

## Personnel and Delivery modules instructions

### 1. Menu tree-structure:

Main menu:

- "1. Back"
- "2. Delivery menu"
- "3. Personnel menu"
- "4. Exit"

**On the next pages you will find the explanation of the functionality and the operation instructions for both modules separately.**

## Delivery module instructions

### 2. Menu tree-structure:

Delivery module menu: "2. **Delivery**", "3. **Resources**"

a. "2. **Delivery**" menu:

- "1. **Back**"
- "2. **New delivery**"
- "3. **Show deliveries history**"
- "0. **Exit**"

b. "3. **Resources**" menu:

- "1. **Back**"
- "2. **Add truck**"
- "3. **Remove truck**"
- "4. **Show all drivers**"
- "5. **Show all trucks**"
- "6. **Get driver by ID**"
- "7. **Get truck by license plate**"
- "0. **Exit**"

### 3. Options explanations:

- After an input inserted by the User the 'Enter' button has to be pressed.
- All-menu options – all menus have common options of going back to previous menu: "1. Back" and exiting the program: "0. Exit". \*Specifically at the Main-menu, 'back'-option works in a familiar way as the 'exit'-option.
- Delivery menu – menu that holds all the options for managing a delivery for orders, such as creating a new delivery and showing all the previous deliveries that were created.
  - "2. **New delivery**" - allows to create a new delivery for an order.
    1. The User will insert all the Origin site\* information, field by field (site's shipping zone\*\*, address, contact person's name and its phone number). Then, the User will fill same fields for the Destination site. Insert '0' at any field to cancel delivery creation.
    2. The User will insert product information into presented fields – product ID and then its amount in the next field. Then next product info can be inserted. Insert '0' at 'Product ID' field to complete delivery creation. Insert '0' at 'Amount' field to cancel delivery creation.
    3. System will automatically reserve a first available driver-truck pair for this delivery considering existing schedule.
    4. After completion of the delivery the summary recipe for the delivery will be presented.

- **"3. Show delivery history"** – presents a list of all the previous deliveries that were created.
- d. Resources menu – menu that holds the options to manage drivers' and trucks' resources such as adding new drivers/trucks or removing the existing ones. Also allows to present all of the existing drivers/truck or getting them one by one with drivers' IDs or trucks' license plates.
  - **"2. Add truck"** - allows to add a new truck into the system database.
    1. The User will insert all the Truck information, field by field (license plate number, truck's model, parking zone (same as shipping zone), truck's net weight, truck's max load weight). Insert '0' at any field to cancel adding a new truck.
    2. At the end' a message of the successful adding operation will be presented: "Truck (license plate number) was added successfully".
  - **"3. Remove truck"** - allows to remove an existing truck from the system database.
    1. The User will insert the license plate number of the Truck to be removed. Insert '0' to cancel removing operation.
    2. At the end' a message of the successful removing operation will be presented: "Truck (license plate number) was removed successfully".
  - **"4. Show all drivers"** – presents a list of all the existing drivers of the store net, with full available information for each driver.
  - **"5. Show all trucks"** – presents a list of all the existing trucks of the store net, with full available information for each truck.
  - **"6. Get driver by ID"** – allows to receive the info of the driver by his ID.
    1. The User will insert the ID of the Driver to be presented. Insert '0' to cancel the operation.
    2. Driver's information will be presented.
  - **"7. Get truck by license plate"** – allows to receive the info of the truck by its license plate number.
    1. The User will insert the license plate number of the Truck to be presented. Insert '0' to cancel the operation.
    2. Truck's information will be presented.

\* Site – a store or a provider.

\*\* Shipping zone = Parking zone = Living area – parts of the country with stores located at those areas.

## Personnel module instructions

### Worker Manual

-----

You have to input the data in the format we stated in this file or else the program will fail

-Jobs = [PersonnelManager,Cashier,StoreKeeper,Usher,LogisticsManager,Driver]

\*When entering a job you have to write it exactly as stated above.

-SMQualification [yes,no]

\*When entering a SMQualification you have to write it exactly as stated above.

### Commands

-----

1)AddWorker - Adds the worker with the provided details to the system.

1.1)Select the Job of the worker by entering the corresponding number and then enter the details as the program asks

\*Id has to be 9 digits long

\*Pay cannot be below 29.12

\*Date has to be of format dd/MM/yyyy

2)DeleteWorker - Deletes a worker with the provided Id from the system.

Format:DeleteWorker#<Id>

Example:DeleteWorker#111111111

3)ChangeName - Changes the name of a provided worker

Format:ChangeName#<Id>#<NewName>

Example:ChangeName#111111111#Israel Israeli

4)ChangeJob - Changes the job of a provided worker

4.1)Enter the Job you want to change into via entering the corresponding number and then enter the details and the system asks.

5)ChangeQual - Changes the SMQualification of a provided worker

Format:ChangeQual#<Id>#<NewSMQual>

Example:ChangeQual#111111111#yes

6)ChangeBank - Changes the bank details of a provided worker

Format:ChangeBank#<Id>#<NewBankDetails>

Example:ChangeBank#111111111#Bank 001 121212

7)ChangePay - Changes the pay(hourly salary) of a provided worker

Format:ChangePay#<Id>#<NewPay>

Example:ChangePay#111111111#30

\*NewPay can be double and has to be higher than 29.12 for the change to work

8)ChangeStart - Changes the start date of a provided worker

Format:ChangeStart#<Id>#<NewStartDate>

Example:ChangeStart#111111111#29/03/2020

\*NewStartDate has to be of dd/MM/yyyy format

9)ChangeSocial - Changes the social conditions of a provided worker

Format:ChangeStart#<Id>#<NewSocial>

Example:ChangeStart#111111111#Gets a work vehicle

10)GetWorker - Prints out the provided worker with all of his details

Format:GetWorker#<WorkerId>

Example:GetWorker#111111111

11)GetWorkers - Prints out all the workers with all of their details

Format:GetWorkers

Example:GetWorkers

12)GetWorkersByJob - Prints out all the workers from a certain provided job

Format:GetWorkersByJob#<Job>

Example:GetWorkersByJob#Cashier

13)changeAvailability - update the availability of the worker matching the id provided

Format:changeAvailability#<Id>#<Availability>

Example:changeAvailability#111111111#Cant work sunday morning

14)addShift - show the availability of the workers and then you can type the shift details (see 14.1)

Format:addShift

Example:addShift

14.1)now type the details of the shift

format:<Date>#<0/1>#<ManagerId>#<<Job> <Id>|<Job> <Id> ....>

Example:12/04/2022#0#111111111#PersonnelManager 111111111|Cashier

222222222|StoreKeeper 333333333|

Usher 444444444|LogisticsManager 555555555|Driver 666666666

\*Morning shift is represented by 0 and Evening shift is represented by 1

\*To exit this function without creating new shift type "x"

\*No other function can be done here other

15)shiftHistory - shows all the shift history

Format:shiftHistory

Example:shiftHistory

16)showAvailability - show the availability of all the workers

Format:showAvailability

Example:showAvailability

17)Exit/Stop Program

Format:x

Example:x

\*The x has to be a small x inorder for the program to stop.

18)Init - initialises the program with data

Format:Init

Example:Init