

# User Manual

Welcome to the user manual and thank you for using our system!

To launch the system, the user must open the jar file with double click first.

After opening the jar file, the system will request you enter a registered username. After entering the username, the system will request the password.

If the username or the password are incorrect, an error message will appear.

After successfully connecting to the system, a main menu will appear, depending on the type of the user (master/regular user).

- **Master user menu:**

1. Get info on <user>

The system will display the name, family name, ID, username, and password of the chosen user. The master can choose any existing username in the database.

2. Update user info <user>

After entering a username, the system will open a new menu requesting all the user's new details in the following order with space in between: name, family name, ID.

If some details stay the same, the user must enter the old detail value.

3. Add user

The system will request the details in the following order, with spaces in between: name, family name, ID, username, password.

If the username that was entered already exist in the database, an error message will appear.

4. Remove user <user>

The system will remove the specified user from its database.

5. Quit

Clarification: <user> refers to a specific username which the master should enter.

- **Regular user menu:**

1. Get my info

The system will display the current user's info - name, family name, ID, username, and password.

2. Update name <name>

The system will change the current user's name to the specified new name.

3. Update family name <name>

The system will change the current user's family name to the specified new family name.

4. Update ID <id>

The system will change the current user's ID to the specified new ID.

5. Update password <password>

The system will change the current user's password to the specified new password.

6. Quit

After choosing some option, by entering its corresponding number, the action will be executed. If the action was successful, a corresponding message will appear. Otherwise, an error message will appear.

Afterwards, the main menu will reappear.

If the chosen action is 'Quit', the program will terminate.