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: >= $10, Silver: < $10 and >= $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.