Tile Shipping Express Operator Manual

Setup

- A. The user must first download the github repository into their computer and find the folder <path>/environments/my env in a terminal window.
- B. To ensure this works correctly, the user can open the folder in VSCode. To start the host server in the terminal, we run "python -m flask run".
 - a. The user must make sure they are in the correct directory to run this command otherwise the program will not start (path/environments/my_env).
- C. After running this command, a link should appear in the terminal and should look similar to the following "http://125.0.0.1:5000".
- D. Copy this link and paste it into any browser, and the program will run.

Initial Start-Up

E. User will be prompted to enter a username before getting access to the rest of the program. This name will be used for logging purposes.

John	Login
	John

F. After entering a username, the user will be directed to the program dashboard.

Log Out

Tile Shipping Express

Welcome, John

Select a Service: Transfer • Continue

- G. Here the user, John in this case, will be able to select between transferring containers (load and/or unload) on a ship, and balancing a ship.
 - a. John will click on the drop down menu and choose between **Transfer** or **Balance**.

- b. Once an operation has been selected, John will click on **Continue** in order to begin the selected operation.
- H. Also in the dashboard, John will be able to logout at any time. Doing so will go back to the login page and require a new username to be submitted before continuing with the program.

Features

A. Uploading a manifest

- a. Once an operation has been selected, John will click on **Continue** to progress.
- b. Doing so will bring John to the **Upload Manifest** page.

Upload Manifest

Choose File No file chosen

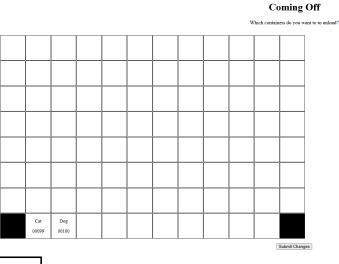
Upload

- c. Here John will choose a manifest to upload by clicking on Choose File and then clicking Upload.
- d. After doing this, an 8x12 grid will be populated reflecting the manifest ready for use for whichever operation was selected beforehand.

B. Transfer

Coming Off

After selecting a manifest, John will now be able to see the grid with container names and weights based off of the info found in the manifest.





Continue

elected Containers:

- John will select which containers that will be unloaded and click on the **Submit Changes** button found beneath the grid
- If John clicks on this button without choosing any containers, it will be assumed that 0 (zero) containers are to be unloaded.
- Once container selection is finalized, John will click on the **Continue** button to progress.
- John will then be prompted to enter the number of containers that will be loaded onto the ship.

Container Loading

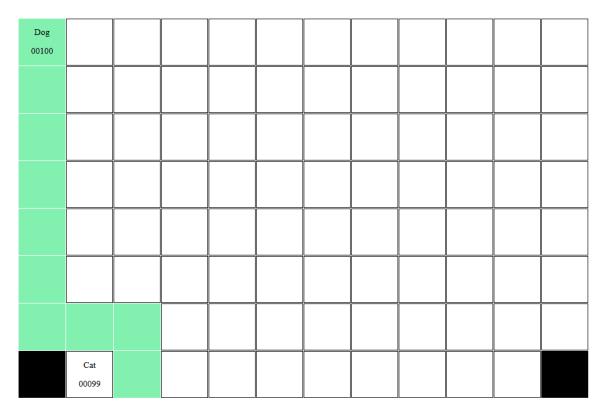
How	many containers do yo	u want to	load?
]
	Enter		

- Here John will enter the number and click on **Enter.**

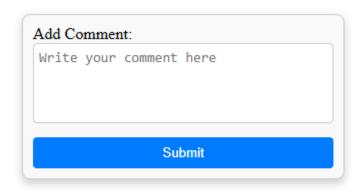
- After this, John will see the grid once again with steps highlighted to show the process of unloading a container.

Transfer Process

Operation 1 of 2



- In this case, John chose to unload the **Dog** container, so a path highlighted in green from its location to the top left of the grid is shown to John.
- After physically moving the container off the ship, John will click on the **Continue** button to progress.



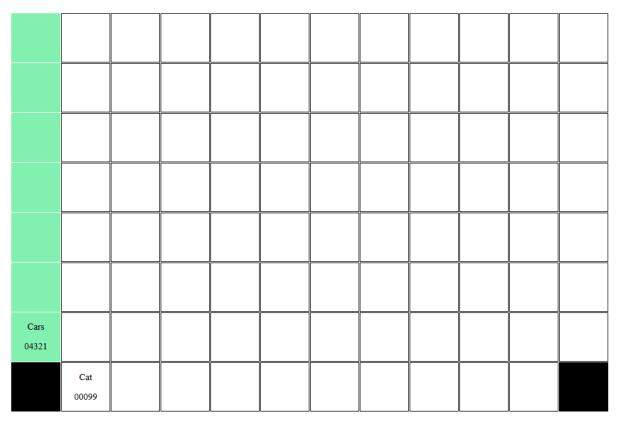
Continue

b. Coming On

- John will then see a text box at the bottom of the grid to enter the name and weight for the container(s) that will be loaded onto the ship.

Container Name: Cars	Contai	ner Weight: 4321	Submit		

- After filling in the information, John will click on the **Submit** button.
- Doing so will show the new container on the grid as well as a path for John to follow to place it there.



- After all containers have been loaded on, John will click the **Continue** button again and will be met with a **Success** screen indicating that the transfer process has been completed.

Success

Return to Dashboard.

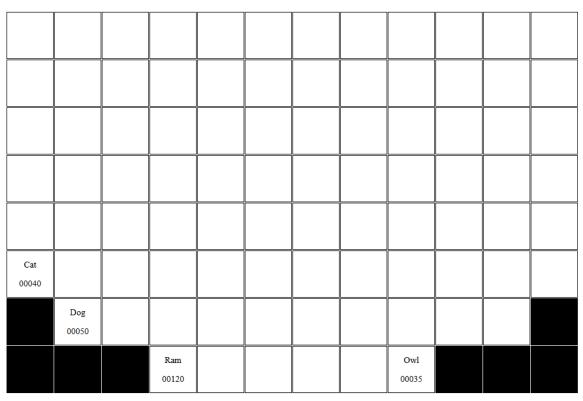
Continue

Clicking Continue here will bring John back to the dashboard.

C. Balance

- If John chooses **Balance** instead while in the dashboard, the following screen will appear after selecting a manifest.

Balance Page



Run Balance Algorithm

- To begin balancing, John will click on **Run Balance Algorithm**, and will be shown which containers to move followed by the path.

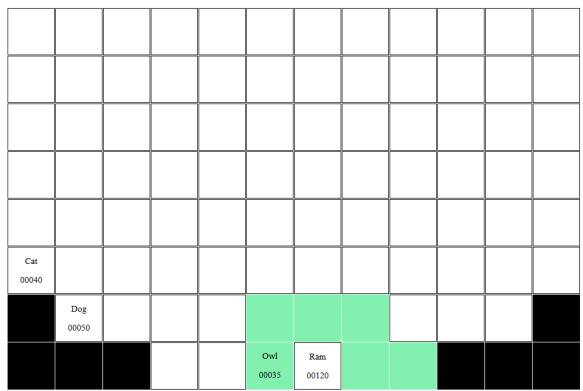
0

Estimated Time to Complete: 8 minutes

Cat 00040							
	Dog 00050						
				Ram 00120	Owl 00035		

Balance algorithm completed successfully!

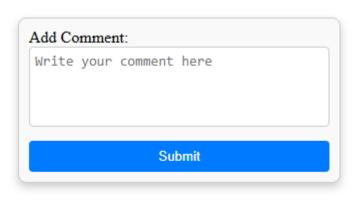
Estimated Time to Complete: 8 minutes



- Once the ship has been balanced, John will click on the **Finish** button and be met with the success screen, indication the ship has been successfully balanced.

D. Comments

- While performing either of the two operations, John can decide to add a comment which will be entered in the log file.



Continue