

User Manual

- Prior to launching the program, ensure that the pictures used have the correct path inside the code. Ex.
 - (String imagePath =
"file:/C:\\Users\\pinkd\\OneDrive\\Desktop\\CSI2300
Project\\qrcodefinal.png");)
- Input JavaFX libraries and include the modules in the launch file.
- After these steps are complete, the program can be launched.
- Once the program is launched, the first window will pop up.
 - It welcomes you and allows you to press a button to begin your drink order.
- After you click the “Place Order” button, the second window will pop up.
 - This opens the menu
 - There are six buttons to press if you wish to add that specific drink to your order. These buttons may be pressed as many times as you like.
 - If a mistake is made there is a button to clear the order and start again
 - There is another button that will take you to the final window.
- The “Print Receipt” button will open the third and final window.
 - It will display the receipt for your order.
 - It will print out the name of the drink, the quantity, and the price. As well as the total for the order.
 - In addition, it will calculate the reward level based on how much was spent (Gold: $\geq \$10$, Silver: $< \$10$ and $\geq \$6$, Bronze: $< \$6$ and $> \$0$, None: $\$0$).
 - The receipt will also display a thank you and the cashier’s name, employee ID, and a QR code.
 - When scanned, the QR code will take you to our café’s website that was created using straw.page.
- Finally, the program is complete. Feel free to run it again.