Terminal Ticketing Software
Created by Kyle Dean, Mason Herbig, and Lwesso Mukeni

USER GUIDE

Opening the Menu -

To initialize the menu, you need to run the "Main.java" file in the software directory. This is done using the Java Development Kit. When JDK is installed, open the command prompt and enter "cd" followed by the file path of the software directory. Next, you will enter "javac Main.java" and then "java Main.java" If done successfully, this will open the main menu.

```
C:\Users\mason>cd C:\Users\mason\OneDrive\Desktop\Terminal_Ticketing_System_Files

C:\Users\mason\OneDrive\Desktop\Terminal_Ticketing_System_Files>javac Main.java

C:\Users\mason\OneDrive\Desktop\Terminal_Ticketing_System_Files>java Main.java
TERMINAL TICKETING SOFTWARE
By Kyle Dean, Mason Herbig, and Lwesso Mukeni

Main Menu:
[ Current System Time- 0.0 ]
Option #1- Load State
Option #2- Save State
Option #3- Edit System Time
Option #4- Generate Reports
Option #5- Ticket Menu
Option #6- Passenger Menu
Option #7- Flight Menu
Option #8- Plane Menu
Option #9- Airport Menu
Option #10- Exit Program
```

Save States -

The program uses save states to store and access information using text files. To load a previous save state, you should enter "1" into the console. The program will then prompt you to enter the file name. To use the preconstructed example save state, enter "testData.txt" as the file name. To save current information in the ticketing database, you

will select option "2" in the console. This will prompt you to enter a file name you wish to save the data to.

```
Please input the file name or directory address to load from:

testData.txt
File read successfully.
```

Time -

The Ticketing software runs off of a manual clock. For time to pass, the user needs to manually enter a time using option "3". When this option is selected, the system prompts the user to enter a new time value. Time affects which flights are currently taking place.

```
File written successfully.
Main Menu:
[ Current System Time- 0.0 ]
Option #1- Load State
Option #2- Save State
Option #3- Edit System Time
Option #4- Generate Reports
Option #5- Ticket Menu
Option #6- Passenger Menu
Option #7- Flight Menu
Option #8- Plane Menu
Option #9- Airport Menu
Option #10- Exit Program
3
Input new data (previous time = 0.0):
3.5
```

Reports -

Option "4" opens the reports menu. This menu can display all sorts of information about the different objects in the program. The first option, Comprehensive Reports, will display a comprehensive list of information for a specified object. The second option, Comprehensive Search allows the user to search through the database for objects with specific keywords or values. The next options (3-7) allow you to view sorted lists of specific data types like passengers or flights.

```
Report Menu:
Option #1- Comprehensive Reports
Option #2- Comprehensive Search
Option #3- Ticket Reports
Option #4- Passenger Reports
Option #5- Flight Reports
Option #6- Plane Reports
Option #7- Airport Reports
Option #8- Return to Main Menu
2
Please input the search parameter, or input % to exit:

John
Possible matches by data type:

Passenger Manifest Index #1:
Passenger ID- 1
Name- John Doe
DOB- 04-05-1967
Gender- M
Phone Number- 666-666-6666
Email Address- email
Home Address- home
Government ID Number- ABC123

Passenger Manifest Index #2:
Passenger ID- 2
Name- John Doe
DOB- 04-05-1967
Gender- M
Phone Number- 666-666-6666
Email Address- email
Home Address- home
Government ID Number- ABC123

Passenger Manifest Index #3:
Passenger ID- 3
Name- John Doe
DOB- 04-05-1967
Gender- M
Phone Number- 666-666-6666
Email Address- email
Home Address- home
Government ID Number- ABC123
```

Objects

From the main menu, each object has its own submenu that can be accessed using its option number (5-9). Each one of these submenus has options for creating

new objects, modifying information in objects, deleting objects, and displaying them based on keywords like in the reports menu. When you create a new object, the program will prompt you to enter a code specific to the data type. This will create a blank object at the specified index. To add information to a blank object, you will need to select the modify option.