

User Guide

Synopsis

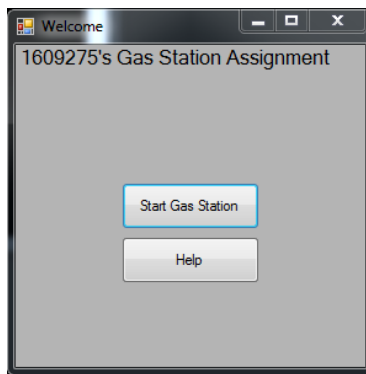
A program that is designed to replicate the everyday use of a petrol station from a colleague point of view. Cars will generate and you must choose the best pump for them to go to – but hurry - cars don't like waiting!

Outline

This is a program developed by SID 1609275 as part of my assignment for Introduction to Programming at Anglia Ruskin University (MOD003212).

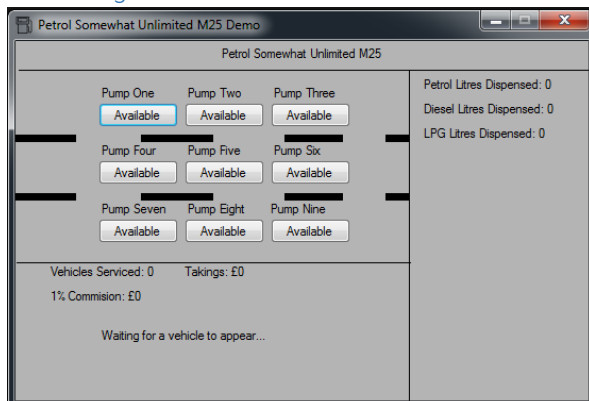
How to use

Welcome Screen:



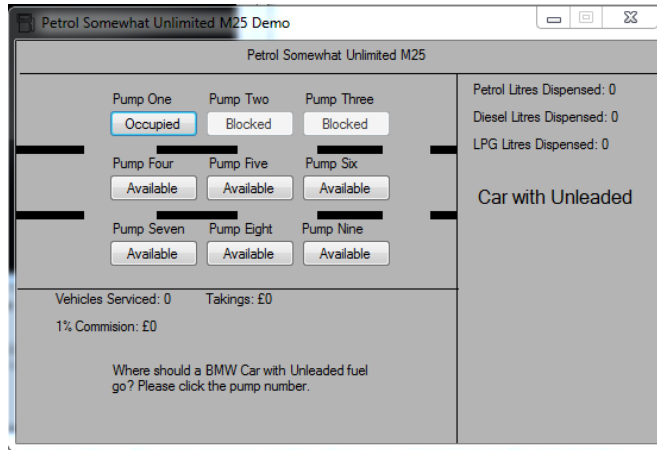
When you first run the program, you are greeted with a welcome splash screen, as shown above. If you click the help button, it will inform you of the location of the user guide on how to use the program. When you are ready to begin the program, then click the "Start Gas Station" button.

Main Program:



As you can see above, the main program window shows you a layout of a petrol station, alongside various counters, which are explained below, in the 'Counters' section. When a car arrives, it will be added to a queue, and will show the most recent car as text at the bottom of the screen. To service the vehicle, simply click the pump button. This program simulates the real world, with a 'lane blocking' protocol. For example, if you send a vehicle to pump one, then no vehicles can use pump

two or three until the vehicle on pump one is clear, as demonstrated below.



Counters

On the main program screen, there are multiple counters. These will increase or decrease depending on certain events occurring during the programs runtime. On the right-hand side of the screen, you have the petrol, diesel and LPG litres dispensed counter, which will increase each time you service a vehicle. Alongside increasing the litres dispensed counters, it will also increment the vehicles serviced counter, and work out the takings during your 'shift' and give you a 1% commission.

Timing

In this simulation, your shift is two minutes long. This time begins as soon as you click the "Start Gas Station" button on the welcome screen. Other timing during the program can include; fuelling time, wait time, and car generating time.

Miscellaneous

When your shift is over, you will be prompted with a message box to let you know that it is over. If it any time you wish to end your shift early, just click the 'x' at the top right hand of the program and the same message will be displayed.