



Presented to the SED CO

Prepared by : Mohammad al-mesherqe

CVM department

2/18/2019

Abstraction:

KIOSK screen configurator application, is an application responsible to configure Kiosk screen

Through add, edit, delete buttons and manages the activity for each button.

KIOSK screen configurator application have intuitive user interface to support the usability of our application.

Table of Contents

<u>Chapter 1 user manual</u>	<u>4</u>
<u>Chapter 2: Administrator guide</u>	<u>8</u>
<u>Chapter 3 Developer guide</u>	<u>9</u>

Chapter 1: user manual

Task name: open KIOSK screen configurator.

Activity:

- 1- Install the application on end user machine(By administrator “chapter2 for detailed description “
- 2- Open path where the application installed and open it .

Post condition:

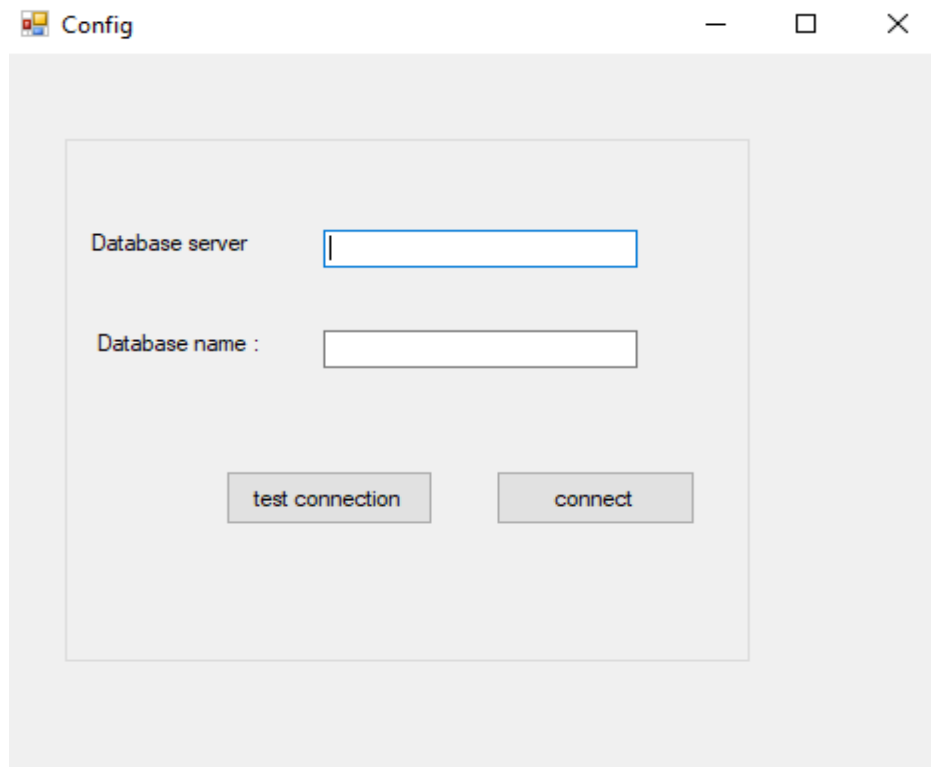
The application is now opened and you can try its feature.

Screen description:

-pre condition: open the application.

If that the first time of you in our application this screen will be appear:

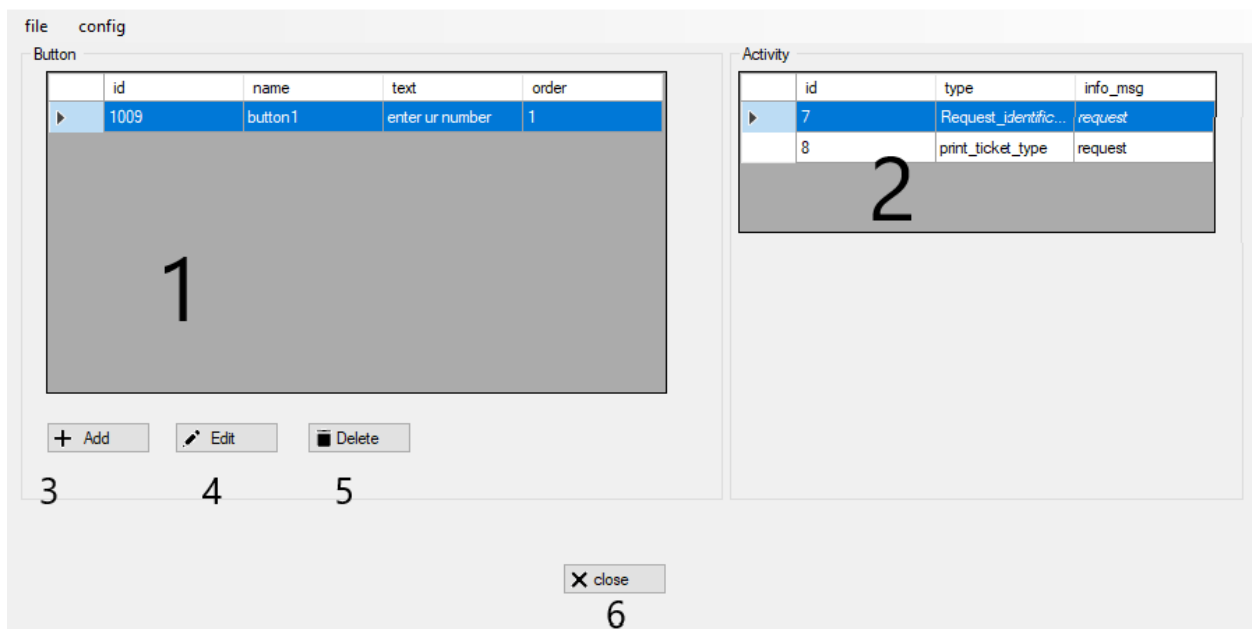
This image bellow for main form components



The image shows a Windows-style window titled "Config". Inside the window, there is a light gray rectangular area containing the following elements:

- A label "Database server" followed by a text input field.
- A label "Database name :" followed by a text input field.
- Two buttons at the bottom: "test connection" and "connect".

This screen for administrator to config your connection with database.



- 1- Button list: list preview the button list.
- 2- Activity list: list preview the activity list for each button.
- 3- Add button: open new window to add new button.
- 4- Edit Button: to edit selected button in the list.
- 5- Delete Button: to delete selected button in the list.
- 6- Close Button: to close the application.

Add Button Form :

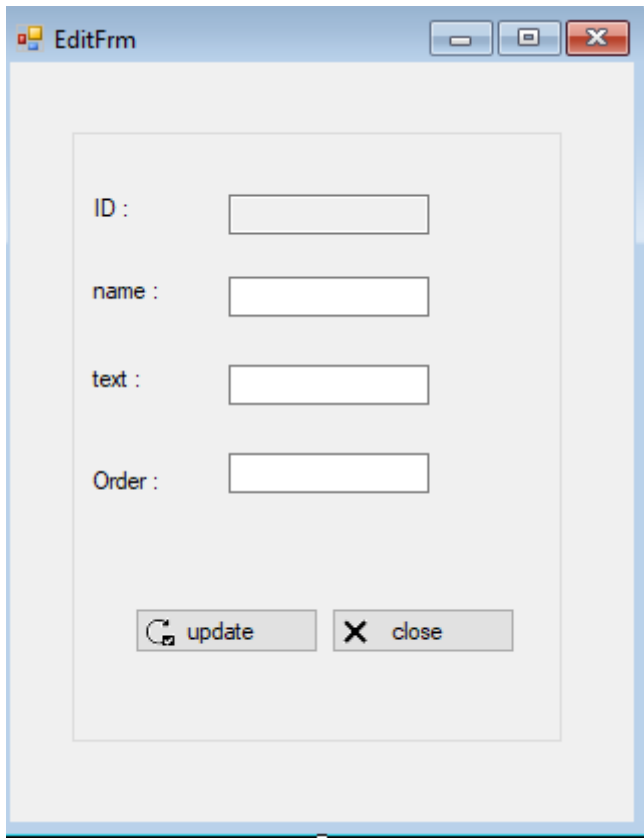
The screenshot shows a software window titled "AddButton". Inside, there is a form with the following elements:

- Add Button Section:**
 - name :
 - Text :
 - order :
 -
- Activity Section:**
 - Type ::
 - Time out :
 - info message :
 -
 -
- Footer:**
 -

*note:

You must enter button first then you can add activity.

Edit Form:



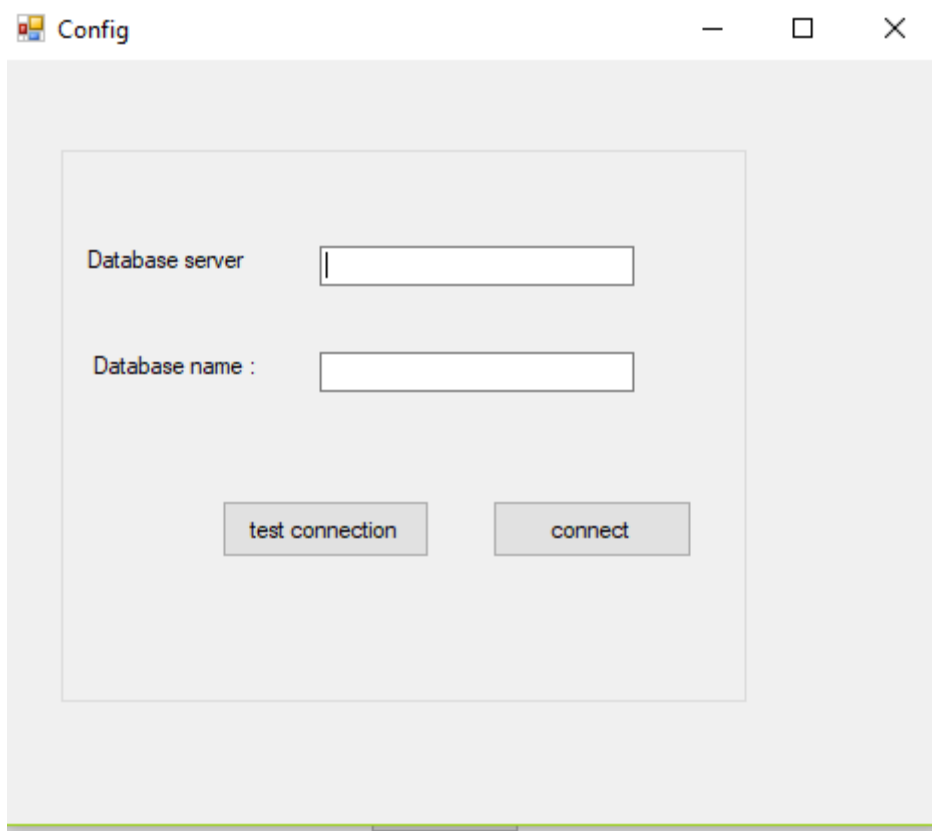
The image shows a Windows-style dialog box titled "EditFrm". It has a standard title bar with minimize, maximize, and close buttons. The main area contains four labeled text input fields stacked vertically: "ID :", "name :", "text :", and "Order :". Below these fields are two buttons: "update" (with a circular arrow icon) and "close" (with an 'X' icon).

Edit button information then click update to save change in database.

Chapter 2: Administrator guide

With project file you have folder database which is contains the database of our application attach it to sql server in user machine.

We are designed a interface to enter the connection string of user machine as follow:

A screenshot of a Windows-style configuration window titled 'Config'. The window has a standard title bar with minimize, maximize, and close buttons. The main content area is light gray and contains a white rectangular panel. Inside this panel, there are two text input fields. The first is labeled 'Database server' and the second is labeled 'Database name :'. Below these fields are two buttons: 'test connection' and 'connect'. The window is outlined with a thin green border on the right and bottom.

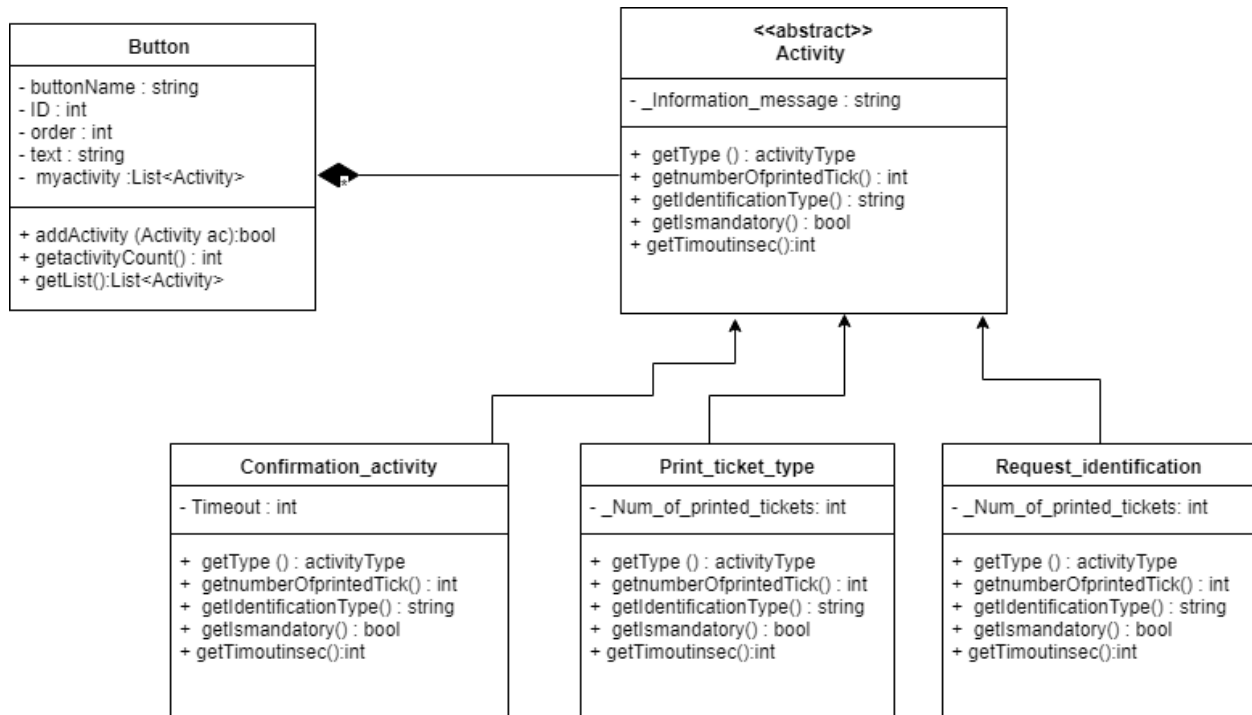
- Database server : the name of database server
- Database name : the name of database

Then click connect.

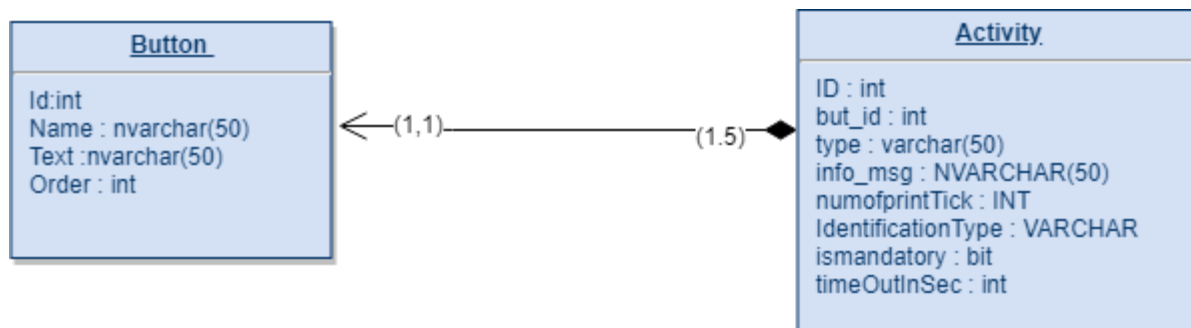
Chapter 3 Developer guide

UML diagrams:

1- Class diagram :



2- ER-diagram



Design and architecture:

- 1- Code support quality attribute like (usability, modifiability)
 - 2- I am using singleton design pattern to create data Access layer object
 - 3- I am applying solid design principle and make the code cane contain new type from activity without change through add new type and don't touch existing code("polymorphism").
 - 4- Single responsibility principle applying
-

Notes :

- Source code is separated and organizing using regions and comments
- Variable naming conventions ass following :
 - 1- Multiple-word identifiers.
 - 2- Delimiter-separated words
 - 3- CamelCase.

The end