

1. Introduction
1.1. Overview
2. Quick Start
3. Features
3.1. Viewing help: help3
3.2. Project Management
3.3. Beneficiary Management
3.4. Volunteer
3.5. Filtering & Exporting
3.6. Listing entered commands : history
3.7. Undoing previous command : undo
3.8. Redoing the previously undone command : redo
3.9. Clearing all entries : clear
3.10. Exiting the program: exit
3.11. Saving the data
3.12. Attendance taking [coming in v2.0]
3.13. Manage funding and sponsorships [coming in v2.0]
3.14. Auto-completion of command [coming in v2.0]
4. FAQ
5. Command Summary

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1. Introduction

Hello and welcome to VolunCheer! VolunCheer is a desktop application for project managers who want an easy way to keep track of their beneficiaries, volunteers, and any ongoing / upcoming projects.

VolunCheer is optimised for users who prefer a **Command Line Interface (CLI)** while still being able to view important data on the **Graphical User Interface(GUI)**. If that suits your tastes come give it a try!

We guarantee that VolunCHeer will save you the need for multiple documents and folders just to store all your information. And with our ability to **filter out suitable volunteers based on their data**, you can effectively say goodbye to more cumbersome sorting methods like Excel!

Eager to get started? Click on Section 2. "Quick Start" to jump ahead, though we highly recommend reading the overview below!

1.1. Overview

To facilitate your reading, we have a few icons to take note of:

TIP Useful tips are generally located here!

IMPORTANT Information here is quite important and should be carefully noted.

NOTE Important information can be found here.

Now let us go though a quick overview of our VolunCHeer application.

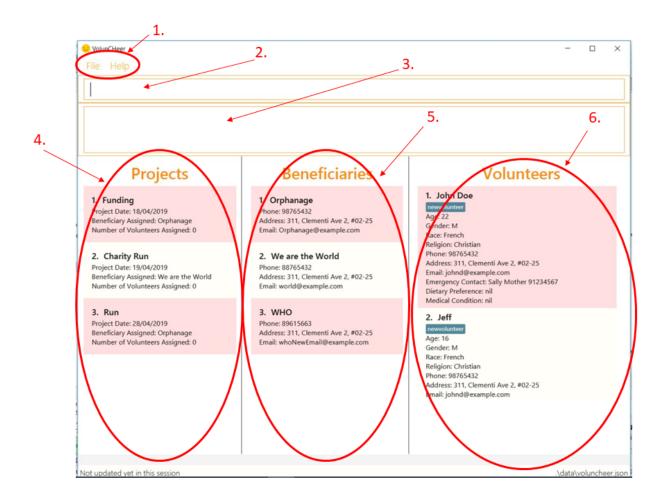


Figure 1. VolunCHeer user interface

- 1. Menu Bar: This is where you can exit the app (under File) or find the Help page
- 2. Command Box: This is where you will be typing in your commands.
- 3. Command Result: This is where the results of all your commands are displayed.

TIP Useful tips and error messages are also shown here. If it seems like somethings is not working, try looking here!

- 4. Project List: This column shows the list of projects you have currently stored in VolunCHeer.
- 5. Beneficiary List: This column shows the list of beneficiaries currently in VolunCHeer.
- 6. Volunteer List: Similar to the other lists, this one shows the list of beneficiaries you currently have.

2. Quick Start

To start using VolunCHeer, all you have to do is follow these simple steps below:

- 1. Ensure you have Java version 9 or later installed in your Computer. If you are not sure what version you have, check out this site for more info.
- 2. Download the latest VolunCHeer.jar here.

- 3. Copy the file to whichever folder you would like to store VolunCHeer in.
- 4. Double-click the file to start the app. The GUI should appear as below in a few seconds.

[UiClean] | *UiClean.png*

- 5. Type the command in the command box and press Enter to execute it. e.g. typing help and pressing Enter will open the help window.
- 6. Some example commands you can try:
 - help: get a list of all the commands we have (highly recommended).
 - addProject n/Project Sunshine d/20190320: adds a project named "Project Sunshine" in the project list.
 - deleteProject2: deletes the 2nd project portfolio in the current list of projects.
 - exit: exits the app
- 7. For a more detailed explanation of each command please refer to Section 3, "Features".

3. Features

Before we go on to explain our features, this section will give a brief introduction on how to interpret our explanations.

Command Format

- Words in UPPER_CASE are the parameters to be supplied by the user e.g. in add n/NAME, NAME is
 a parameter which you supply, like add n/John Doe. Parameters are generally necessary,
 unless mentioned as below.
- Parameters in square brackets are **optional** e.g in addVolunteer n/NAME [t/TAG], we can input addVolunteer n/John Doe t/friend or addVolunteer n/John Doe.
- Items with ··· after them can be used multiple times, including zero. e.g. [t/TAG]··· can be used as (i.e. 0 times), or t/friend, t/friend t/family etc.
- Parameters can be in any order e.g. if the command specifies n/NAME p/PHONE_NUMBER, p/PHONE_NUMBER n/NAME is also perfectly acceptable.

3.1. Viewing help: help

If you are stuck and cannot figure out what to do, do not fear! Instead of screaming for help, simply type it into the command bar and we will give you everything you need to use this app.

Format: help

3.2. Project Management

3.2.1. Adding a project: addProject / ap

One of the first things to do when you use the app is to start adding projects to track, and this is the command to use.

Format: addProject n/PROJECT_NAME d/DATE

- Please enter DATE in DD/MM/YYYY format, making sure that the date should be after today.
- Project list does not accept duplicates in Project Titles, so make sure you name everything differently!
- Projects are automatically sorted in ascending date order for easier tracking or Project tasks.

Now let us look at what happens when the command addProject p/Old Folk Home Visit d/25/05/2019 is entered on screen.

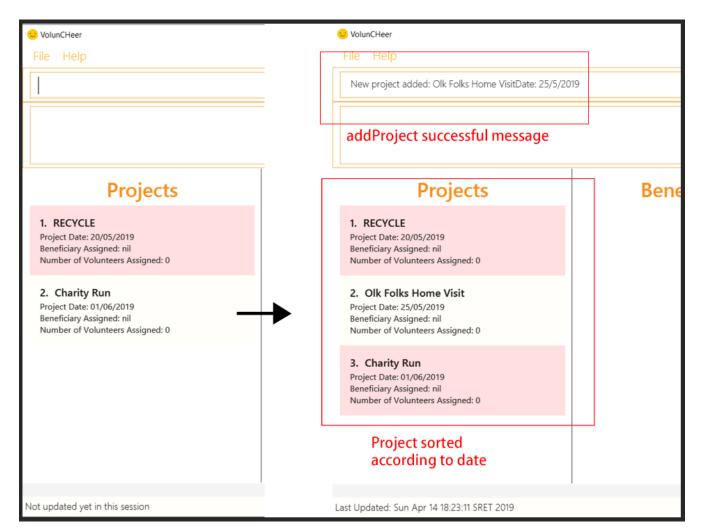


Figure 2. When addProject p/Old Folk Home Visit d/25/05/2019 is executed.

3.2.2. Deleting a project : deleteProject / dp

When a project is completed or cancelled, VolunCHeer allows you to easily delete it by stating the project order in the list.

Format: deleteProject INDEX

- This INDEX refers to the index of the project in the project list. If you are unsure of the order, **PLEASE** use 'listProject' to view all projects and get the correct index. If you delete the wrong projects, please refer to Section 3.7, "Undoing previous command: undo".
- Error message is shown if the INDEX entered is invalid

This is how the project list changes upon execution.

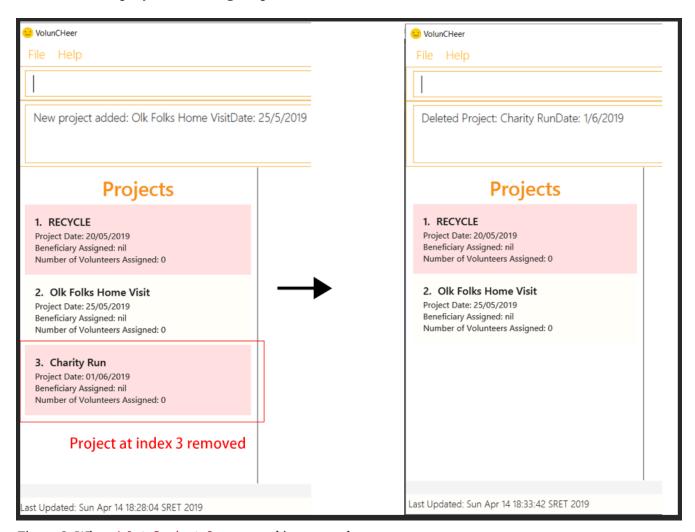


Figure 3. When deleteProject 3 command is executed.

3.2.3. Listing all projects: listProject / lp

When you want to take a look at all your projects, this command helps you do so.

Format: listProject

3.2.4. Assigning a Beneficiary to Project: assignB

Projects are generally associated with certain beneficiaries. VolunCHeer allows you to attach them easily with this command. It assigns the Beneficiary at the provided INDEX to the Project with ProjectTitle indicated.

- The assigned Beneficiary can then be seen under the Project card as shown below.
- There can be only one beneficiary for each project, however, one beneficiary can be assigned to multiple projects.

IMPORTANT

The index must be a positive integer 1, 2, 3, ...

After assigning a beneficiary, the project will have its data updated as seen below.

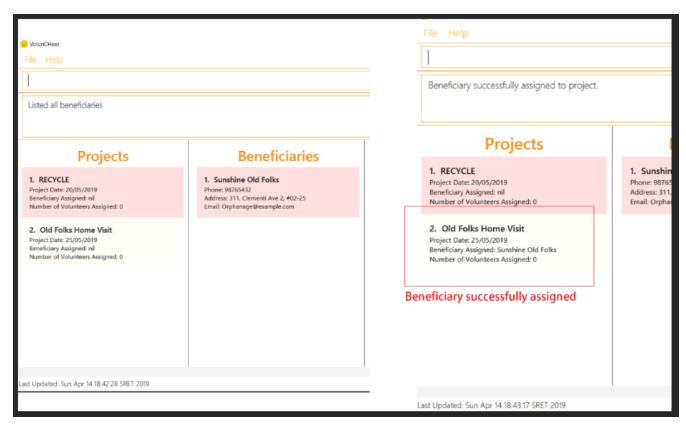


Figure 4. When assignB p/Old Folks Home Visit i/1 command executed

TIP

Use listBeneficiary to view a full list of Beneficiary to assign. Use summaryBeneficiary command to view the Projects attached to each Beneficiary.

3.2.5. Assigning one or more Volunteers to Project: assignV

We also provide an easy method to assign a specific number of volunteers to the indicated Project

Format: assignVolunteer p/PROJECT_TITLE rv/REQUIRED_NUMBER_OF_VOLUNTEERS

TIP

The number of volunteers assigned to the Project can be seen under the Project card as shown below.

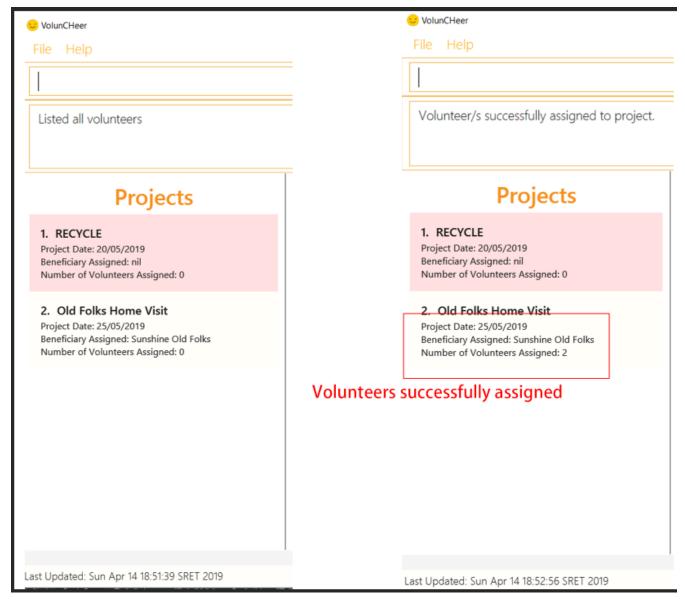


Figure 5. When assignV p/Old Folks Home Visit rv/2 is executed.

TIP

Use the commands listed in Section 3.5, "Filtering & Exporting" to filter out the desired list of volunteers.

3.2.6. Mark project as complete: 'complete'

Once a project is done, you can mark it as complete to distinguish it from your other projects. Simply provide an INDEX to indicate which project you would like to complete.

Format: complete i/INDEX

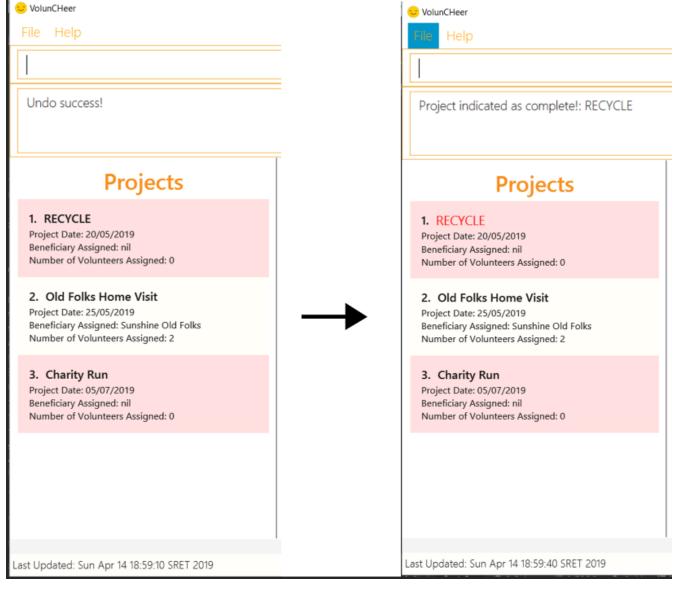


Figure 6. When complete i/1 command is executed

NOTE

Once marked as complete, project title will be displayed in red colour font

3.3. Beneficiary Management

3.3.1. Adding a beneficiary: addBeneficiary / ab

Similar to the previous adding command, this adds a beneficiary to the list of Beneficiaries

Format: addBeneficiary n/NAME a/ADDRESS e/EMAIL p/PHONE_NUMBER

Example:

addBeneficiary n/Orphanage p/98765432 e/Orphanage@example.com a/311, Clementi Ave 2, #02-25

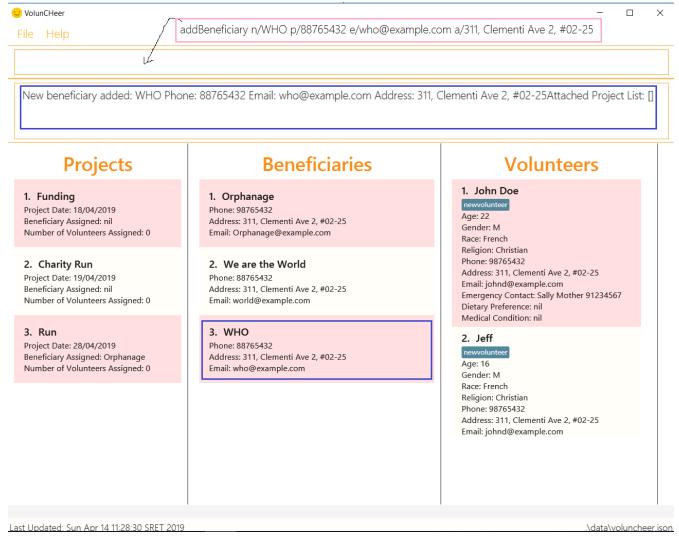


Figure 7. Add Beneficiary Command Result (pink: input, blue: output)

In the figure above, after the add command, we can observe a new beneficiary card is shown on the GUI.

- The beneficiary will be used to assign to a project, this means that the project will benefit this beneficiary, i.e. Orphanage Home, Nursing home, etc.
- When add a new beneficiary, the project lists assigned to it will be empty. You can assign projects to it by assign command stated.

3.3.2. Editing a beneficiary: editBeneficiary / eb

In case of incorrect information, we also allow you to edit the beneficiary at the given INDEX

Format: editBeneficiary INDEX (must be a positive integer) [n/NAME] [p/PHONE] [e/EMAIL] [a/ADDRESS]

Examples:

editBeneficiary 1 n/Old Folk Home p/91234567

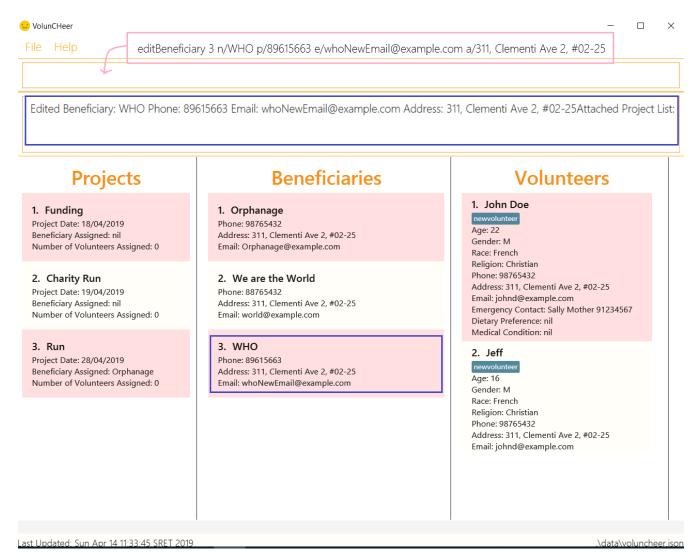


Figure 8. Edit Beneficiary Command Result (pink: input, blue: output)

In the figure, we can see that the WHO information including phone number and email has changed, compared to the last figure.

NOTE

When a beneficiary is edited, the data of the beneficiary in its attached projects is in sync, meaning that that data is automatically updated in the mentioned projects.

3.3.3. Deleting a beneficiary: deleteBeneficiary / db

Of course, once a beneficiary is no longer associated with you, it can be removed by providing the INDEX.

Format: deleteBeneficiary i/INDEX -D

IMPORTANT

-D is optional and should not be misused (see below)

- There are two modes of deletion: soft delete mode and hard delete mode.
- In the **soft delete mode**, there is a safe check to help you avoid deleting beneficiary that has attached projects, leaving the projects unassigned.
- In the **hard delete mode**, the beneficiary and all its attached projects will be deleted.
- Default is **soft delete mode**. To switch to **hard delete mode**, include **-D** in your command.

Examples:

- deleteBeneficiary i/1 soft delete mode
- deleteBeneficiary i/1 -D hard delete mode

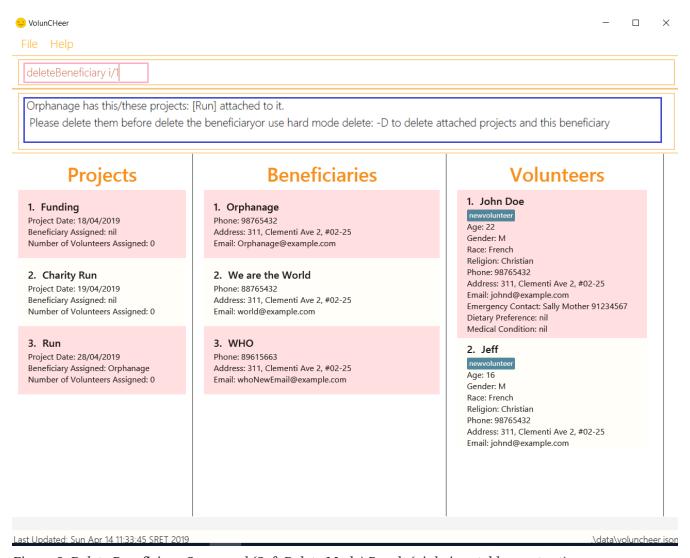


Figure 9. Delete Beneficiary Command (Soft Delete Mode) Result (pink: input, blue: output)

In Figure 3, we are trying to soft delete a beneficiary which was assigned to project **Run**. Hence, a message appears and informs us to switch to hard delete mode.

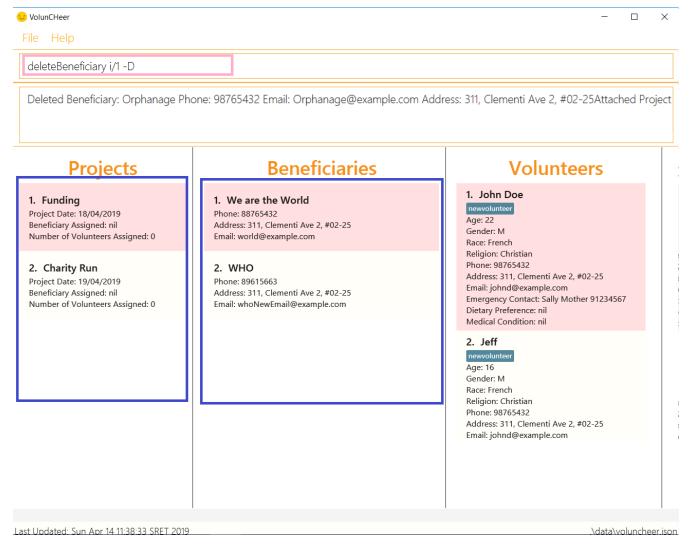


Figure 10. Delete Beneficiary Command (Hard Delete Mode) Result (pink: input, blue: output)

In Figure 4, the beneficiary and its attached projects have been deleted successfully.

3.3.4. Listing all beneficiaries: listBeneficiary / lb

As before, you can show a list of all Beneficiaries in the beneficiary pool.

Format: listBeneficiary

TIP

The command can be used to get back to full list after several commands which change the list.

3.3.5. Locating beneficiaries by name: findBeneficiary / fb

TO facilitate searching for beneficiary, you can locate a specific one easily with via given keyword/keywords.

Format: findBeneficiary KEYWORD [MORE_KEYWORDS]

- The search is case insensitive. e.g orphanage will match Orphanage
- The order of the keywords does not matter. e.g. Orphanage Nursing will match Nursing Orphanage
- Only the name is searched.
- Only full words will be matched e.g. Orphan will not match Orphanage
- beneficiaries matching at least one keyword will be returned (i.e. OR search). e.g. Orphanage
 Nursing will return Orphanage Rainbow and Nursing Home

Examples:

find Nursing
 Returns Nursing Home and Nursing Center

3.3.6. Summarising all beneficiaries: summariseBeneficiary / sb

Sometimes we have a beneficiary assigned to many projects and we just want to see a list of everything it is attached to. This command opens a pop up summary table of the beneficiaries for easy view. You can use even the arrow in header cells **number of Projects** to sort beneficiaries by the number of attached projects.

Format: summariseBeneficiary

Beneficiary Na	No. Projects	List of attached projects		
Orphanage	2	[Funding, Run]		
We are the World	1	[Charity Run]		
WHO	0			
WHO	0			

Figure 11. Beneficiary Summary Table

The command can be used to consider future partners or fundraising.

3.4. Volunteer

TIP

3.4.1. Adding a volunteer: addVolunteer / av

As like before, this adds a volunteer to the volunteer pool

Format: addVolunteer n/NAME y/AGE g/GENDER r/RACE [rg/RELIGION] a/ADDRESS e/EMAIL p/PHONE_NUMBER ec/EMERGENCY_CONTACT [dp/DIETARY_PREFERENCE] [m/MEDICAL_CONDITION] [t/TAG]...

Alternative Format: av n/NAME y/AGE g/GENDER r/RACE [rg/RELIGION] a/ADDRESS e/EMAIL p/PHONE_NUMBER ec/EMERGENCY_CONTACT [dp/DIETARY_PREFERENCE] [m/MEDICAL_CONDITION] [t/TAG]...

- "Add Successful!" message is prompted upon successfully adding a volunteer
- An invalid message will be prompted if a Volunteer with the same exact name is present in the existing database
- Parameters for Religion, Dietary Preference, Medical Condition are optional and set to 'nil' by default

TIP A volunteer can have any number of tags (including 0)

Examples:

- addVolunteer n/John Doe y/18 g/male r/eurasian rg/christian a/John street, block 123, #01-01 e/johnd@example.com p/98765432 ec/Mary, Mother, 92221111 dp/vegetarian m/asthma
- av n/Sarah Soh y/22 g/female r/chinese rg/buddhist a/betsy ave 6, 02-08 e/sarah08@example.com p/92345678 ec/Johnny, Husband, 81234568

3.4.2. Deleting a volunteer: deleteVolunteer \ dv

After a volunteer has left, it can be deleted by this command by referencing its index in the list.

Format: deleteVolunteer INDEX Alternative Format: dv INDEX

- Deletes the volunteer at the specified INDEX.
- The index refers to the index number shown in the displayed volunteer list.
- The index must be a positive integer 1, 2, 3, ...
- Error message is shown if the given index is invalid

Examples:

 listVolunteer deleteVolunteer 2

Deletes the 2nd volunteer in the volunteer list.

findVolunteer Betsy

dv 1

Deletes the 1st volunteer in the searched volunteer list.

TIP Use the list volunteers commands to check the correct index of the volunteer to be deleted

3.4.3. Editing a volunteer : editVolunteer \ ev

Similar to beneficiary, we can update volunteer particulars by the given index.

Format: editVolunteer INDEX [n/NAME] [y/AGE] [g/GENDER] [r/RACE] [rg/RELIGION][p/PHONE]

[a/ADDRESS] [e/EMAIL] [ec/EMERGENCYCONTACT] [dp/DIETARYPREFERENCE] [mc/MEDICALCONDITION] [t/TAG]...

Alternative Format: ev INDEX [n/NAME] [y/AGE] [g/GENDER] [r/RACE] [rg/RELIGION][p/PHONE] [a/ADDRESS] [e/EMAIL] [ec/EMERGENCYCONTACT] [dp/DIETARYPREFERENCE] [mc/MEDICALCONDITION] [t/TAG]...

- Edits the volunteer at the specified INDEX. The index refers to the index number shown in the displayed volunteer list. The index **must be a positive integer** 1, 2, 3, ...
- At least one of the optional fields must be provided.
- Existing values will be updated to the input values.
- When editing tags, the existing tags of the volunteer will be removed i.e adding of tags is not cumulative.
- You can remove all the volunteer's tags by typing t/ without specifying any tags after it.

Examples:

- editVolunteer 1 p/91234567 e/johndoe@example.com

 Edits the phone number and email address of the 1st volunteer to be 91234567 and johndoe@example.com respectively.
- ev 2 n/Betsy Crower t/ Edits the name of the 2nd volunteer to be Betsy Crower and clears all existing tags.

3.4.4. Locating volunteers by name: findVolunteer \ fv

Searching for volunteers works similarly to beneficiaries.

Format: find KEYWORD [MORE_KEYWORDS]

Alternative Format: fv KEYWORD [MORE_KEYWORDS]

- The search is case insensitive. e.g hans will match Hans
- The order of the keywords does not matter. e.g. Hans Bo will match Bo Hans
- Only the name is searched.
- Only full words will be matched e.g. Han will not match Hans
- volunteers matching at least one keyword will be returned (i.e. OR search).
- e.g. Hans Bo will return Hans Gruber, Bo Yang

Examples:

- findVolunteer John Returns john and John Doe
- fv Betsy Tim John
 Returns any volunteer having names Betsy, Tim, or John

3.4.5. Listing all volunteers: listVolunteer \ lv

Shows a list of all volunteers in the volunteer pool.

Format: listVolunteer

Alternative Format: lv

3.5. Filtering & Exporting

3.5.1. Assigning mapping index to each volunteer: map

We know that some volunteers suit a certain project better than others. To help with finding these volunteers, the map command assigns the volunteers with points 3, 2 or 1 according to the selection criteria that you set.

Format: map t/(POINTS)(CRITERIA) t/(POINTS)(CRITERIA) t/(POINTS)(CRITERIA)

- The t/ refers to any of the following tags.
- There are three types of tags, the age of volunteer (y/), race (r/) and medical condition (m/).
- You can enter at most 3 tags and at least 1 tag as the selection criteria.
- Each volunteer is internally assigned points which will be used used for sorting later on.
- The age criteria has comparators >,<,= which relate to the age given afterwards.
- See examples below for a clearer picture.

Examples:

- map y/3>18 r/2chinese m/1NIL Gives volunteers above the AGE of 18 3 points, RACE chinese 2 points and MEDICAL_CONDITION of NIL 1 point.
- map m/3NIL Only gives volunteers with no MEDICAL_CONDITION 3 points.

Mapping complete!

Figure 12. map command execution

Upon executing a successful map command, the message on figure 12 will appear.

3.5.2. Sorting volunteers according to points: sort

After mapping, we can then sort the volunteers into order, with the most suitable volunteers being on top.

Format: sort

- The map function should be called before sort to generate the points
- Volunteers with equal points will not be sorted in any particular order
- Selection of the volunteers, such as with the assignV command, can be done after sorting.

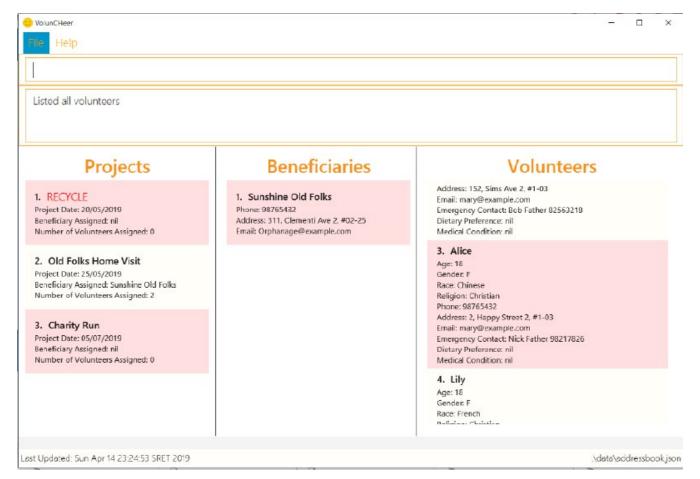


Figure 13. Before sorting

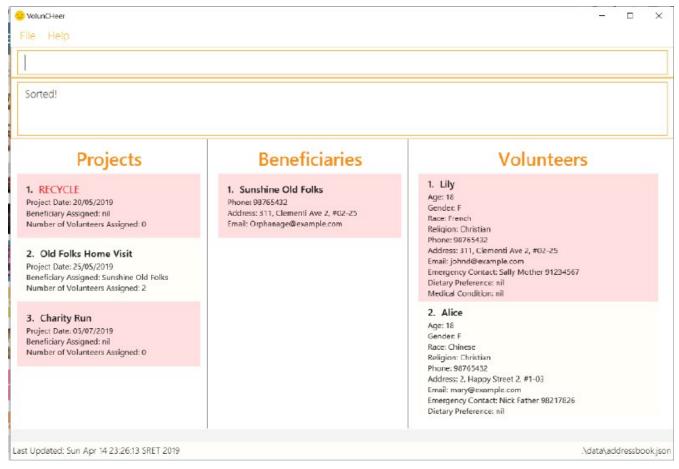


Figure 14. After sorting

As can be seen in figure 13 Alice was previously at index 3. After sorting, she has shifted up to index 2 in figure 14.

3.5.3. Extracting multiple volunteers from sorted list: extract

Not everyone will have VolunCHeer, which is frankly their loss. Nonetheless, this command allows you share a list of certain volunteer particulars by extracting it into a Microsoft Excel file.

Format: extract NUMBER_OF_VOLUNTEERS t/PARTICULAR [t/OTHER_PARTICULARS]...

- This command requires at least one type of particular from the volunteers, up to all type of particulars.
- If the NUMBER_OF_VOLUNTEERS exceeds the total number of volunteers in the list, the file will just extract all volunteers in VolunCHeer.
- This command can be called before map and sort if order is not an issue.

Examples:

*extract [1][20] Extracts the first 20 volunteers in the sorted list. *extract [5][15] Extracts volunteer number 5 to 15 in the list.

Volunteers			
John	17	М	French
John Doe	22	М	French
Joe	22	М	Chinese

Figure 15. Extracted volunteer details

The Excel file will look like figure 15.

3.6. Listing entered commands: history

Lists all the commands that you have entered in reverse chronological order.

Format: history

NOTE

Pressing the <code>↑</code> and <code>↓</code> arrows will display the previous and next input respectively in the command box.

3.7. Undoing previous command: undo

Restores the VolunCHeer application to the state before the previous *undoable* command was executed.

Format: undo

NOTE

Undoable commands: those commands that modify the VolunCHeer application's main content (addProject, addVolunteer, delete, edit and clear).

Examples:

delete 1listundo (reverses the delete 1 command)

• select 1

list

undo

The undo command fails as there are no undoable commands executed previously.

delete 1
 clear
 undo (reverses the clear command)
 undo (reverses the delete 1 command)

3.8. Redoing the previously undone command: redo

Reverses the most recent undo command.

Format: redo

Examples:

delete 1
 undo (reverses the delete 1 command)
 redo (reapplies the delete 1 command)

• delete 1 redo

The redo command fails as there are no undo commands executed previously.

delete 1
 clear
 undo (reverses the clear command)
 undo (reverses the delete 1 command)
 redo (reapplies the delete 1 command)
 redo (reapplies the clear command)

3.9. Clearing all entries : clear

Clears all entries from the specific list requested by user.

Format: clear

3.10. Exiting the program: exit

Exits the program.

Format: exit

3.11. Saving the data

All data for the application are saved in the hard disk automatically after any command that changes the data.

There is no need to save manually.

3.12. Attendance taking [coming in v2.0]

Track attendance of the volunteers and award frequent volunteers with certificates or promote to team leader.

3.13. Manage funding and sponsorships [coming in v2.0]

Manage funds and sponsors for individual projects and track project spending.

3.14. Auto-completion of command [coming in v2.0]

Quick Auto-completion of command to enhance typing speed

4. FAQ

Q: How do I transfer my data to another Computer?

A: Install the app in the other computer and overwrite the empty data file it creates with the file that contains the data of your previous VolunCHeer application folder.

5. Command Summary

- **AddProject** addProject n/PROJECT_TITLE d/DATE b/BENEFICIARY [t/TAG]... e.g. addProject n/Charity Run d/081219 b/Sunshine Old Folks Home
- AddVolunteer addVolunteer n/NAME y/AGE a/ADDRESS e/EMAIL p/PHONE_NUMBER g/EMERGENCY_CONTACT r/RACE d/DIETARY_PREFERENCE m/MEDICAL CONDITION [t/TAG]... e.g. addVolunteer n/John Doe y/18 a/John street, block 123, #01-01 e/johnd@example.com p/98765432 g/98292998 r/chinese d/vegetarian m/asthma
- AddBeneficiary addBeneficiary n/NAME a/ADDRESS e/EMAIL p/PHONE_NUMBER
 e.g. addBeneficiary n/Orphanage p/98765432 e/Orphanage@example.com a/311, Clementi Ave 2, #02-25
- **EditBeneficiary** editBeneficiary INDEX (must be a positive integer) [n/NAME] [p/PHONE] [e/EMAIL] [a/ADDRESS] e.g. editBeneficiary 1 n/Old Folk Home p/91234567
- DeleteBeneficiary deleteBeneficiary i/INDEX -D e.g. deleteBeneficiary i/1 -D
- ListBeneficiary listBeneficiary
- FindBeneficiary findBeneficiary KEYWORD e.g. findBeneficiary Old
- SummariseBeneficiary summariseBeneficiary
- List: list
- **EditProject** editProject PROJECT_NAME [n/NAME] [d/DATE] [b/BENEFICIARY] [t/TAG]... e.g. editProject Charity Run d/010319
- **EditVolunteer** edit INDEX [n/NAME] [p/PHONE] [e/EMAIL] [a/ADDRESS] [t/TAG]··· e.g. editVolunteer 1 p/91234567 e/johndoe@example.com
- **Find**: find KEYWORD [MORE_KEYWORDS] e.g. find James Jake
- DeleteProject: delete PROJECT_TITLE e.g. delete Charity Run
- **DeleteVolunteer**: delete INDEX e.g. delete 3
- **Select**: select INDEX e.g.select 2
- Map map t/SELECTION t/SELECTION e.g. map y/18 > r/chinese m/NIL
- Sort sort
- Extract extract VOLUNTEERS_REQUIRED+ e.g. extract 20

• **History**: history

• Undo : undo

• Redo: redo

• Clear: clear

• Export: export

• Import: import

• Exit *: exit

• Help:help