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**OOP Kitchen Exam: User Manual**

**Part 1: Menu**

Graphical user interface, text, application

Description automatically generated

When you first run the application, the menu interface is the first thing that will appear on the screen. Underneath the menu there is a field where the user has the capability to select which choice they would like with 1 being creating a kitchen, 2 being updating your kitchen appliances, 3 being viewing all appliances status’, and 4 being exiting the application.

**Part 2: Creating your Kitchen**

A screenshot of a computer

Description automatically generated

When the first option is chosen by the user, the user is prompted one by one to enter how many of each appliance they wish to have. The user can choose any number of appliances and once they have chosen the value for each appliance, it sends them back to the menu so they can update each status.

**Part 3: Appliance Status**

Graphical user interface, application, Word

Description automatically generated

When the second option is chosen, the user is prompted which appliance they wish to update. Then, the user must chose which of those fridges, microwaves, stoves, or dishwashers they wish to update. After that, for each appliance the user has the option to update a number of behaviors. For the fridges, the user can add or take away food as well as open or close the fridge. After the user has selected which action they wish to take, it sends the user back to the menu.

**Part 4: Viewing Appliance Status for every Appliance**

Graphical user interface, application, Word

Description automatically generated

When the user selects the third option, they are given a printed version of the status of each appliance and their assigned number starting at zero. Then the user is shown the menu again so that they can go back in and update the status of the appliances.

**Part 5: Exiting the Application**

Graphical user interface, application, Word

Description automatically generated

When the fourth option is selected, the user will exit the application and be givien a warm farewell. If the user wishes to re-run the application, they will have to completely exit and run the program again.