

VIAPets – User Guide

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Table of Contents

Introduction	3
Installation Prerequisites	4
Extracting and starting the application	4
Using the application	5
First Look	5
Managing booking	6
To Add a Booking:	6
Managing Pet Shop	8
To Sell a pet:	8
Managing pets	9
To Add a pet:	9
Managing customers	10
To Add a customer:	10

Introduction

This manual guide introduces users to this application and provides a step-by-step explanation of how to use it. "VIAPets" is a Java-based software that offers multiple functions for managing pets, customers, bookings, and sales information. The application assists in organizing and tracking information efficiently.

With VIAPets, you can manage data effectively and stay on top of ongoing tasks, ensuring streamlined operations and better productivity.

Installation

Prerequisites

You must have Java and JavaFX installed to use the “VIAPets” software.

Ensure that the Java Runtime Environment (JRE) is installed on your system:

For Windows: press Win + R and type `cmd` to open the *Command Prompt* and type the command: `java -version`, followed by Enter. If you see a message saying “command not found,” Java is not installed. Otherwise, you will see the version info.

For Mac: use Spotlight with Cmd + Space, type Terminal to open the terminal. Type the command: `java -version`, followed by Enter. If you see a message saying “command not found,” Java is not installed. Otherwise, you will see the version info.

For Linux: open a terminal window and type: `java -version`, followed by Enter. The terminal will display the Java version, if installed, or offer instructions on how to install it.

To download and install Java, use this link and follow the guide: [Java Download and Installation Guide](#). After installation, run the `java -version` command again to verify the installation and check if the version is correct. Once verified, proceed to the next step.

JavaFX can be downloaded from [OpenJFX](#). Unzip the downloaded file to a known location on your system.

Extracting and starting the application

Extract the contents from “VIAPets.zip” archive using 7-zip software, to an easy to find location. All contents must be kept in the same location. Moving or deleting any files will compromise the system’s functionality.

Navigate to the directory where you unzipped the file, then follow this path: `java/project/src/GUI` and locate the `MainView.java` file. In the terminal (see earlier steps for instructions on how to access it) type:

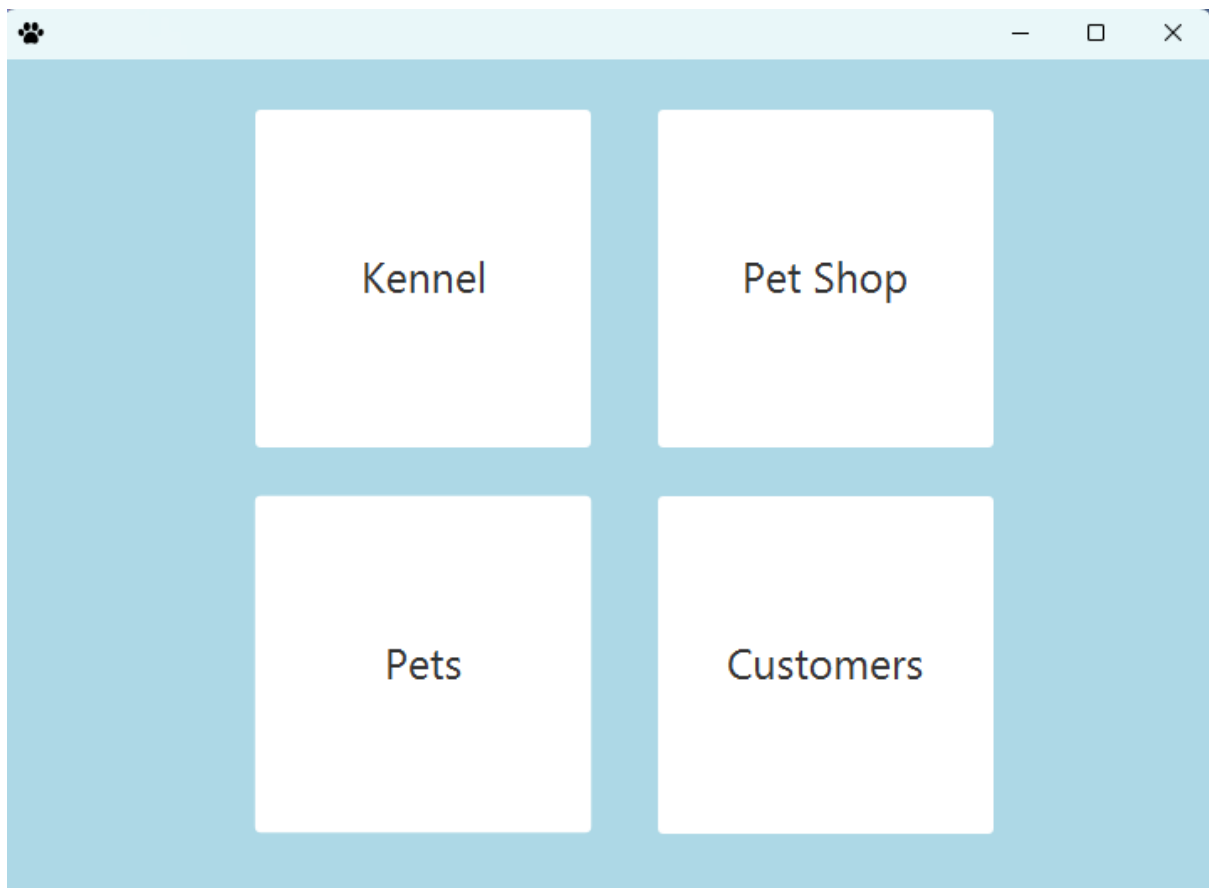
```
javac -cp "path_to_javafx_lib/*" src/GUI/*.java && java --module-path  
"path_to_javafx_lib" --add-modules javafx.controls,javafx.fxml -cp src GUI.MainView
```

Please remember to replace “`path_to_javafx_lib/*`” with the actual path to your JavaFX lib folder.

Using the application

First Look

When you start the application, at first you will see four buttons: Kennel, Pet Shop, Pets and Customer. This is the main page. The next section provides a more detailed guide to each button's functionality.



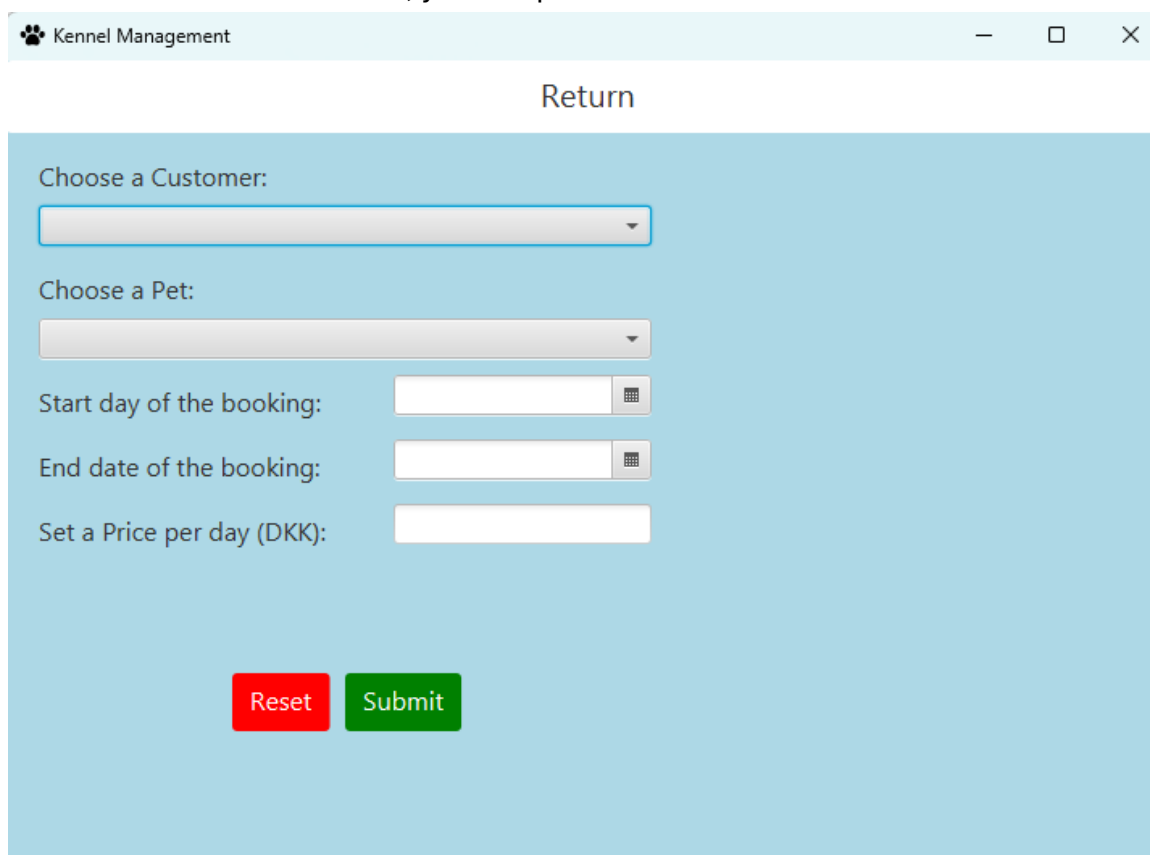
Managing booking

Press "**Kennel**" and you will see three buttons:

1. "**Add Booking**" and "**List of Bookings**" located in the center of the page.
2. "**Back to Main Page**" located at the top of the page. Click it if you wish to return to the main page.

To Add a Booking:

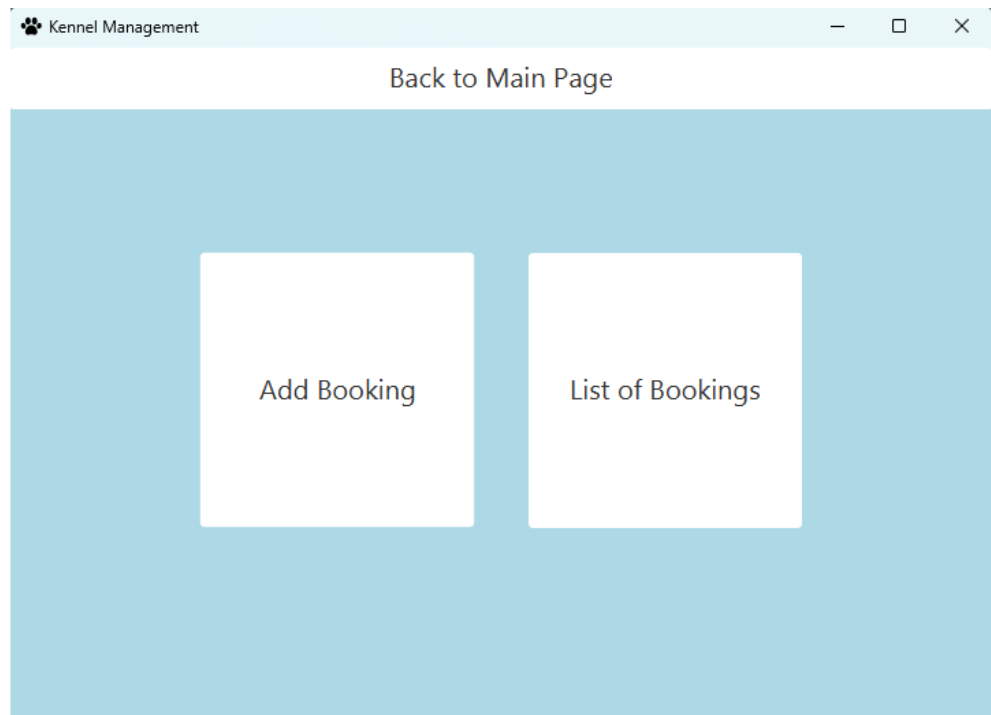
1. Select an existing **Customer**.
2. Select a **Pet**.
3. Enter the **start date** of the booking manually or choose a date using the calendar in the right corner.
4. Enter the **end date** of the booking manually or choose a date using the calendar in the right corner.
5. Set a **Price per Day**.
6. Verify the information:
 - If the information is correct, press "**Submit**".
 - If the information is incorrect, you can press "**Reset**" to start over.



The screenshot shows a web application window titled "Kennel Management". The main content area has a light blue background and is titled "Return". It contains the following form elements:

- A dropdown menu labeled "Choose a Customer:".
- A dropdown menu labeled "Choose a Pet:".
- A text input field labeled "Start day of the booking:" with a calendar icon to its right.
- A text input field labeled "End date of the booking:" with a calendar icon to its right.
- A text input field labeled "Set a Price per day (DKK):".
- At the bottom, there are two buttons: a red "Reset" button and a green "Submit" button.

Press “Return” to go back to the **Kennel** page.



List of Bookings displays all current bookings.

Managing Pet Shop

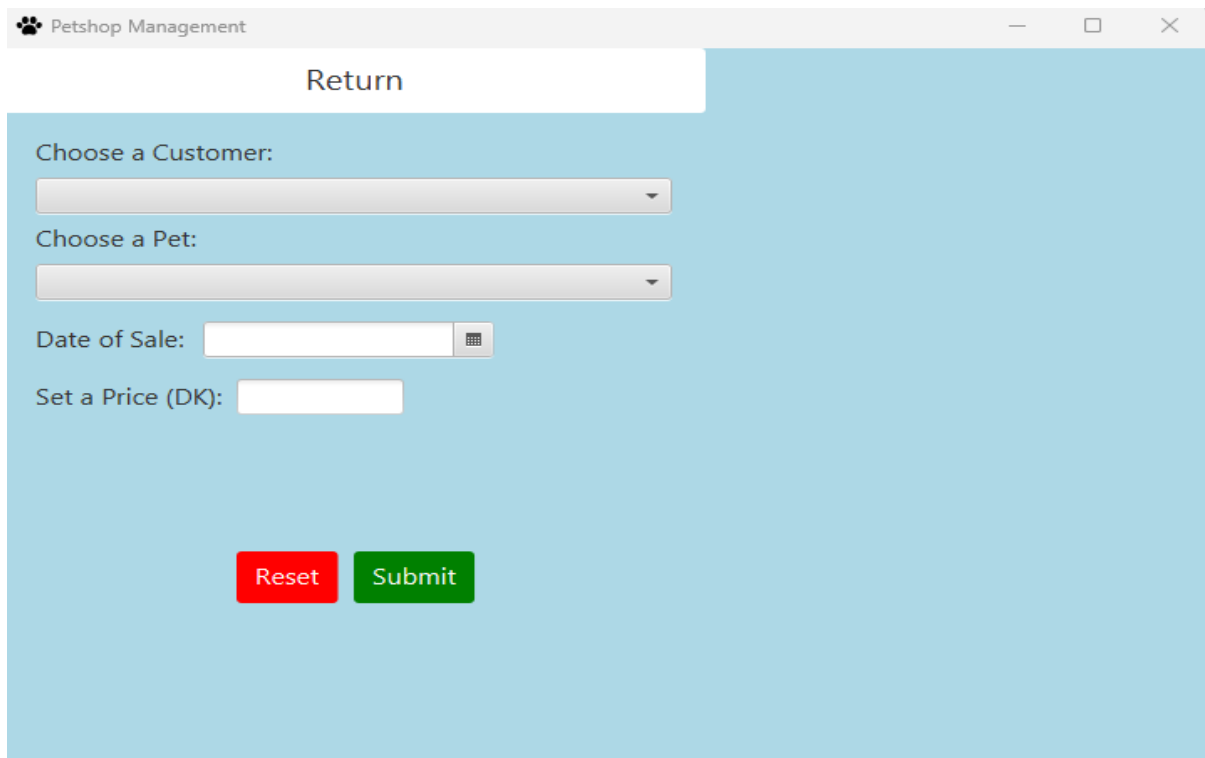
Press **"Pet Shop"** and you will see three buttons:

1. **"Sell a pet"** and **"Pets for sale"** located in the center of the page.
2. **"Back to Main Page"** located at the top of the page to return to the main page.

To Sell a pet:

1. Select an existing **Customer**.
2. Select a **Pet**.
3. Enter the **date of sale** manually or choose a date using the calendar in the right corner.
4. Set a **Price**.
5. Verify the information:
 - If the information is correct, press **"Submit"**.
 - If the information is incorrect, press **"Reset"** to start over.

Press "Return" to get back to **Pet Shop** page.



The screenshot shows a web application window titled "Petshop Management". Inside the window, there is a light blue background. At the top, there is a white button labeled "Return". Below this button, there are four input fields: "Choose a Customer:" with a dropdown menu, "Choose a Pet:" with a dropdown menu, "Date of Sale:" with a text input and a calendar icon, and "Set a Price (DK):" with a text input. At the bottom of the form, there are two buttons: a red "Reset" button and a green "Submit" button.

In "Pets for sale" you will find the list of pets available for sale.

Managing pets

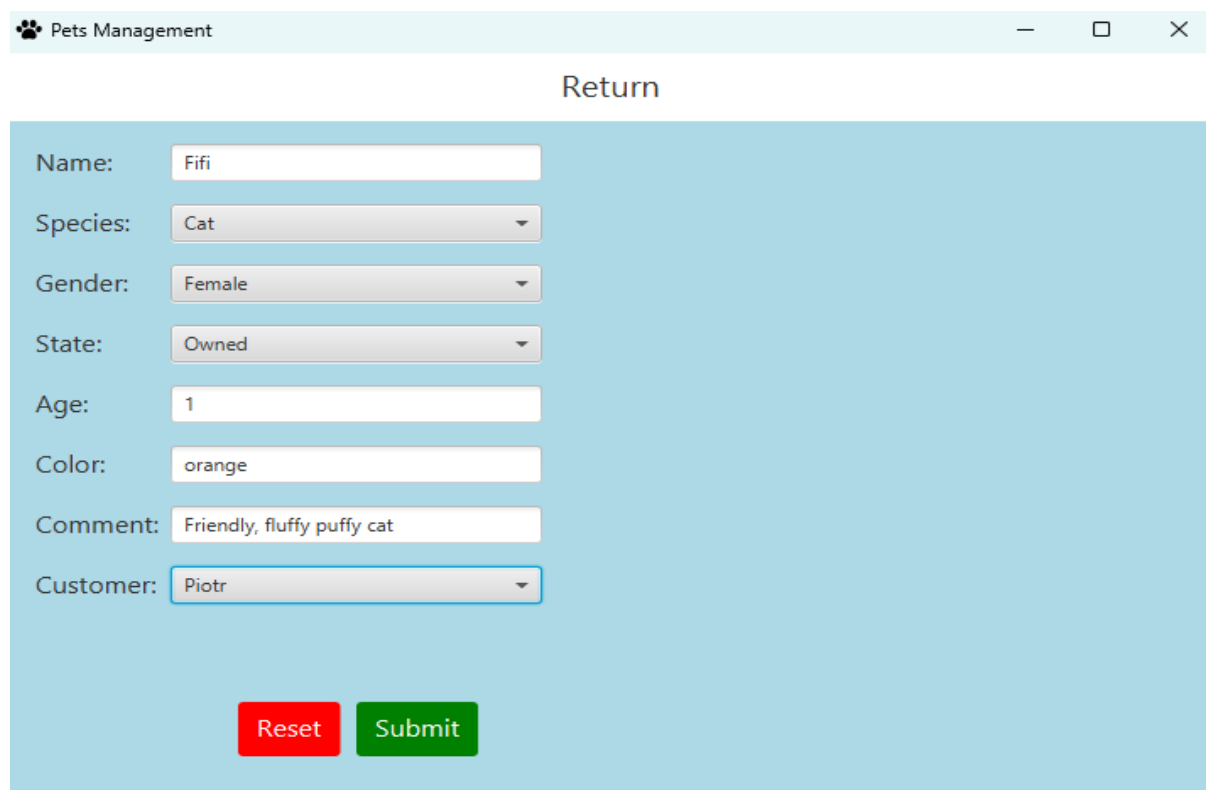
Press **"Pets"** and you will see three buttons:

1. **"Add a pet"** and **"List of pets"** located in the center of the page.
2. **"Back to Main Page"** located at the top of the page to return to the main page.

To Add a pet:

1. To add a pet into the system, write a **Name**.
2. Choose a **Species**(Cat, Dog, Fish, Bird, Rodents, Various).
3. Select **Gender**(Male, Female, Undefined).
4. Choose **State** – “For Sale” or “Owned”.
 - * If the pet is for sale, after Comment section set the price.
 - * If the pet is owned, choose customer’s name.
5. Add the pet’s **Age**.
6. Add the pet’s **Color**.
7. In the **Comment** section you may add additional information about the pet.
 - If the information is correct, press **"Submit"**.
 - If the information is incorrect, press **"Reset"** to start over.

Press “Return” to get back to **Pet Shop** page.



Pets Management

Return

Name:

Species:

Gender:

State:

Age:

Color:

Comment:

Customer:

"List of pets" contains information about all the pets currently registered in the system, and there is an option to delete any of them.

Managing customers

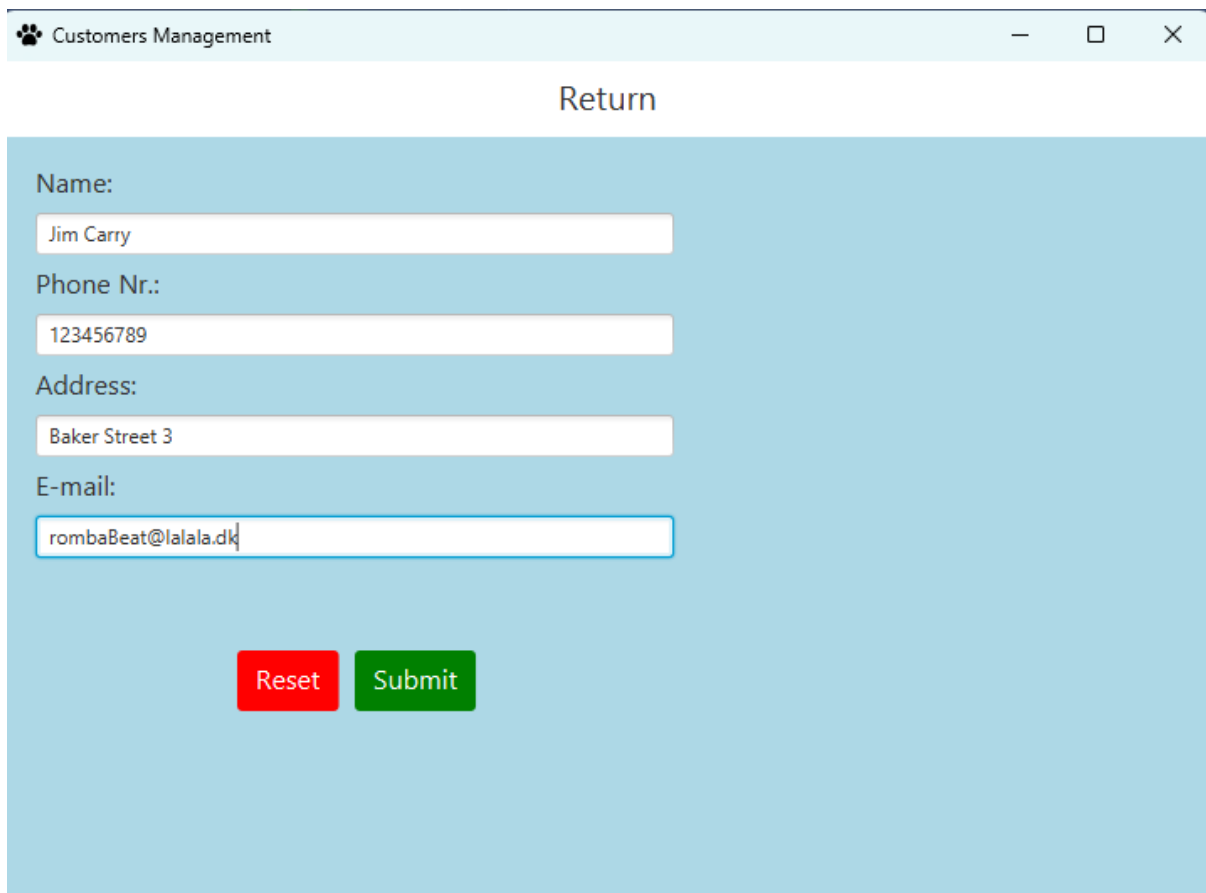
Press "**Customers**" and you will see three buttons:

3. "**Add a customer**" and "**List of customers**" located in the center of the page.
4. "**Back to Main Page**" located at the top of the page to return to the main page.

To Add a customer:

1. To adding customer into the system, write **Name**.
2. Add customers **Phone number**.
3. Add **Address**.
4. Add **E-mail**.
 - If the information is correct, press "**Submit**".
 - If the information is incorrect, press "**Reset**" to start over.

Press "Return" to get back to **Customers** page.



The screenshot shows a web browser window titled "Customers Management". The main heading is "Return". Below it, there are four input fields with labels: "Name:" (containing "Jim Carry"), "Phone Nr.:" (containing "123456789"), "Address:" (containing "Baker Street 3"), and "E-mail:" (containing "rombaBeat@lalala.dk"). At the bottom, there are two buttons: a red "Reset" button and a green "Submit" button.

“List of Customers” will display new added customer information:

Customers Management

Name: Piotr, Phone No: 12345678, Address: Berg 11, Email: skaj@op.pl, Booking: null, Bookings: [], Pe

Name: Jim Carry, Phone No: 123456789, Address: Baker Street 3, Email: rombaBeat@lalala.dk, Bookir

Delete Selected

Return