Purchase Parts Scenario

Elaine would like to build a temperature sensor system and for her to do so she needs to purchase certain parts. For instance, she needs an arduino, temperature/humidifier sensor, bread board, female and male wires. For her to purchase this at our E-Lab Webstore, she has to create an account so she is able to sign in and access the E-Lab. Once she is on the webpage she should be able to see the sign up tab, click on it and it will navigate her to a page where she is able to input her first and last name and the school she attends. Students that attend Florida Atlantic University must supply their owl card. After Elaine sets up her account, she is now able to purchase the parts. She selects the parts that she wants to purchase and add them to her cart for checkout, for any part that she does not know the detailed specs about she is able to upload a picture of the part for further assistance. However, before Elaine can checkout, she must specify whether the order is for a personal project or class project. Students can gain access immediately after purchase by going to lab and swiping their owl card. If an ordered part is out of stock, then Elaine will be notified when the item is available.

Checkout Equipment Scenario

Kramer would like to solder some parts together and for him to do so he needs to checkout some soldering equipment from the school. The items he would need includes a soldering iron, solder, and solder suction tool. For him to checkout this equipment through our E-Lab Webstore, he has to create an account so he is able to sign in and access the E-Lab, if not already done so. If Kramer has not created an account on our E-Lab Webstore, then once he is on the webpage he should be able to see the sign up tab, click on it and it will navigate him to a page where he is able to input his first and last name and the school he attends. Students that attend Florida Atlantic University must supply their owl card. After Kramer sets up his account, he is now able to find equipment to checkout. He selects from our inventory the items that he wants to checkout and add them to his cart for checkout. Students can gain access immediately after checkout by going to lab and swiping their owl card. Kramer must return the checkout items back in by the end of the day. The original condition of the items but be kept by Kramer upon return. He will experience financial penalties if items are return damage.

Report Equipment Problems Scenario

George would like to report a problem that he experienced when using equipment that he has checked out through our E-Lab Webstore. In order to do this, George must sign into his account that he has with our webstore. From the home page, George should select the fill out a ticket option from the navigation bar. He should fill out the fields that are asked for and submit the ticket. After submitted the ticket, George should return to the lab and wait to get assisted lab assistant.