

Graphical User Interface (GUI) for Mario's Pizza Shop

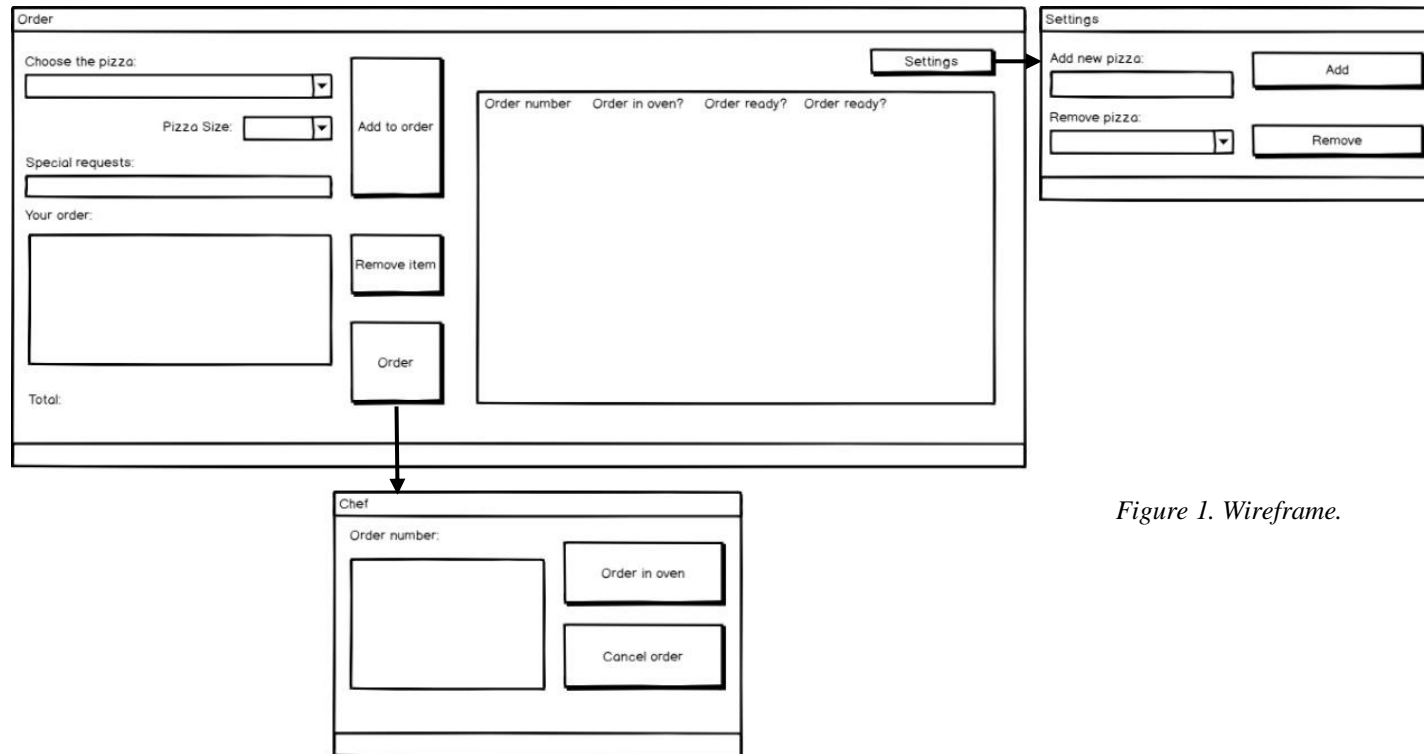


Figure 1. Wireframe.

The design of the application will resemble a traditional notepad used by cashiers/waiters used for taking a customer's order. The dropdown functionality of a combo box is a good way to present the menu of the pizzeria and the sizes of the pizzas. The cashier can add any special request the customer wants and a text box field is a good way to do that. A button click adds everything to the order screen. This screen is a list box because it displays items in a clear way. If the customer changes their mind about an order item or the cashier makes a mistake, the item can be removed from the order with the "Remove item" button. When the customer is ready with their order, it is sent to the chef in the kitchen by clicking the "Order" button. This means that the order is created and an order number appears in a list view on the cashier's screen along with information whether the pizza is in the oven/ is ready/ has become cold.

On the chef's screen the order number is displayed and that informs the chef that an order has been submitted. There is a list box containing all the ordered items, a button that tells the cashier the pizza is put in the oven and a button that cancels the order if something goes wrong.

The cashier can edit the menu of the pizzeria. This is done on a separate screen which is opened by pressing the "Settings button". This menu contains a text box for the name of the new menu item, a button that adds it to the menu, a combo box with dropdown list containing the current menu items and a delete button that deletes a selected unwanted item from the list.

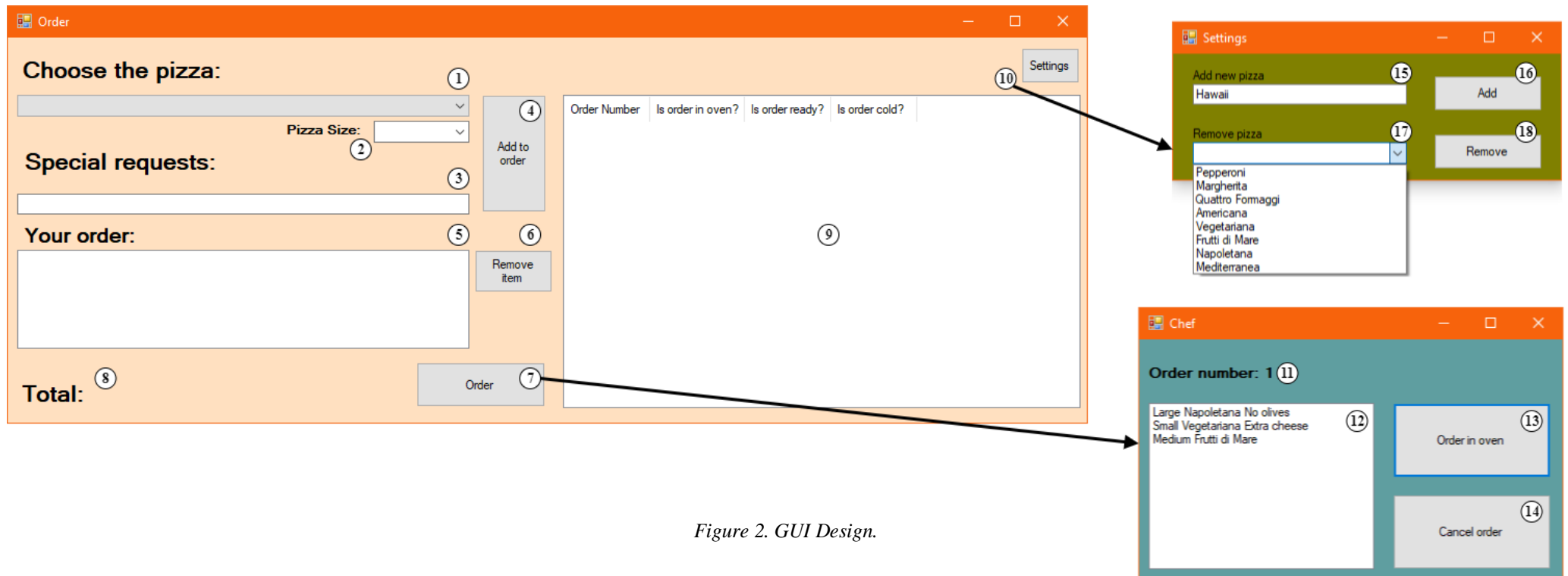


Figure 2. GUI Design.

1. ComboBox for choosing the pizza.
2. ComboBox for choosing the size of the pizza.
3. TextBox for entering the customers special requests.
4. "Add to order" Button for adding the pizza to the order.
5. ListBox showing the entire order.
6. "Remove item" Button for removing unwanted or incorrect items from the order.
7. "Order" Button for sending the order to the chef.
8. Label showing the total price of the order.
9. ListView showing the status of each order.
10. "Settings" Button for opening the settings window.
11. Label "Order number:" showing the number of the order.
12. ListBox showing the order details.
13. "Order in oven" Button indicates the pizzas from the order are being baked.
14. "Cancel order" Button allowing the chef to cancel the order.
15. TextBox where you can type the name of a new type of pizza.
16. "Add" Button which adds the new pizza to the menu.
17. ComboBox where you can choose an unwanted pizza.
18. "Remove" Button to remove the unwanted pizza.