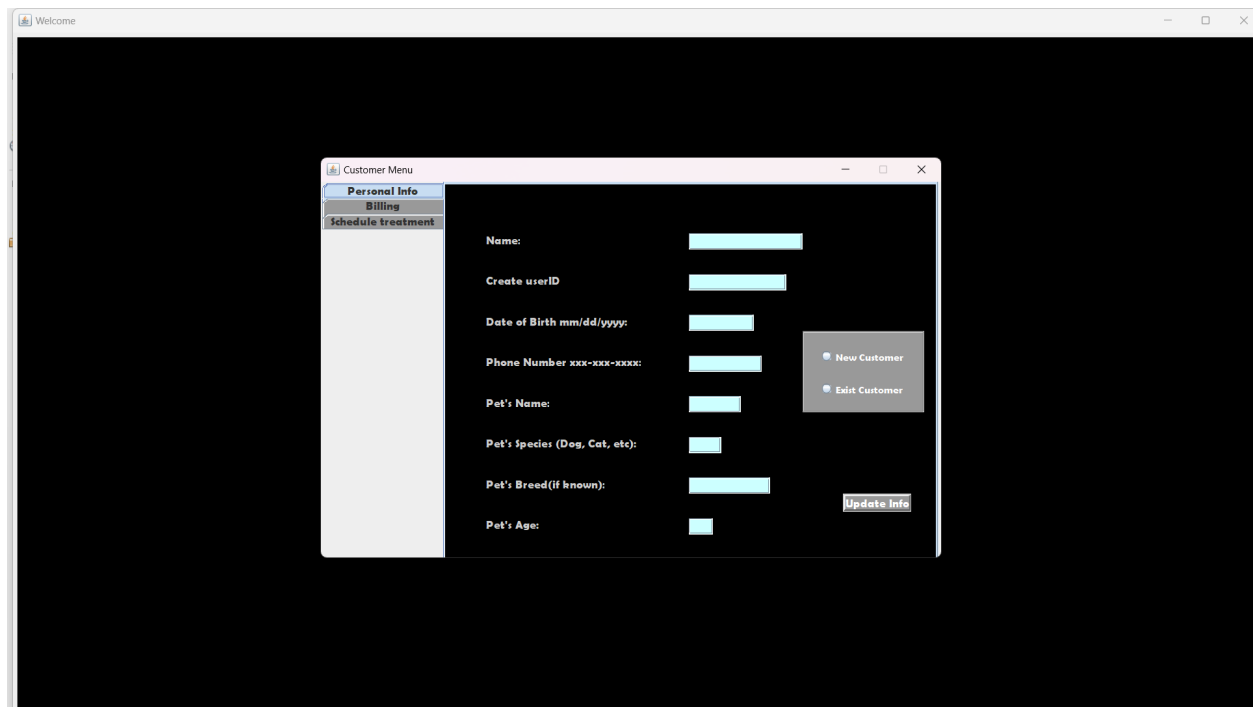


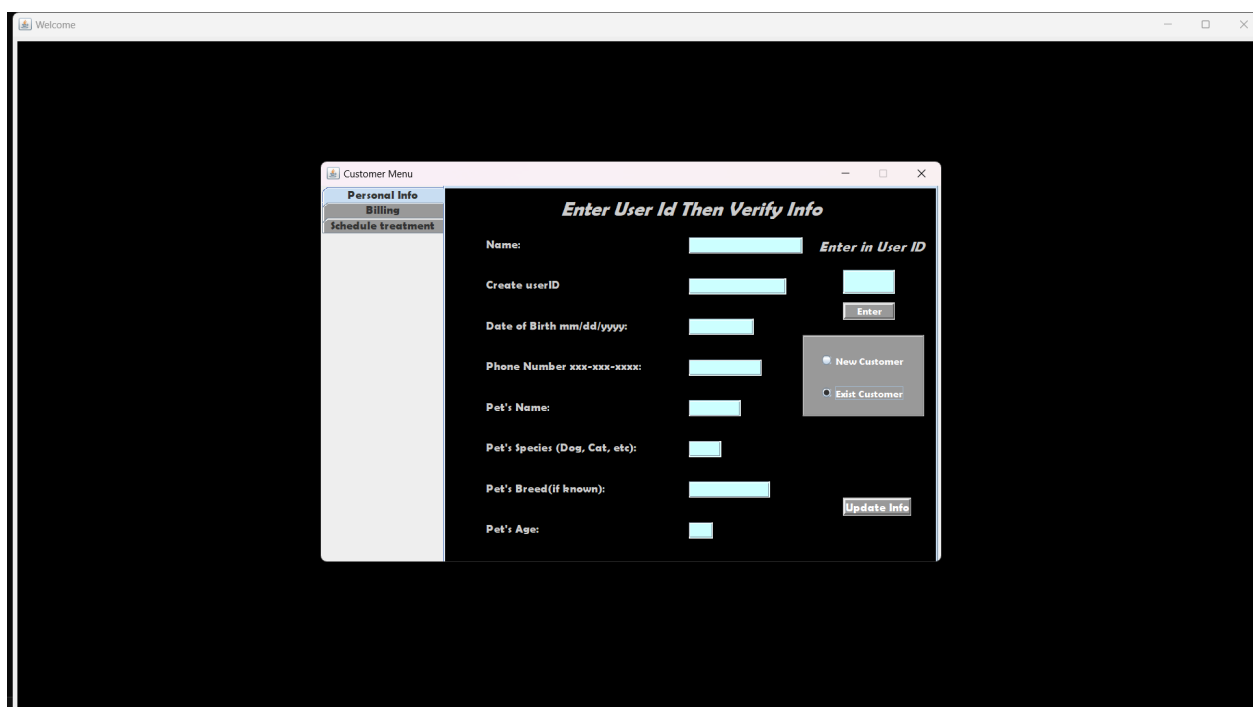
Welcome window will pop up and remain open as long as the program is running. Exiting this window will close the program. Click Start button to continue.

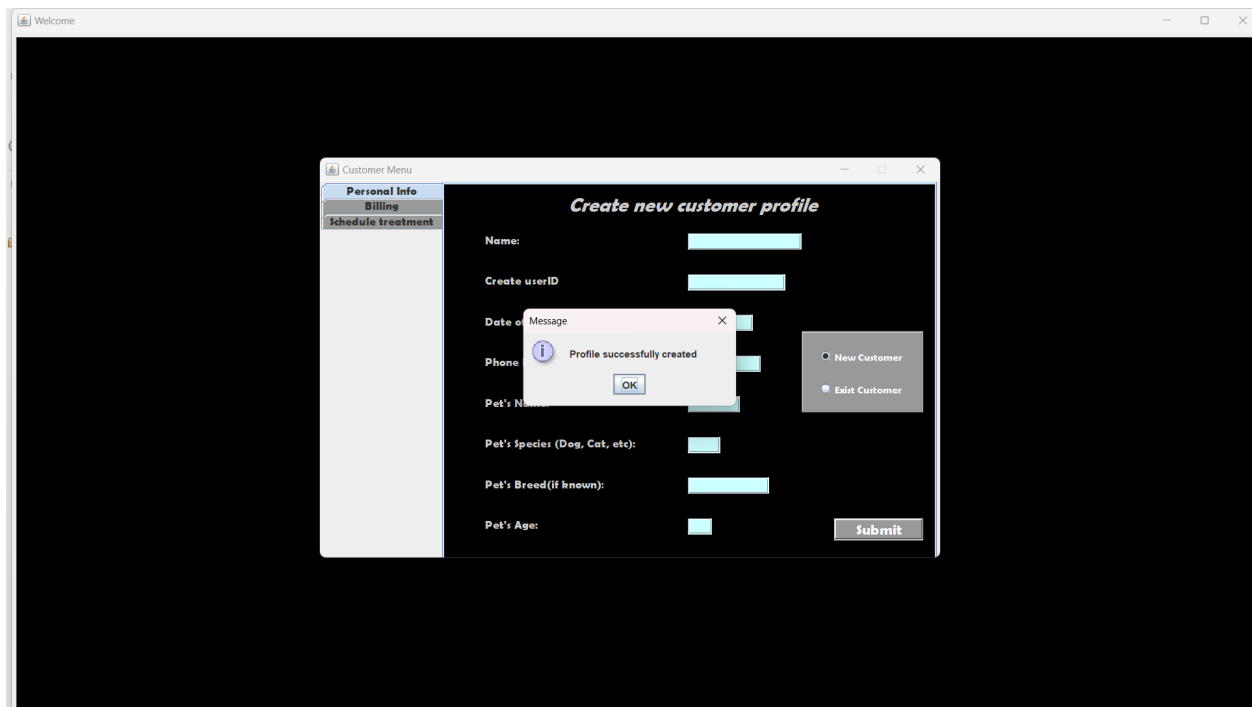


After Enter is clicked, this window will pop up. Customers will click “customers” button and employee users will click “employees” button.

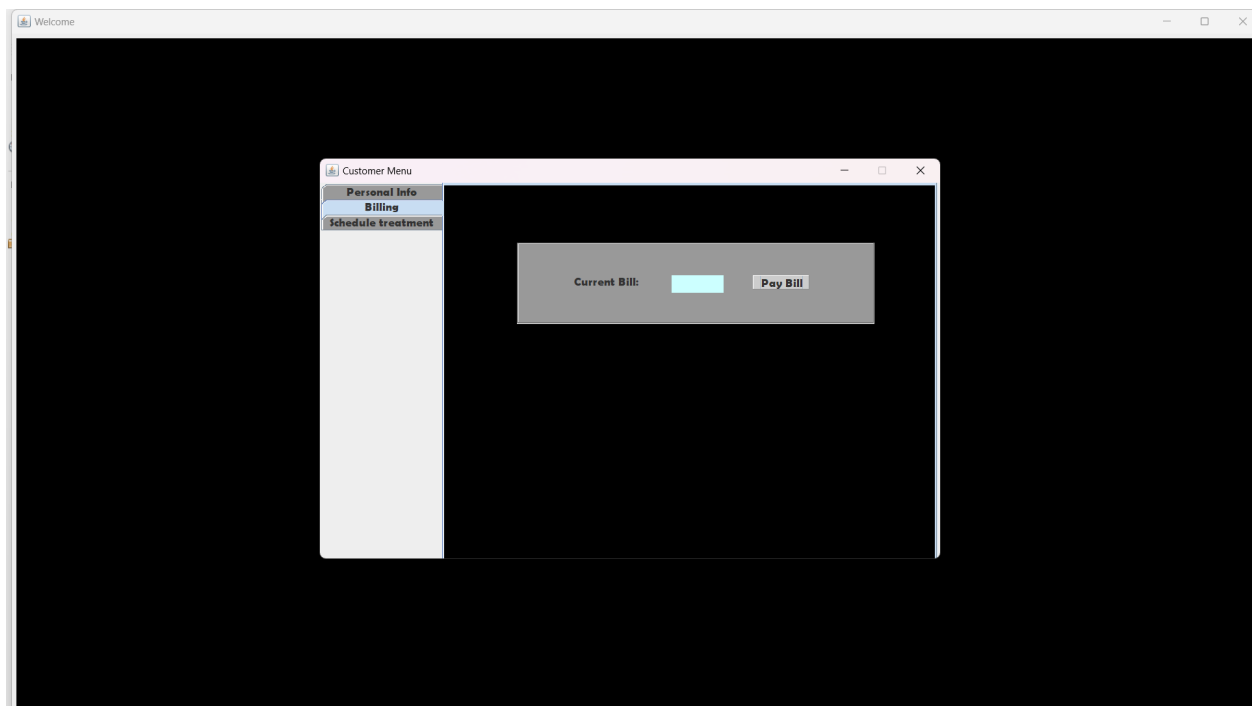


Customer screen will appear. Must create a new profile or successfully search for a current one in order to use the rest of the system. Click new or existing customer to access appropriate buttons.

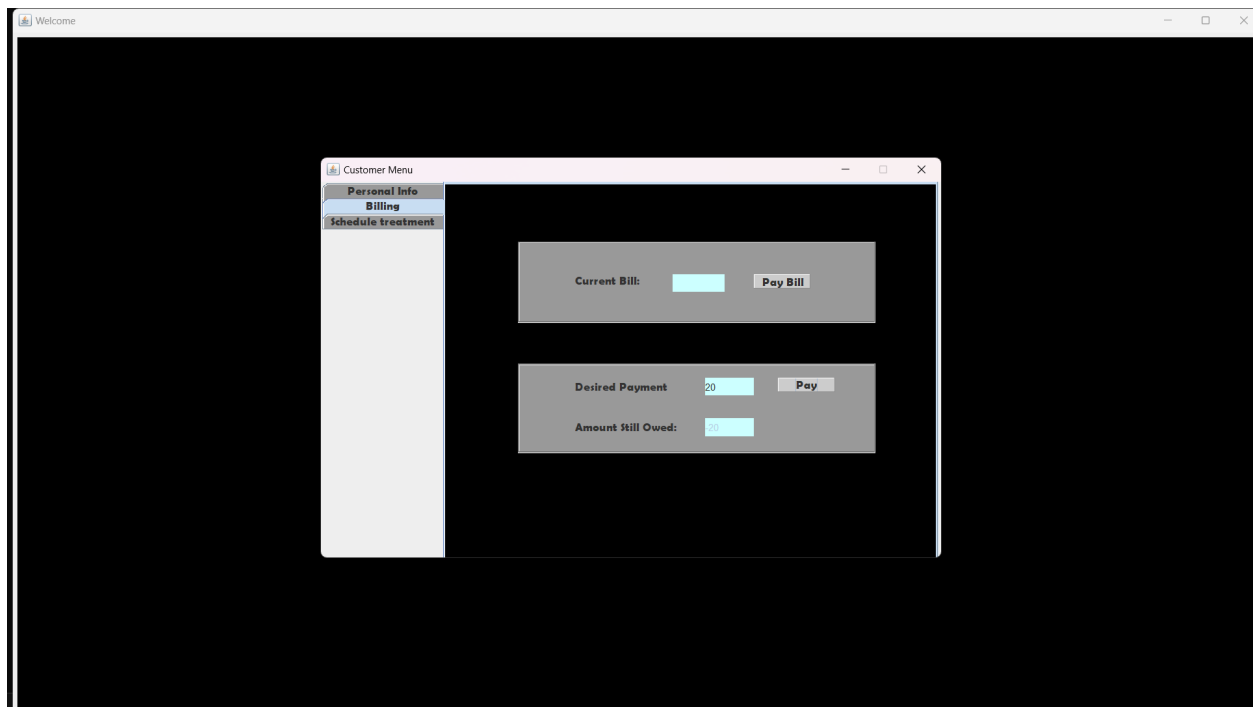




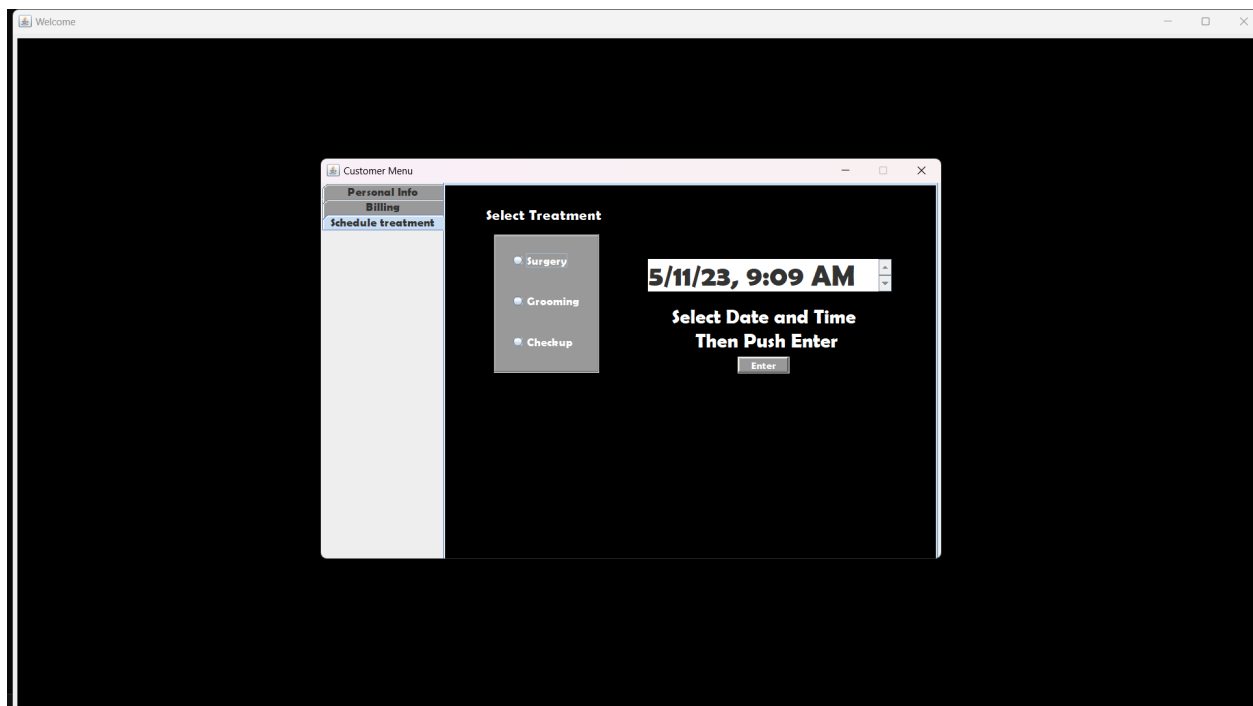
Message will appear if profile created or profile found. System may now be used.



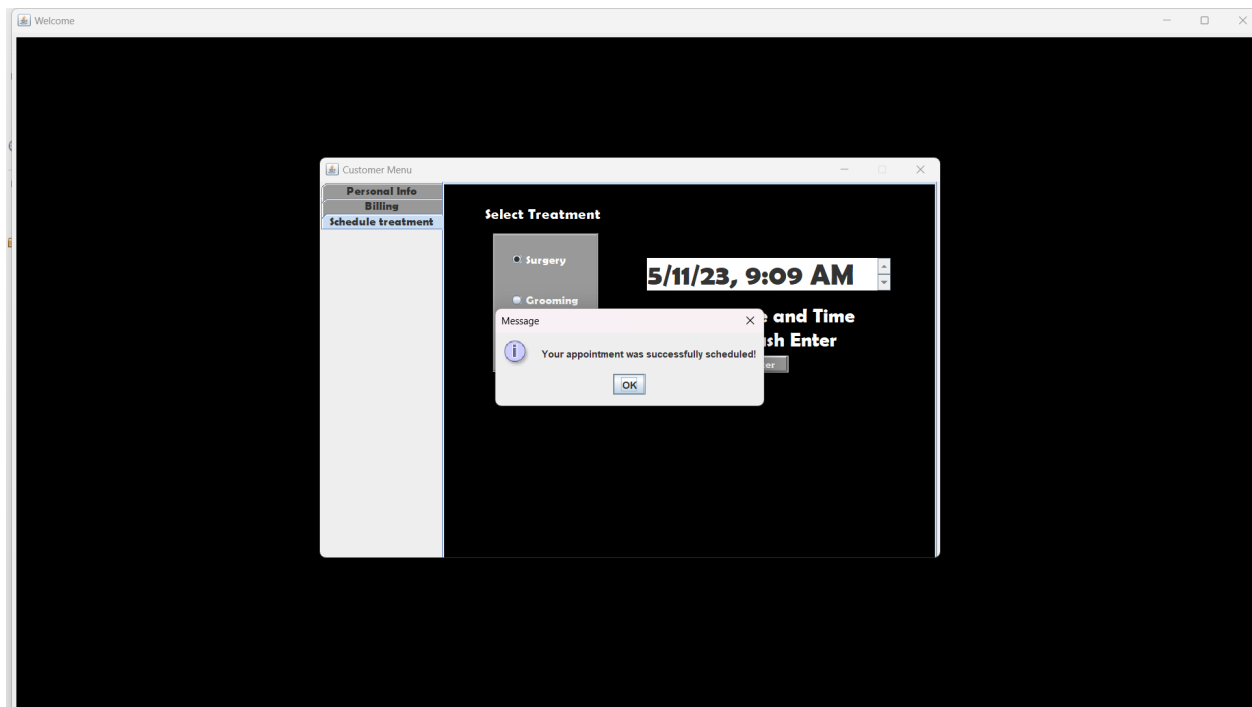
Current bill will be populated. To pay bill, click Pay bill, a new panel will then appear.



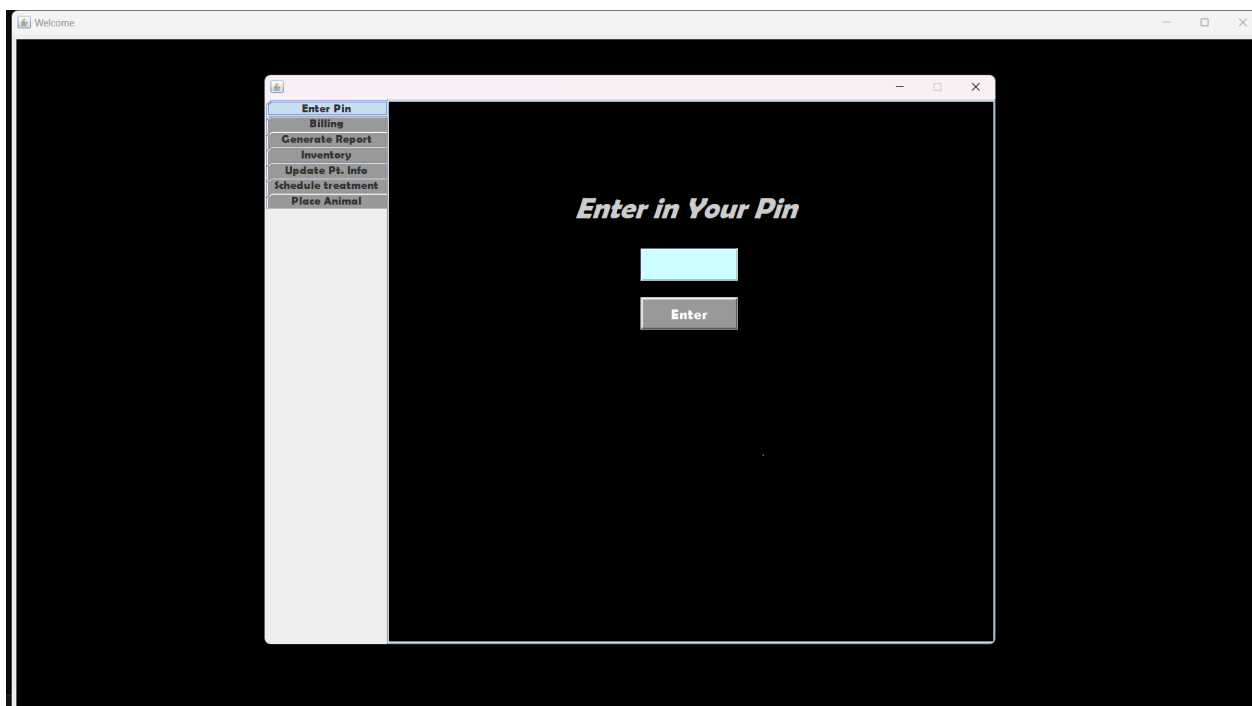
Enter in desired payment and click “Pay”. Amount still owed will appear in the next box.



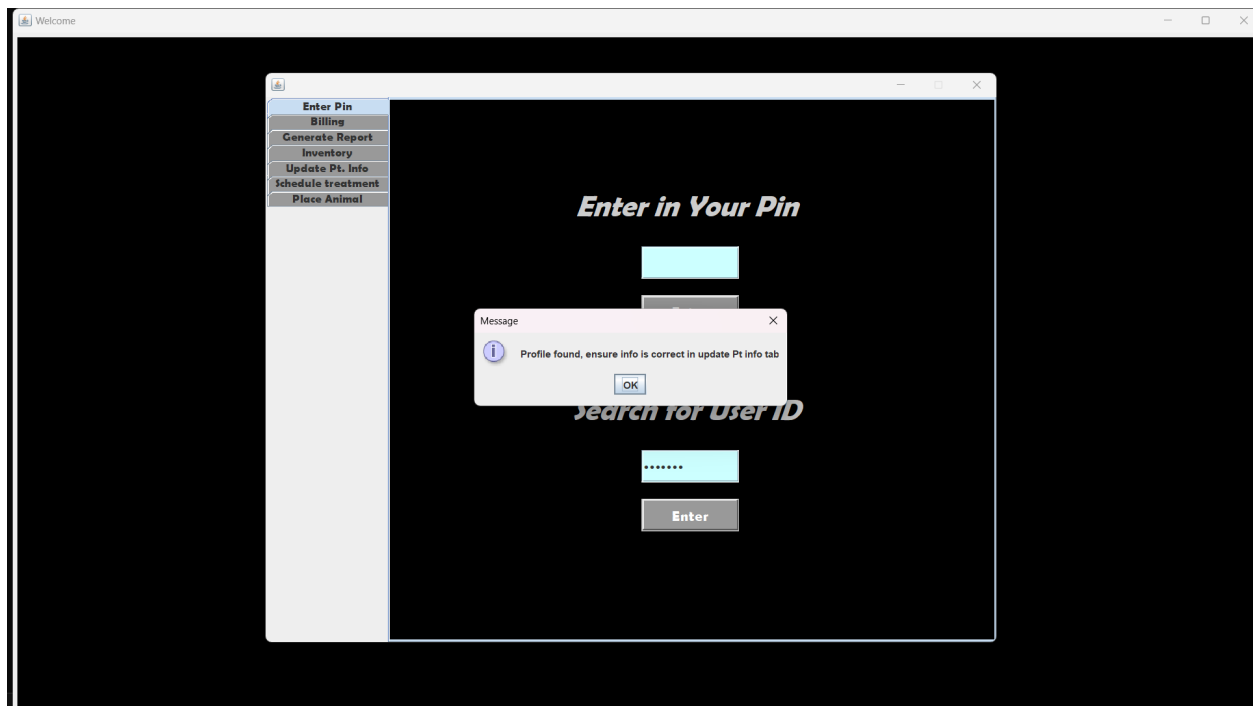
To schedule a treatment, first select an option for treatment type on the left, then select time/date and click enter. A message will appear to let you know if appointment was successfully scheduled or not.



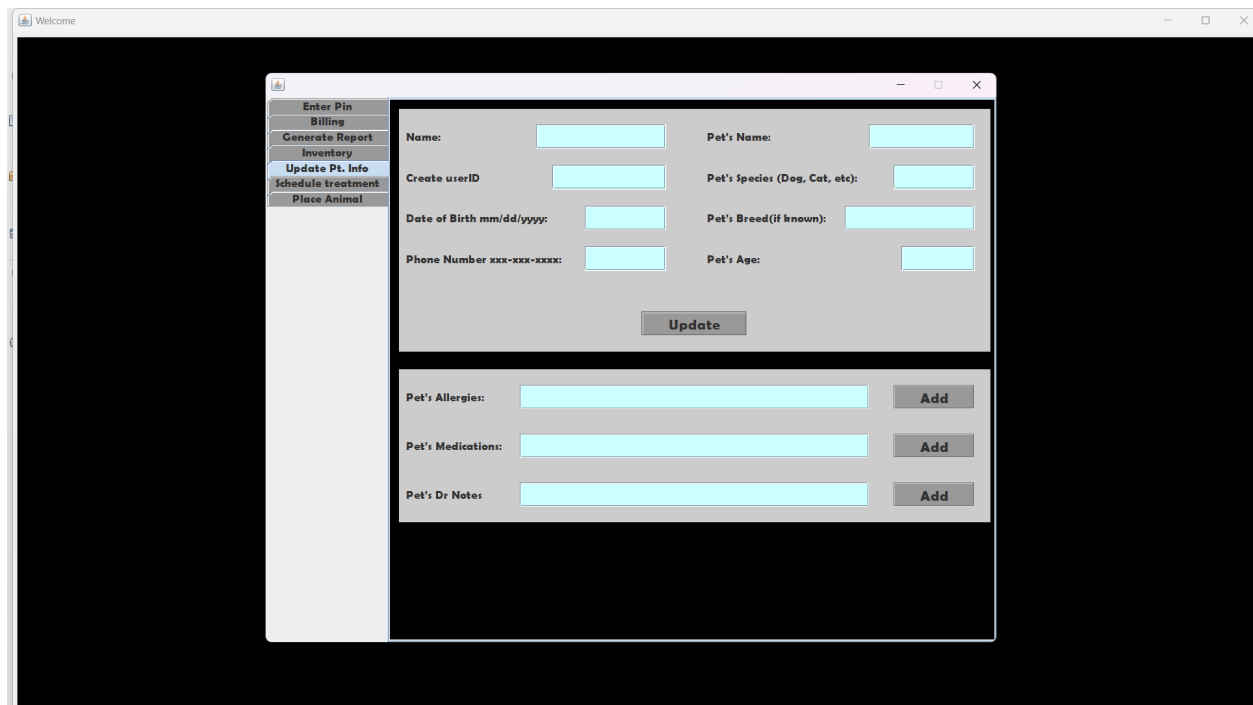
For Employees:

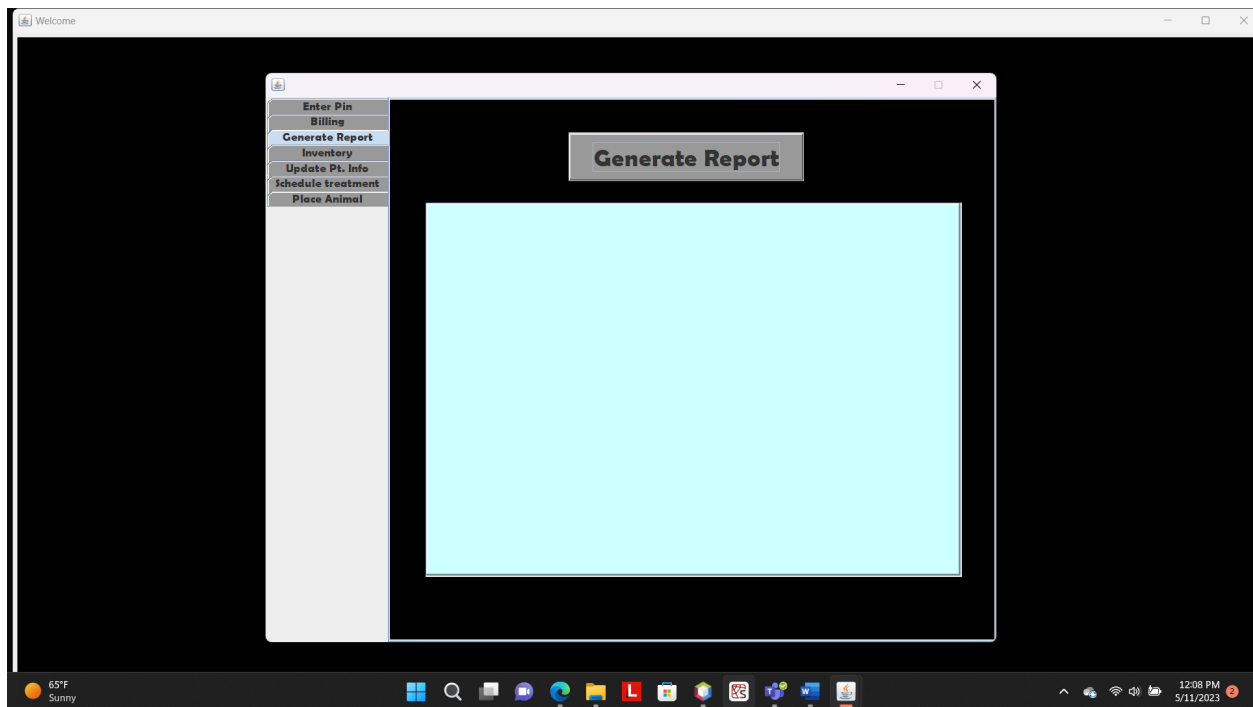


Main screen will appear. Enter in company pin “1661” to open system. This will populate fields to search for a user. This must be done before using any patient related tabs.

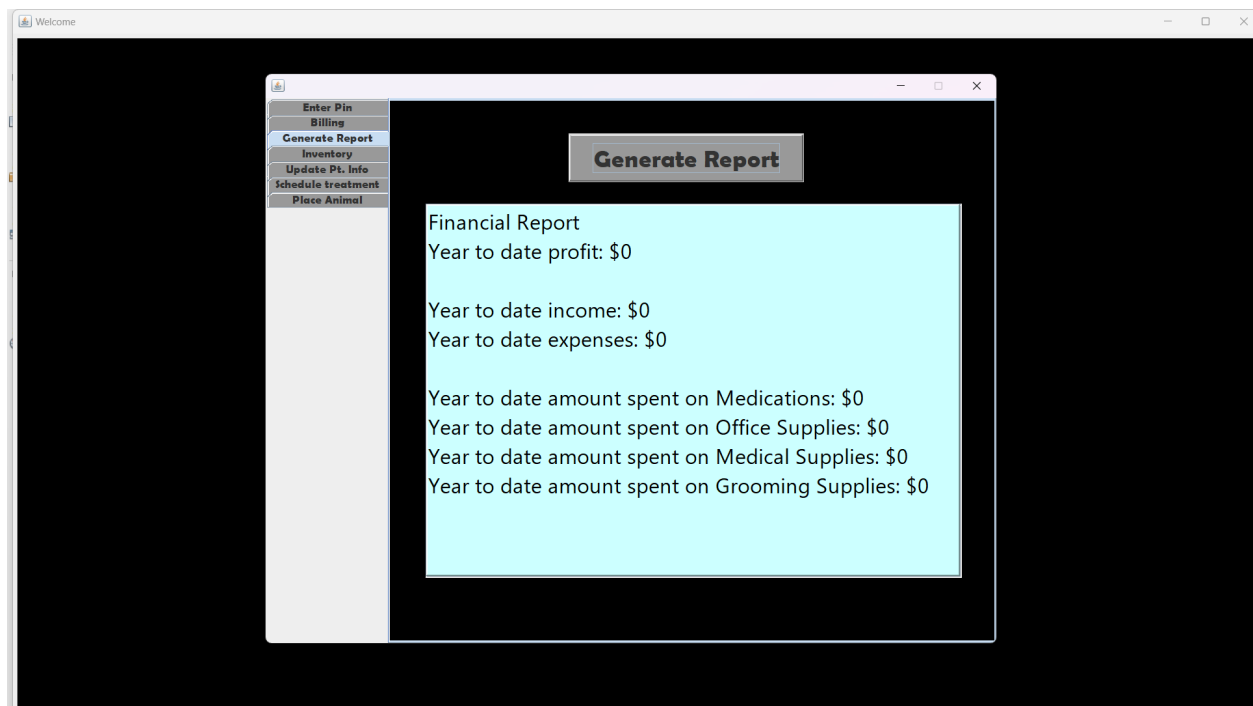


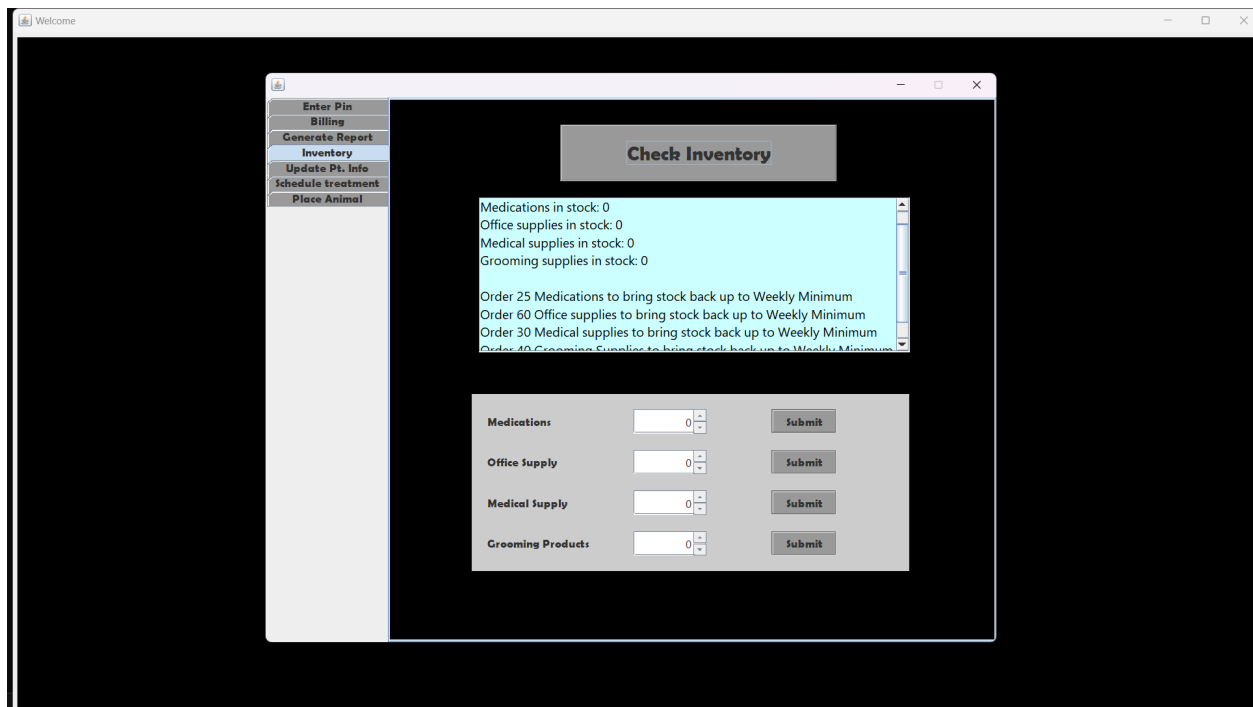
If profile is found, ensure patient info is correct in the Update Pt. Info tab.



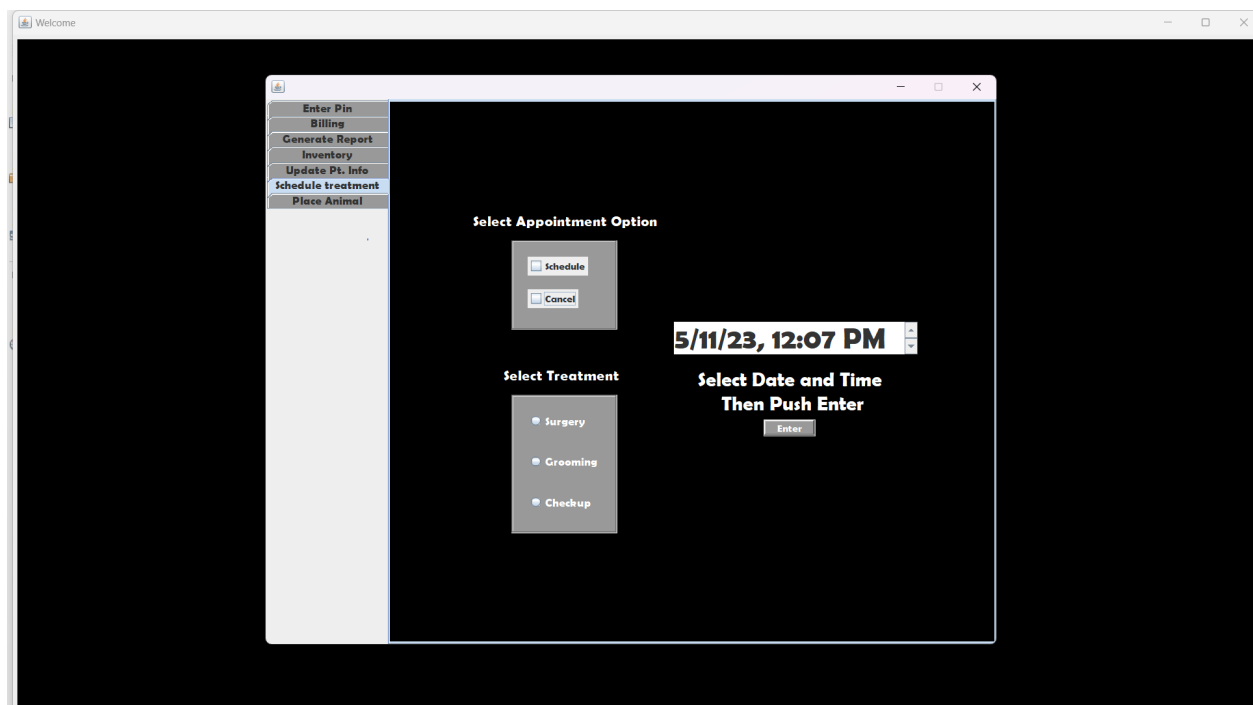


Click to generate year to date financial report

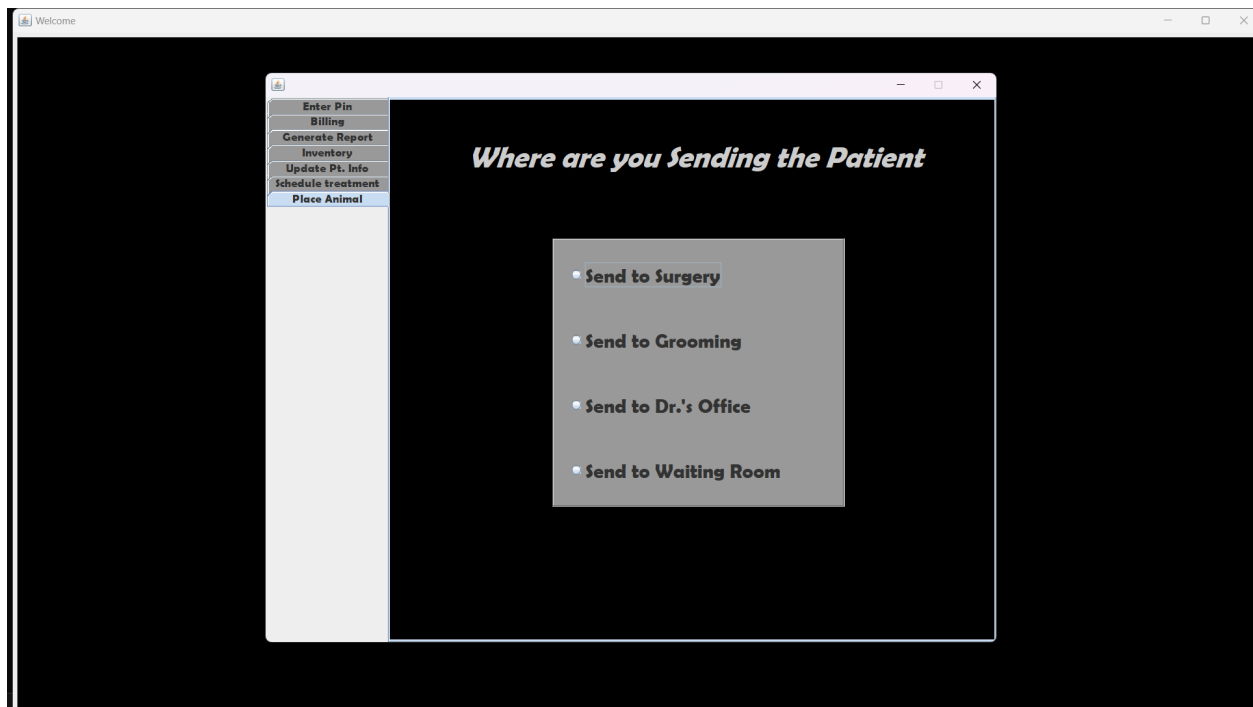




Clicking check inventory will give up to date stock of all supplies and advise on what needs to be ordered to operate for the week.



Billing window is the exact same as with the customers side. Schedule window is the same with the added option to cancel an appointment. Make sure to click an option in both boxes before hitting enter.



Last tab is the place animal tab. This updates the animals location in the clinic, charges the animals owner and applies treatment to the animal.