (\text{maximum quantity})$. The manager must press 'Save' to save any changes made to the values, and any unacceptable inputs will result in an error dialog box.

Restman: Restaurant Management System

Back

Menu Manager

New

Search...

Change ingredients

Add

Burger	\$ 10.00
Cheeseburger	\$ 12.00
Pasta	\$ 11.00
Seafood pasta	\$ 19.00
Baked potato	\$ 7.00
Pepperoni pizza	\$ 17.00
Water	\$ 0.00
Soda	\$ 1.00
Baked salmon	\$ 15.00

▼ Bun

Minimum Quantity:

Edit

Maximum Quantity:

Edit

Default Quantity:

Edit

Save

Cancel

► Onion

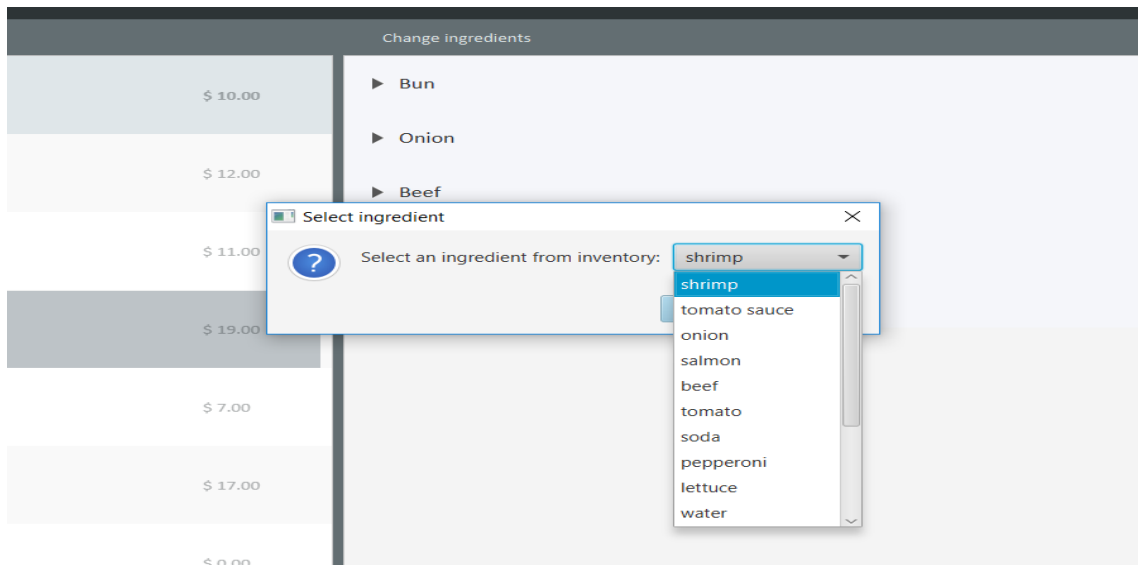
► Beef

► Lettuce

► Tomato

The manager can also add new menu items to the menu by clicking 'New' and typing in the menu item name.

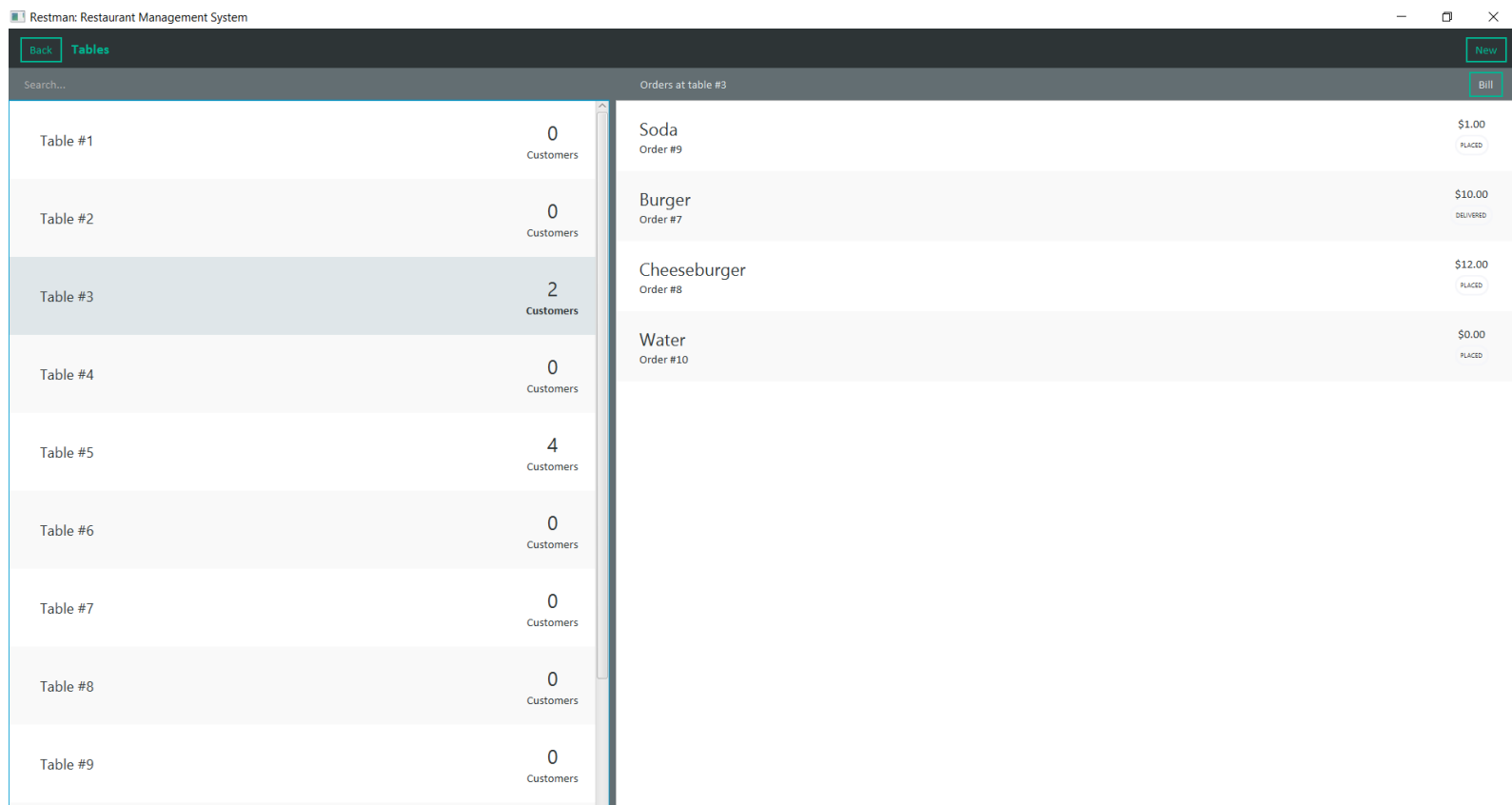
The manager can add ingredients to the menu item by clicking 'Add' when under the desired menu item.



After selecting 'Add' the manager can choose what ingredient to add to the menu item from a drop down list of all available ingredients in the inventory. (selecting an ingredient that the menu item already has will do nothing).

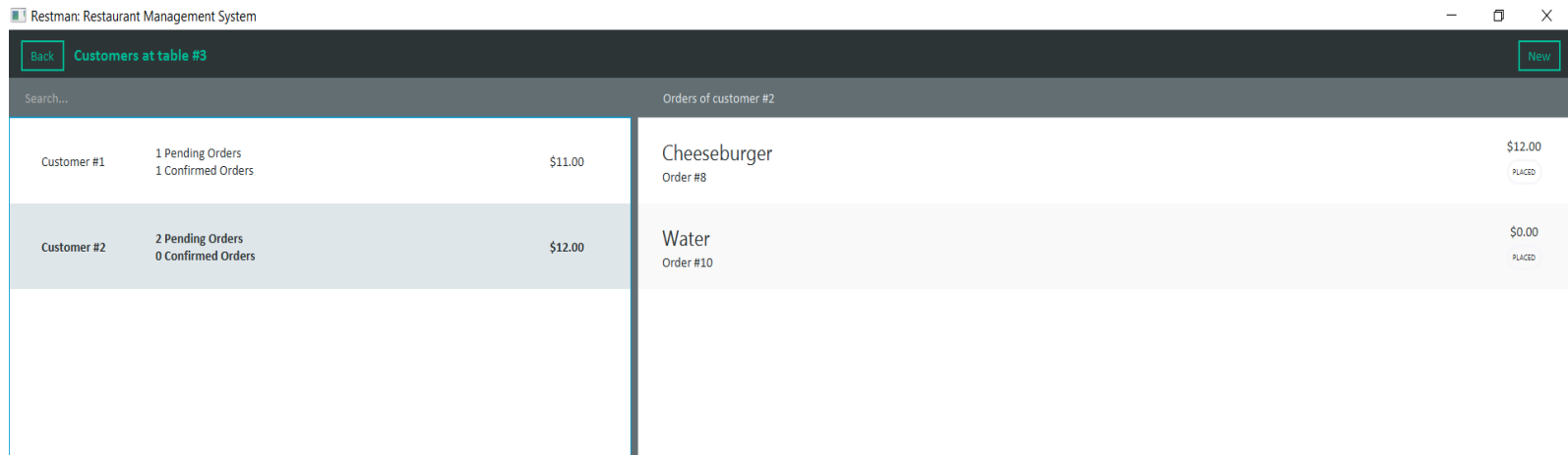
Tables/Customers

The table/customer screen will show a list of tables in the restaurant and allows the manager to add a new table by clicking 'New'. Single clicking on a table will bring up a list of orders that are at that table.



The Manager can also press 'Bill' to bill all customers at the table. (more details on this in Server section)

Double clicking on a table will bring up a 'Customers' screen (list of customers at the table):

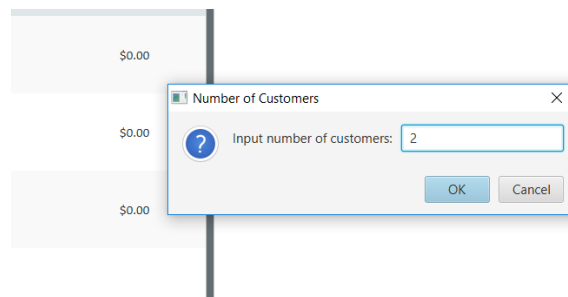


Customers at table #3		
Search...		
Customer #1	1 Pending Orders 1 Confirmed Orders	\$11.00
Customer #2	2 Pending Orders 0 Confirmed Orders	\$12.00

Orders of customer #2	
Cheeseburger Order #8	\$12.00 PLACED
Water Order #10	\$0.00 PLACED

Single clicking on the customer will show a list of orders that customer has made.

The manager can add new customers to the table by selecting 'New' and inputting a positive number.



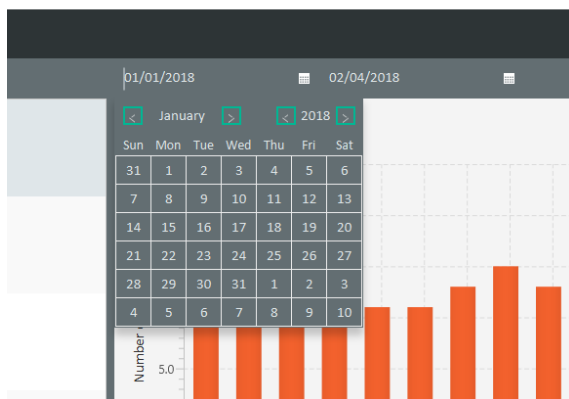
Number of Customers

Input number of customers: 2

OK Cancel

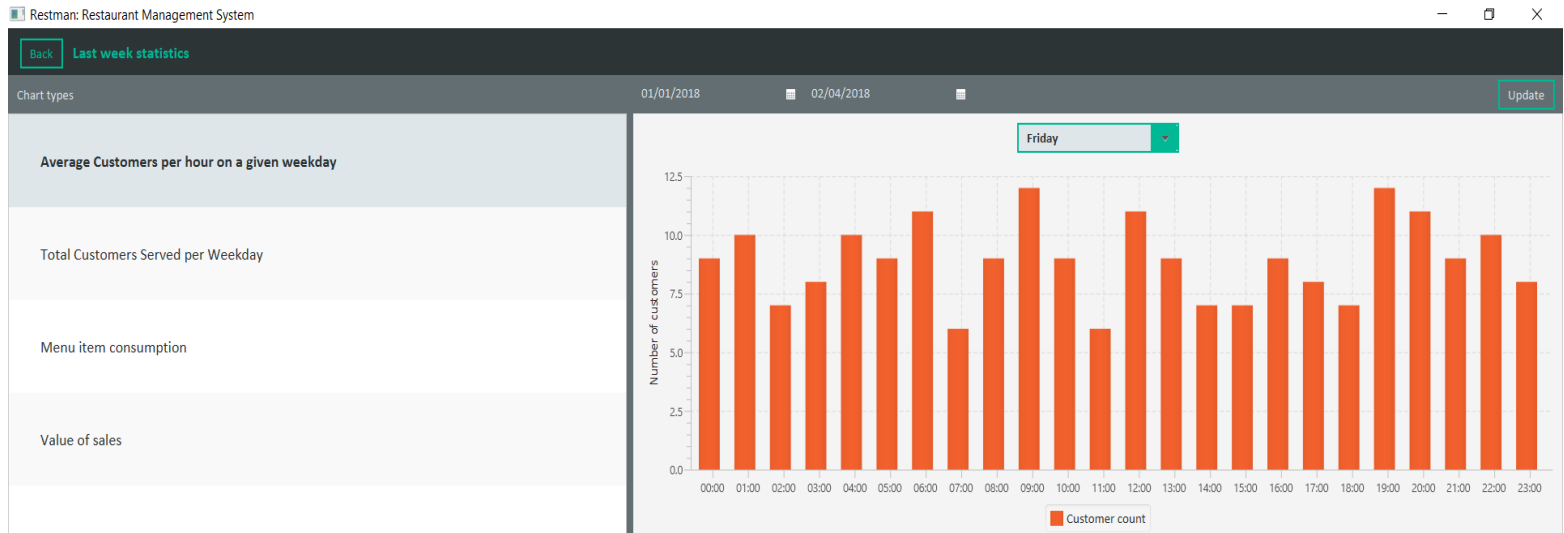
Statistics

The statistics screen allows to see statistics for the restaurant. The manager must select the date range for which he/she wants statistics for, and then click 'Update'.

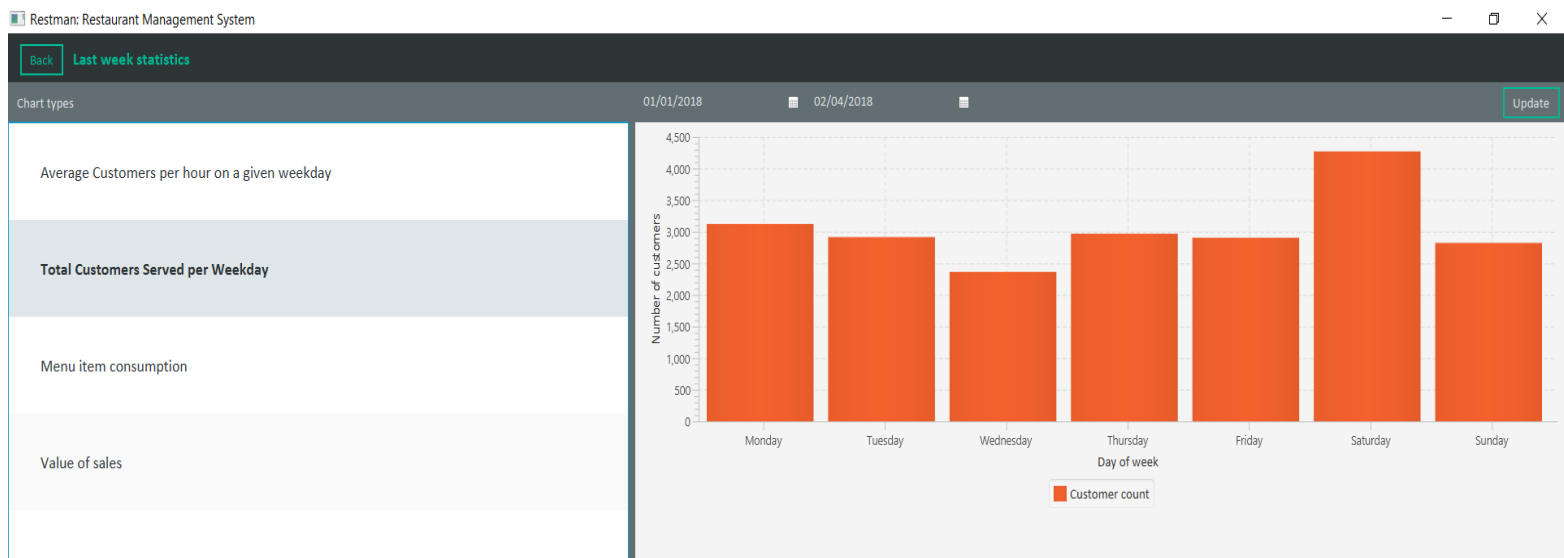


There are 4 types of stats the manager could see.

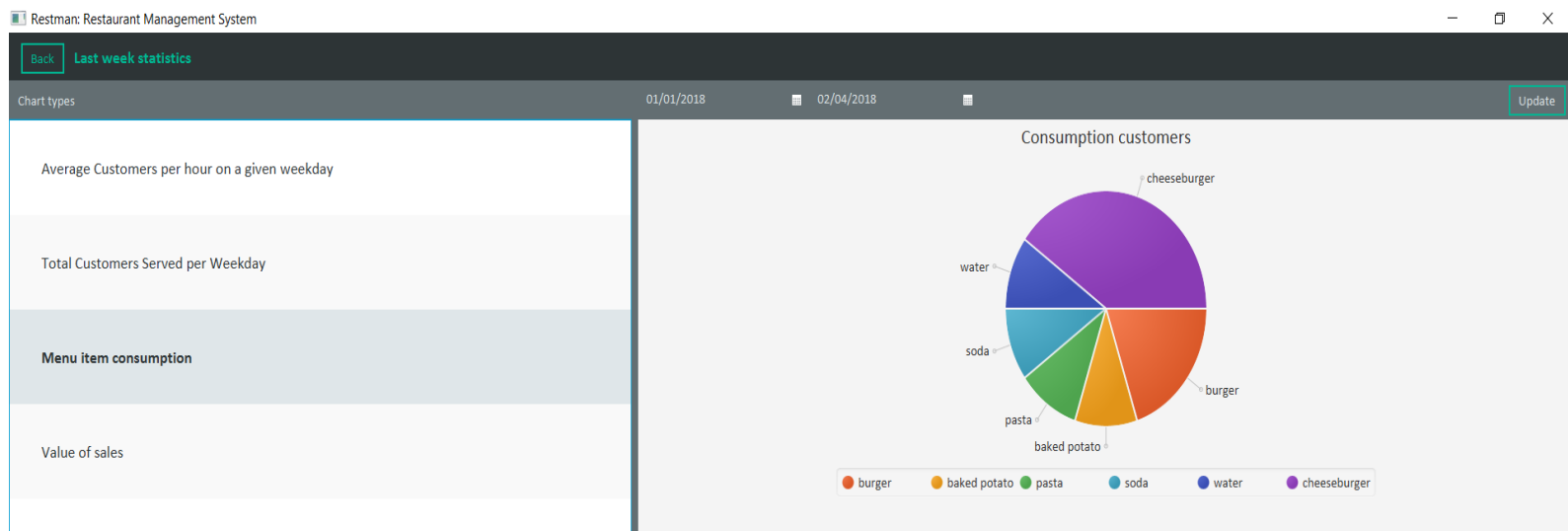
The first is average customers per hour. This will show the average number of customers that the restaurant receives (within the date range selected) for a given hour on the chosen weekday. 'ALL' is the average for any weekday.



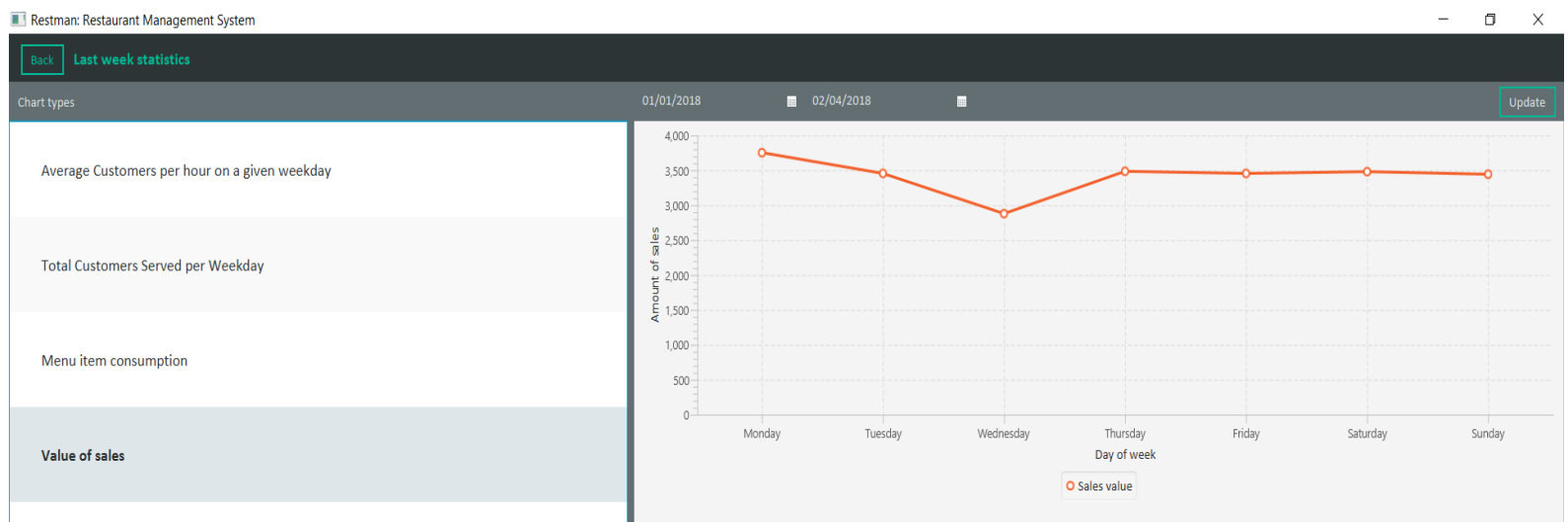
The second statistic is the total customers server pre weekday, which shows the total number of customers the restaurant receives on a given weekday for the date range selected:



The third stat is the distribution of the menu items that are ordered for the given date range:

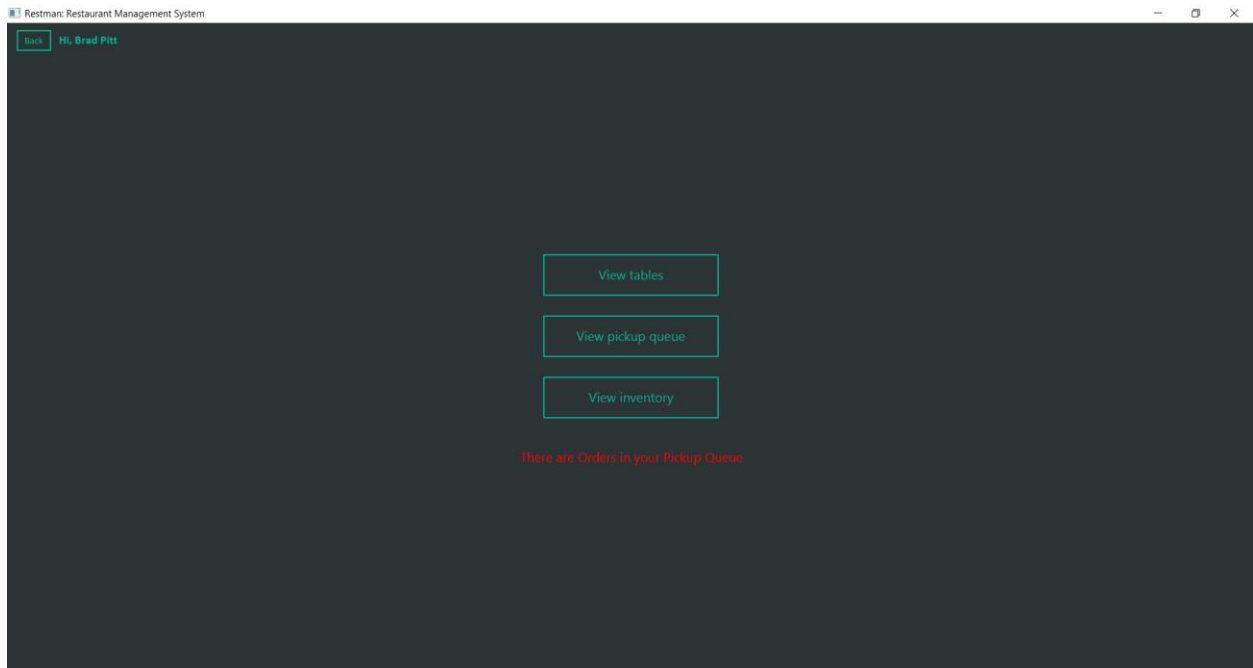


Finally, the last stat is the total number of sales (in dollars), that the restaurant has earned for each day in the week in the date range:



Server

The server has access to the table/customer screen, their pickup queue, and the inventory.



Notice the server receives a notification if there are items in their pickup queue.

Note: for the Server and the Chef, their access to the inventory screen is the same as the Manager's, however, the Server and Chef are unable to change the values of 'Unit price' and 'Threshold':

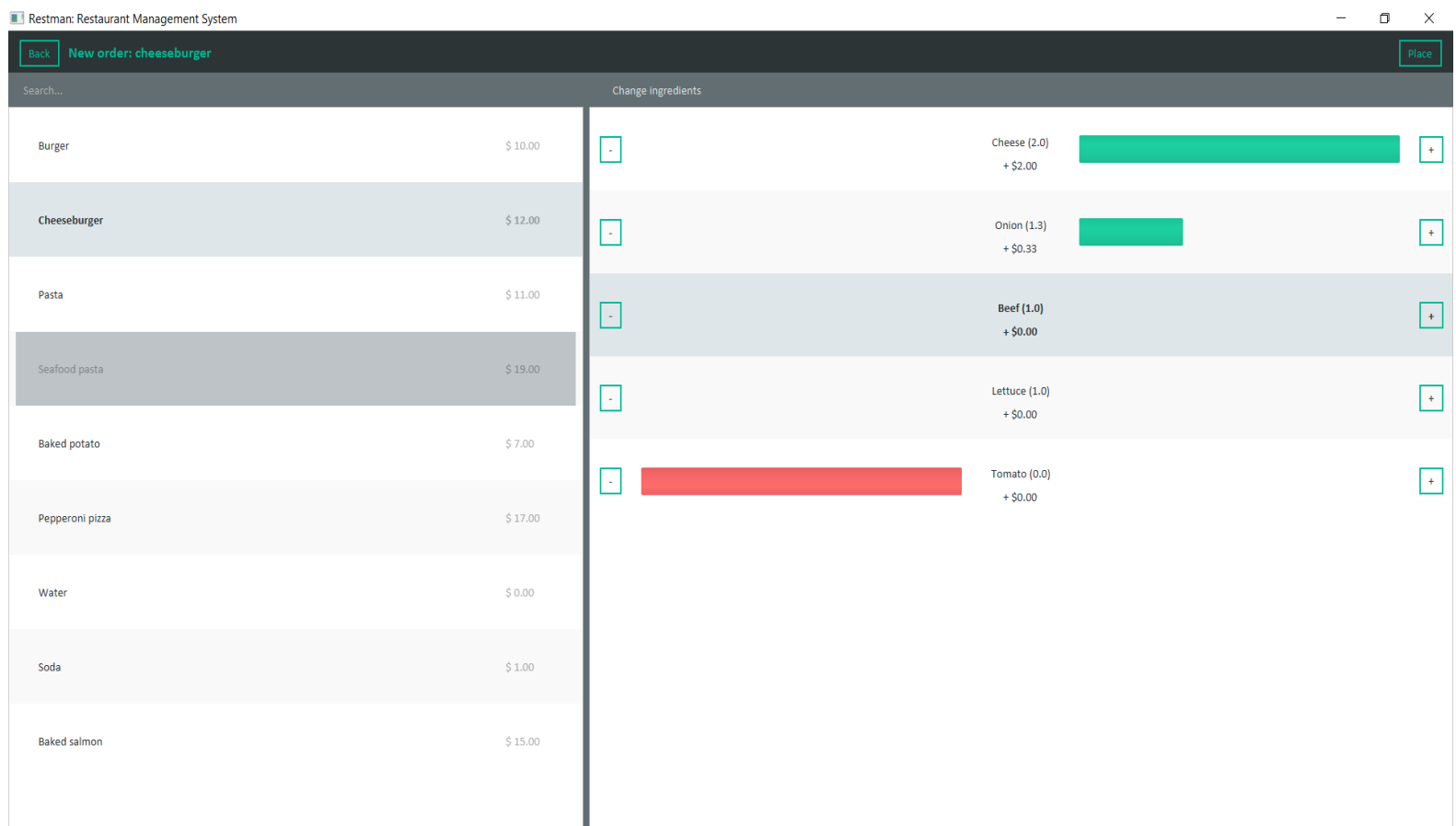
Unit Price and Threshold are grayed out

Tables/Customers

The Server's access to the table/customer screen is the same as the Manager's, however the Server can not add new tables to the system, and the server has a few extra features (listed below).

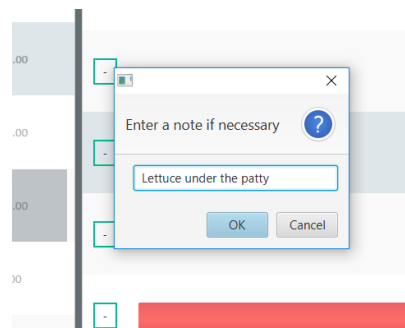
Upon double clicking a specific customer, the server will navigate to the order making screen.

The order screen allows the server to make an order for the customer. They must select the menu item they want (unavailable menu items are grayed out), and then adjust the changeable ingredients based on the customer's demands, using the '+' and '-' buttons.

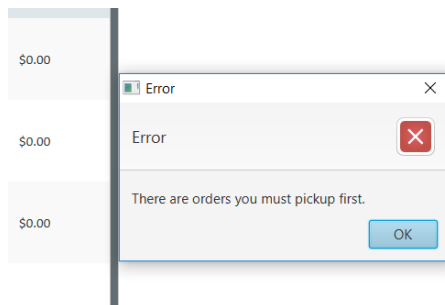


When ready to place the order the server can press 'Place'.

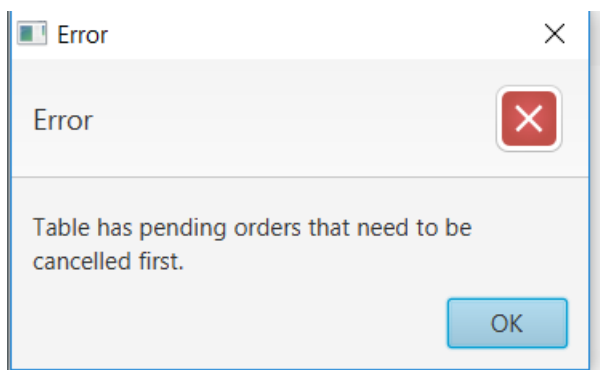
A dialog will appear and ask the server for any special instructions required for the order (if any), and then the order will be placed in the system.



Note If a Server tries to double click on a customer to navigate to the order screen and they have orders for pickup in their queue, they will not be allowed to and an alert will pop up:



Back on the table view screen, the Server can Bill a customer. This is done by selecting a table and then by clicking 'Bill' (top right). If there are orders yet to be completed they will receive a pop up alerts:



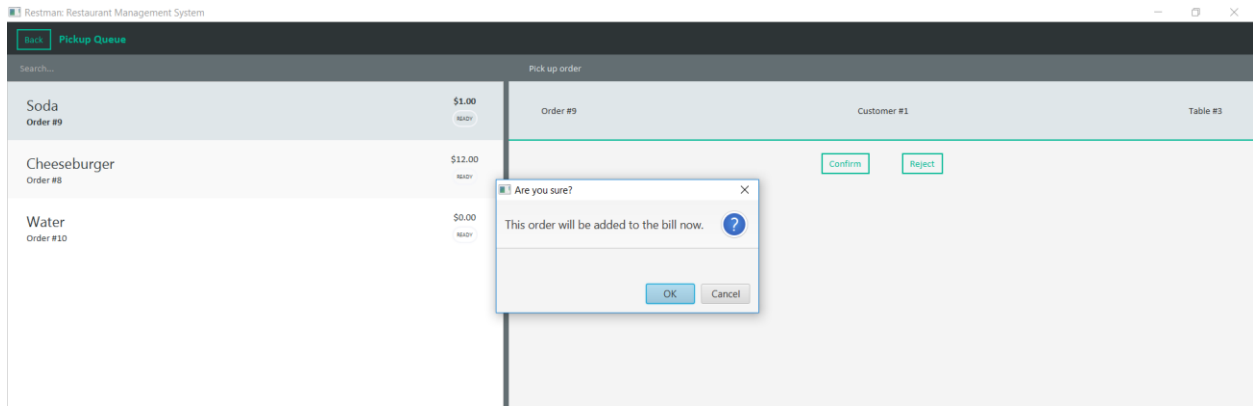
If not, the program will generate a printable bill, with tax and gratuity added. The bill is split between each individual customer (with tax and gratuity individually), and shows and extra costs for things. There is also a table total at the bottom of the bill, including the subtotal and total for everyone's orders.

Restman: Restaurant Management System	
Back Hi, Bob	
Bill for table #3	
Customer #1	
Burger (order #29)	\$10.00
Subtotal	\$10.00
HST (13%)	\$1.30
Gratuity (15%)	\$1.50
Total	\$12.80
Customer #2	
Pasta (order #27)	\$11.00
Subtotal	\$11.00
HST (13%)	\$1.43
Gratuity (15%)	\$1.65
Total	\$14.08
Customer #3	
Baked potato (order #28)	\$7.00
Subtotal	\$7.00
HST (13%)	\$0.91
Gratuity (15%)	\$1.05
Total	\$8.96
Customer #4	
Water (order #30)	\$0.00
Pasta (order #31)	\$11.00
Subtotal	\$11.00
HST (13%)	\$1.43
Gratuity (15%)	\$1.65
Total	\$14.08
Customer #5	
Pepperoni pizza (order #32)	\$17.00
Subtotal	\$17.00
HST (13%)	\$2.21
Gratuity (15%)	\$2.55
Total	\$21.76
Customer #6	
Cheeseburger (order #33)	\$12.00
Subtotal	\$12.00
HST (13%)	\$1.56
Gratuity (15%)	\$1.80
Total	\$15.36
Customer #7	
Baked salmon (order #34)	\$15.00
Subtotal	\$15.00
HST (13%)	\$1.95
Gratuity (15%)	\$2.25
Total	\$19.20
Customer #8	
Pasta (order #35)	\$11.00
Subtotal	\$11.00
HST (13%)	\$1.43
Gratuity (15%)	\$1.65
Total	\$14.08
Table Total	
Subtotal	\$94.00
HST (13%)	\$12.22
Gratuity (15%)	\$14.10
Total	\$120.32

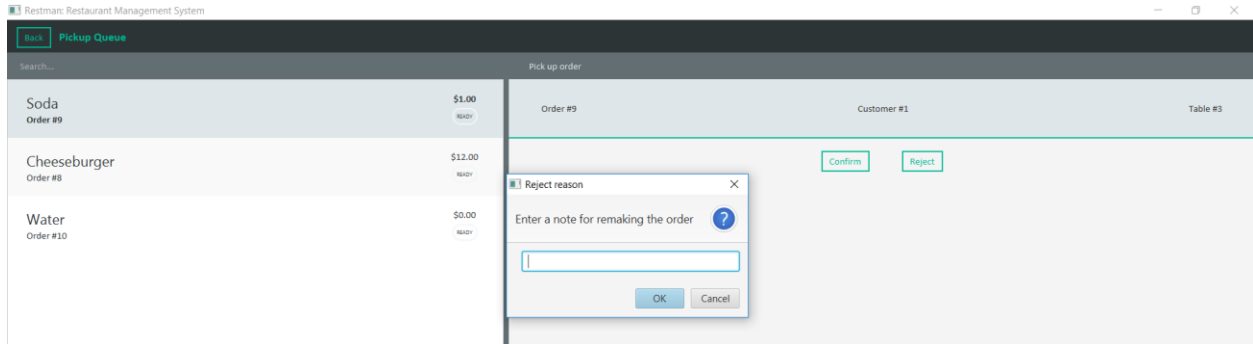
Pickup Queue

The pickup queue will show a list of orders that the Server needs to pick up. By selecting an order, the screen will display the order details on the right and allow the server to 'Confirm' or 'Reject' the order (based on the customer's decision).

If the Server presses 'Confirm', a confirmation dialog will appear:

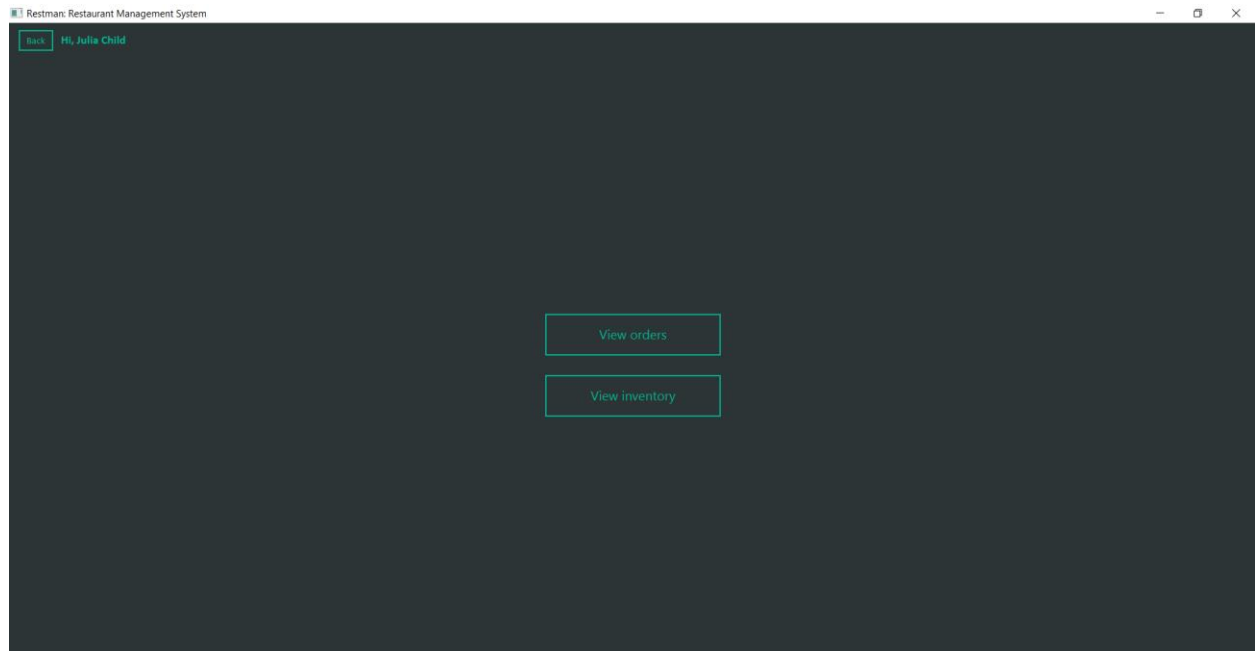


If the Server clicks 'Reject', a confirmation dialog will appear asking for a reason as to why the customer rejected the order. A reason must be inputted by the Server or the order will not be sent back to the kitchen.



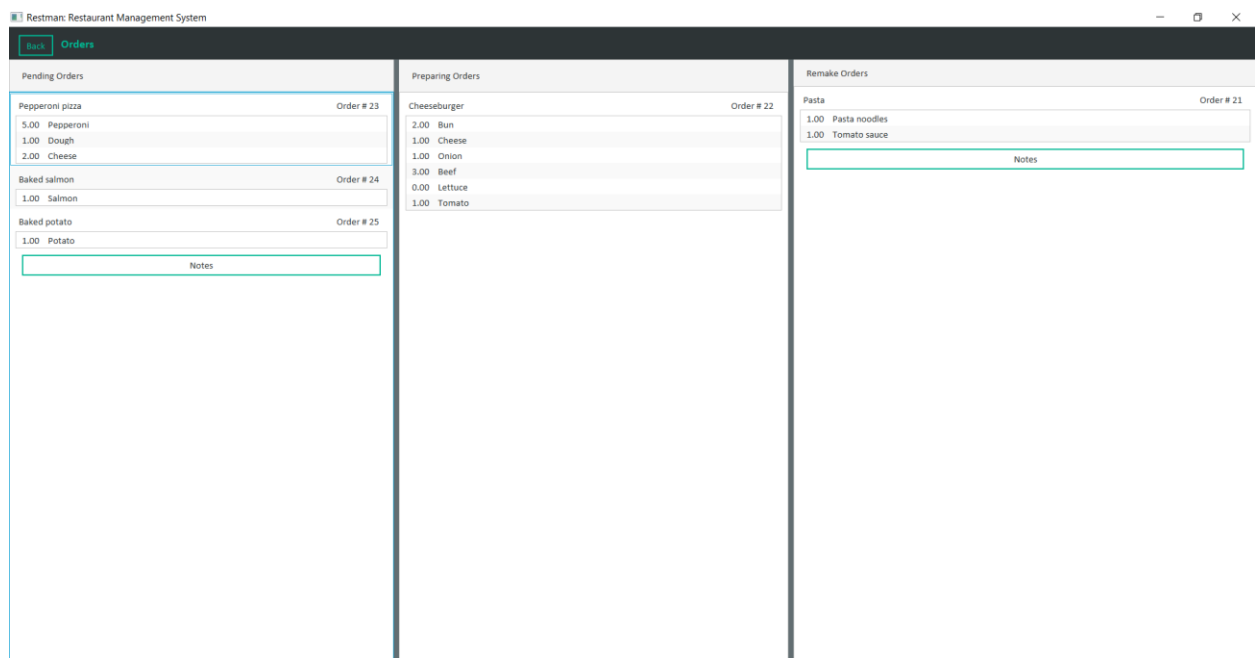
Cook

The cook has access to their order screen and the inventory screen.

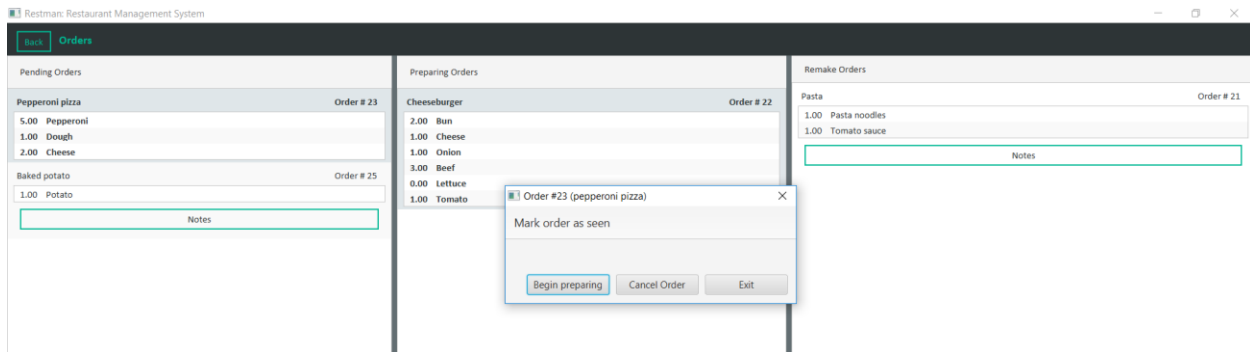


Order Screen

The order screen has 3 lists, the 'Pending Queue', 'Preparing Queue', and the 'Remake Queue'. The 'Pending Queue' shows a list of all orders across the restaurant that no Cook has begun preparing (all Cooks can see these orders). The 'Preparing Queue' and 'Remake Queue' are specific to an individual Cook and show a list of the orders that the Cook is preparing or needs to begin remaking respectively. Each order will show a list of the ingredients (and their respective quantity) needed to make the order. If the order has special instructions, there will be a 'Notes' button on it.

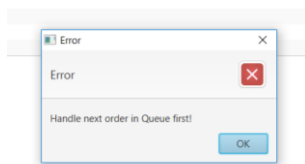


To begin preparing an order the Cook must double click on the first order in the 'Pending Queue'. This will bring up a dialog giving the cook the option to begin preparing the order or cancel the order.

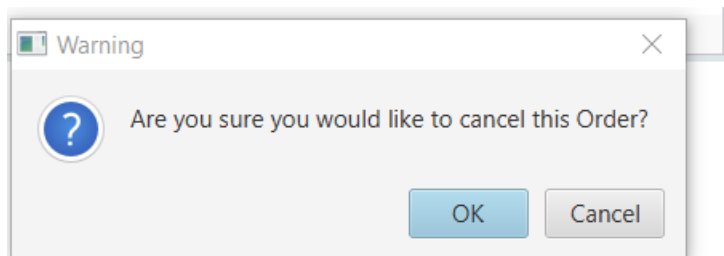


If 'Begin preparing' is clicked the order will be added to their 'Preparing Queue'.

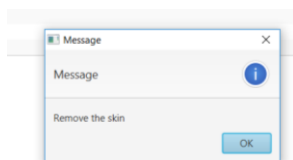
Note: if an order that is not first in the queue is selected and 'Begin preparing' is clicked, a warning will appear and the order will not be moved to the 'Preparing Queue'.



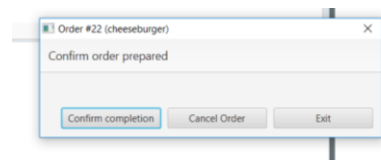
If 'Cancel Order' is selected a confirmation dialog will appear. If the order cancellation is confirmed the order will be removed from the entire system.



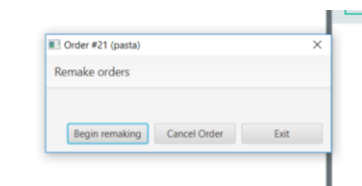
To see the special instructions on the order the cook needs to click 'Notes'. This will bring up a dialog box of all notes for the order.



To complete an order or begin remaking an order, the Cook needs to double click on the order and confirm the dialog pop up.



Confirmation dialog for 'Preparing Queue'.



Confirmation dialog for 'Remake Queue'.

Note: orders in the 'Preparing Queue' and 'Remake Queue' can be cancelled. If an order in the 'Pending Orders' is cancelled, the inventory will be readjusted to its state before the order was placed. If it is the other Queue's it is assumed the Cook already used the ingredients and the inventory will not be readjusted.