User Guide

1. When the user opens the program, they will be welcomed to the online ticket purchasing program.
2. Next, the user can select whether they are a returning user or not
   1. If the user selects “Y” then the program will direct them to enter their username and password. Then, the user will be added to a dictionary with a random UserID. If the user enters the correct password the program will display “Login successful!”. If the user does not enter the correct the program will display “This password is incorrect!”
   2. If the user selects “N” then the program will ask them if they want to create an account. Then, the program will end once the user selects this option.
   3. Some Profile Commands are not usable without logging in first
   4. Every User starts with 500 points
3. Next, the user will be directed to the main menu of the program and will be able to select a menu option. The user can select A: View Events(), B: Purchase Tickets(), C: Records(), D: Profile(), E: Addpoints(), F: Logout(), E: Login()
4. If the user selects A: View Events() the client will request event information from the server, the event information will be received, and the events will be displayed.
5. If the user selects B: PurchaseTickets() a message will be sent to the server to receive the event information. Once the information is received, the events will be displayed, and the available seats will be shown. Next the user can choose to purchase the available seats. Once the seats are purchased the event purchase notification will be sent to the server.
6. If the user selects C: Records() the client will request the user event purchases from the server. Once the ticket purchases have been received by the client the purchase information will be displayed.
7. If the user selects D: Profile() the client will request user information from the server. Once the user information is received from the server, the information will be displayed.
8. If the user selects E: AddPoints() the client will request a user point total from the server. Once the client receives the point total from the server, the point total will display. Lastly, the program will ask the user how many points they would like to add to their account. The user can press 0 to cancel their point purchase. When the user adds the total number of points to their account, the server will be notified that the users’ points have increased. The new user point total will be displayed.
9. If the user selects F: Logout() the client will send a logout notice to the server and the user can exit the program.
10. If the user selects G: Login() the server will ask the client for the users’ username. If the username exists in the database, then the server will ask for the users’ password. Once the password is inputted, the user has the option the option to use the other commands.