

Vending Machine Control

Application Prototype

Quan Nguyen

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1. Pages

Page Tree

- 01 - Login
- 02 - Forgot_Password_Screen
- 03 - Dashboard
- 04 - Employee_Screen
- 05 - Manage Account
 - ResetPass
 - Lock Acc
- 06 - Putins - TakeOver

01 - Login

1.1.1. User Interface

- + User scan barcode or input username manually
- + If authenticate fail ==> show message
- + If fail 3 times ==> lock account (input emp/333333 to see the message)
- + Forgot password ==> click 'Forgot password' button
- + If user only has 1 role = emp ==> go to EmpScreen
- + If user have more than 1 role ==> go to Dashboard

Use following username and password to login

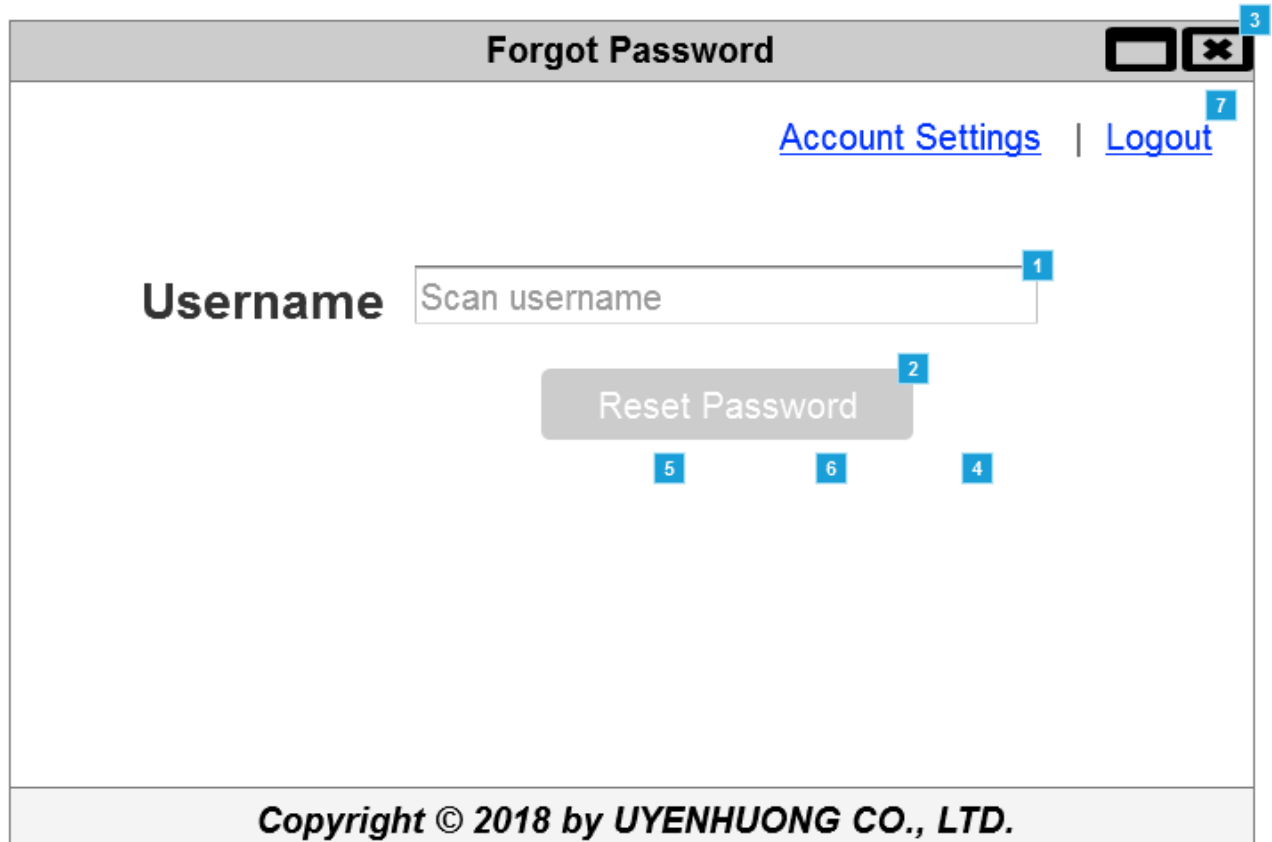
- + emp/<any-pass> ==> Go to emp page
- + admin/<any-pass> ==> Go to Dashboard
- + account/<any-pass> ==> Go to Dashboard
- + Others ==> show wrong password message

1.1.2. Widget Table

Footnote	Name	Interactions
1	LoginButton	OnClick: Authenticate user with username and password
2	UserName	OnTextChanged: Case 1 (If text on This does not equal "" and length of value of widget Password is greater than or equals "6"): Set value of UserName equal to text on UserName Enable LoginButton OnLostFocus: Case 1 (If text on UserName equals ""): Set text on Hint Username equal to "Username can not be blank" Show Hint Username Case 2 (Else If text on UserName does not equal ""): Hide Hint Username
3	Password	OnTextChanged: Case 1 (If length of value of widget This is greater than or equals "6" and text on UserName does not equal ""): Enable LoginButton OnLostFocus: Case 1 (If length of value of widget Password is less than "6"): Set text on Hint Pass equal to "Pwd length must greater than 6 chars" Show Hint Pass Case 2 (Else If text on Password does not equal ""): Hide Hint Pass
4	ForgotPass	OnClick: Case 1: Open 02 - Forgot_Password_Screen in Current Window

1.2. 02 - Forgot_Password_Screen

1.2.1. User Interface



1.2.2. Widget Table

Footnote	Name	Interactions
1	UserName	OnTextChanged: Case 2 (If text on This equals ""): Disable Reset pass button Case 1 (Else If True): Set value of UserName equal to text on UserName Enable Reset pass button OnLoad: Case 1 (If text on UserName equals ""): Disable Reset pass button
2	Reset pass button	OnClick: Case 1: Set text on ConfirmMesage equal to "Do you want to reset password of [[UserName]]?" Show (Group), Confirm, ConfirmMesage bring to front, Cancel, Confirm Enable Confirm Enable Cancel

Footnote	Name	Interactions
3		OnShow: Case 1 (If text on UserName equals ""): Disable Reset pass button
4	Cancel	OnClick: Case 1: Hide (Group), Confirm, ConfirmMesage, Cancel, Confirm
5	Confirm	OnClick: Case 1: Set text on ResultMessage equal to "Request has been sent to admin." Hide (Group), Confirm, ConfirmMesage, Cancel, Confirm Show Notify, (Group), ResultMessage, OK Enable OK
6	OK	OnClick: Case 1: Hide (Group), Notify, Confirm, (Group), ResultMessage, ConfirmMesage, OK, Cancel, Confirm Open 01 - Login in Current Window
7		OnClick: Case 1: Open 01 - Login in Current Window

1.3. 03 - Dashboard

OnPageLoad:

Case 1

(If value of UserName contains "acc"):

Disable AccountManagement,

UnlockMachines,

GetTools

Set value of Function equal to ""

Case 2

(Else If value of UserName contains "admin"):

Disable TakeOvers,

PutsIns,

GetTools

Case 3

(Else If True):

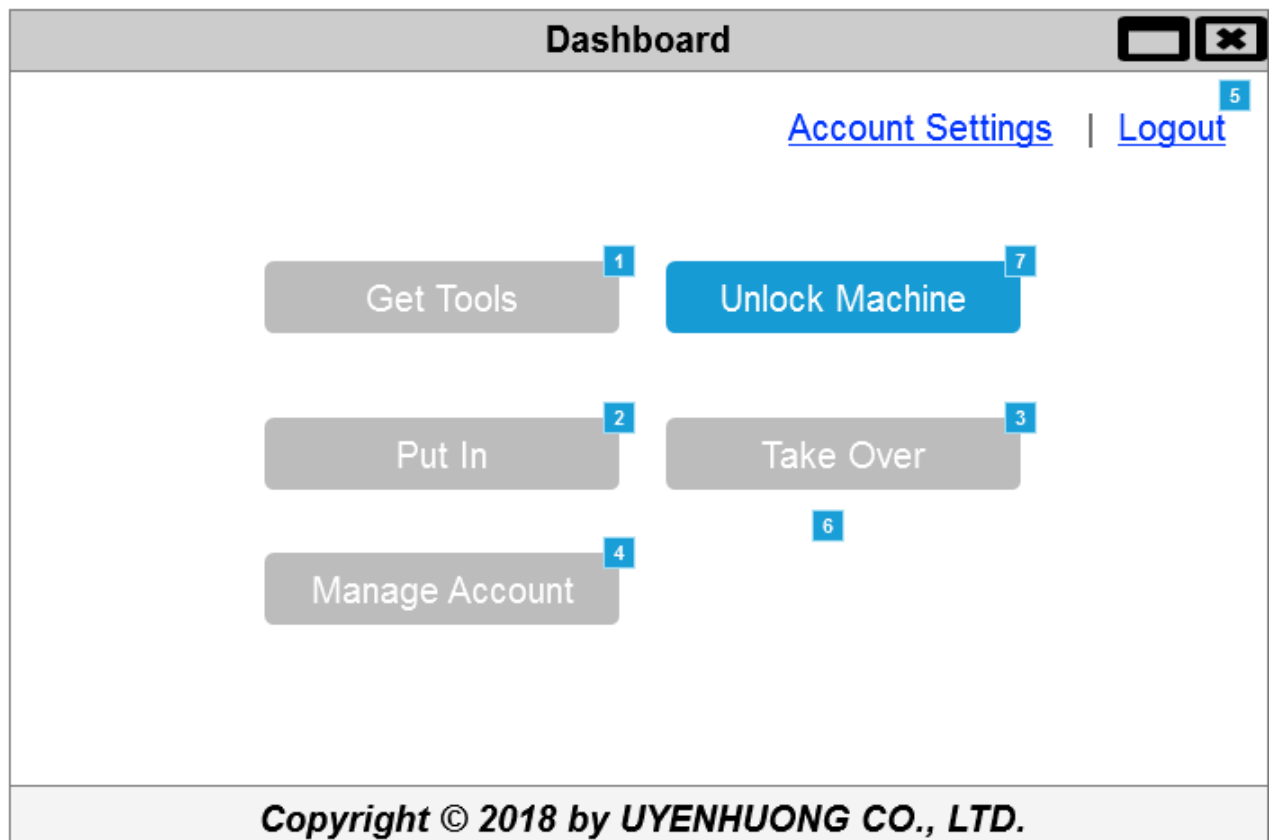
Disable AccountManagement,

PutsIns,

TakeOvers,

GetTools

1.3.1. User Interface



1.3.2. Widget Table

Footnote	Name	Interactions
1	GetTools	OnClick: Case 1: Open 04 - Employee_Screen in Current Window
2	PutsIns	OnClick: Case 1: Set value of Function equal to "Putins" Open 06 - Putins - TakeOver in Current Window
3	TakeOvers	OnClick: Case 1: Set value of Function equal to "TakeOver" Open 06 - Putins - TakeOver in Current Window
4	AccountManagement	OnClick: Case 1: Open 05 - Manage Account in Current Window
5		OnClick: Case 1: Open 01 - Login in Current Window
6	OK	OnClick: Case 1: Open 03 - Dashboard in Current Window
7	UnlockMachines	OnClick: Case 1: Set text on ResultMessage equal to "Unlock machine successfully!" Show Notify Result, ResultMessage, OK Enable OK

1.4. 04 - Employee_Screen

OnPageLoad:

Case 1:

Hide Waiting result,
Notify Result,
OK,
Confirm,
ConfirmMessage,
Cancel,
Confirm,
Advise,
ResultMessage,
OK,
WaitingClock,
Loading

1.4.1. User Interface

- CTID

- + First: Multi tray - If 1 CTID have multi trays, show we show all trays or 1 tray?
- + Second: One tray
- + Third: Empty --> Show advise

Workflow

- Select - input data
- User send request
- Show confirmation
- Show result
- Back to current page

1.4.2. Widget Table

Footnote	Name	Interactions
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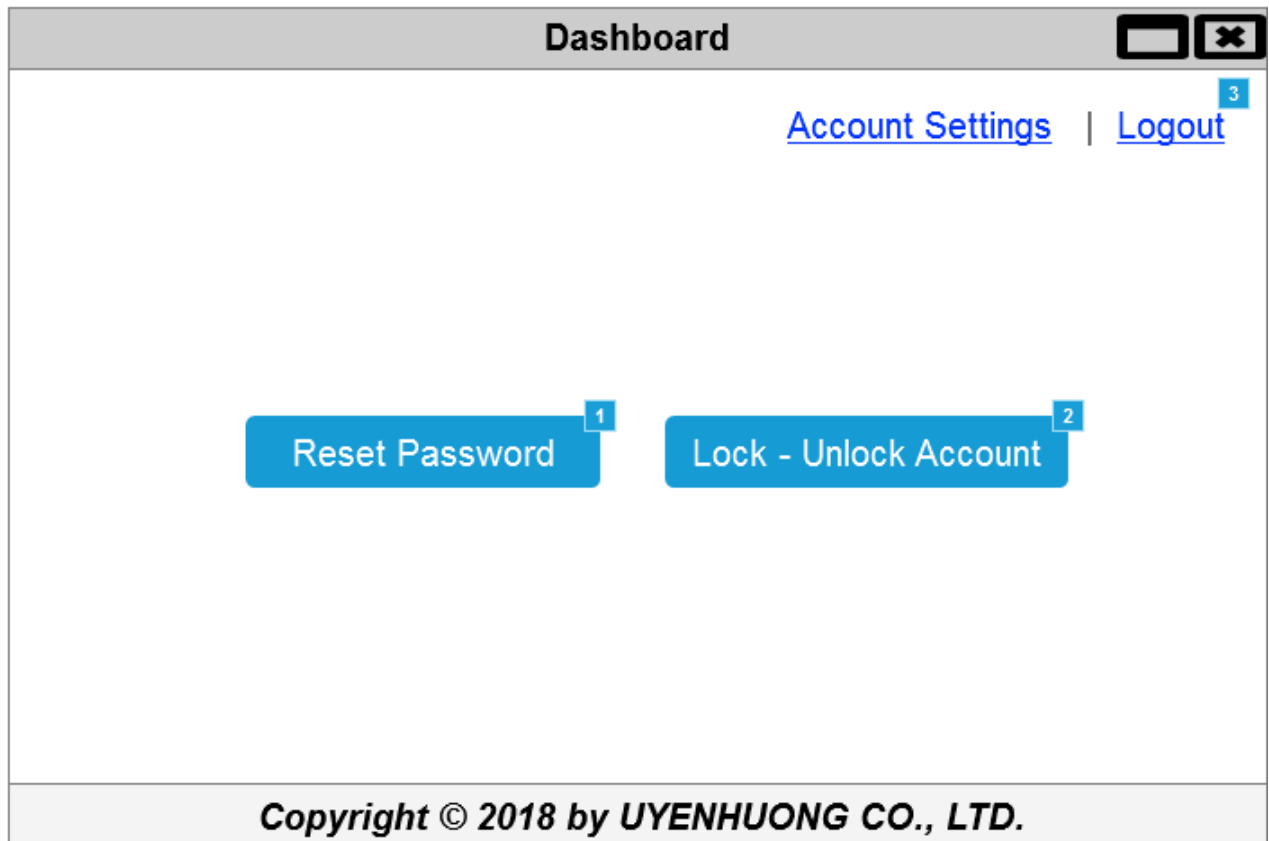
Footnote	Name	Interactions
1	CTID	<p>OnSelectionChange:</p> <p>Case 1</p> <p>(If selected option of This equals CSDML213455):</p> <p>Set text on Quantity equal to "5"</p> <p>Set text on Tray equal to "2, 16"</p> <p>Set value of CTID equal to text on focused widget</p> <p>Case 2</p> <p>(Else If selected option of This equals LSDM33456FDS):</p> <p>Set text on Quantity equal to "2", and</p> <p>text on Tray equal to "58"</p> <p>Set value of CTID equal to text on focused widget</p> <p>Case 3</p> <p>(Else If selected option of This equals 56EGRDSF):</p> <p>Set value of CTID equal to text on focused widget</p> <p>Set text on Quantity equal to "0", and</p> <p>text on Tray equal to ""</p> <p>Case 4</p> <p>(Else If True):</p> <p>Set text on Quantity equal to "1", and</p> <p>text on Tray equal to "1"</p> <p>Set value of CTID equal to text on focused widget</p>
2	Advise	<p>OnClick:</p> <p>Case 1:</p> <p>Hide Advise,</p> <p>ResultMessage,</p> <p>OK</p> <p>OnLoad:</p> <p>Case 1:</p> <p>Hide Advise,</p> <p>ResultMessage,</p> <p>OK</p>
3	Quantity	<p>OnTextChange:</p> <p>Case 1</p> <p>(If text on This equals "0"):</p> <p>Wait 1000 ms</p> <p>Set text on ResultMessage equal to "Quantity of [[CTID]] = 0. Please check MAC01 (34,52,18), MAC03 (12)"</p> <p>Show Advise,</p> <p>ResultMessage,</p> <p>OK</p> <p>Case 2</p> <p>(Else If True):</p> <p>Hide Advise,</p> <p>ResultMessage,</p> <p>OK</p>
4	Cancel	<p>OnClick:</p> <p>Case 1:</p> <p>Hide Confirm,</p> <p>ConfirmMessage,</p> <p>Cancel,</p> <p>Confirm</p>
5	Confirm	<p>OnClick:</p> <p>Case 1:</p> <p>Show WaitingClock bring to front,</p> <p>Waiting result,</p> <p>Loading bring to front,</p> <p>WaitingGroup</p> <p>Wait 3000 ms</p> <p>Set text on ResultMessage equal to "Complete successfully!"</p> <p>Hide Confirm,</p> <p>ConfirmMessage,</p> <p>Cancel,</p> <p>Confirm</p> <p>Hide Waiting result,</p> <p>WaitingGroup,</p> <p>Loading,</p> <p>WaitingClock</p> <p>Show Notify Result,</p> <p>ResultMessage,</p> <p>OK</p> <p>Enable OK</p>

Vending Machine Control

Footnote	Name	Interactions
6	OK	OnClick: Case 1: Open 04 - Employee_Screen in Current Window
7	Reset	OnClick: Case 1: Set text on Quantity equal to "", and text on Tray equal to "", and text on Send Request equal to "Send Request", and text on Reset equal to "Reset", and text on WU Text equal to "", and text on WO Text equal to ""
8	Send Request	OnClick: Case 1: Set value of WO equal to text on WO Text, and value of WU equal to text on WU Text, and value of TRAY equal to text on Tray Set text on ConfirmMesage equal to "WO: [[WO]] - WU: [[WU]] - CTID: [[CTID]] - Tray: [[TRAY]] - Do you want to continue?" Set Variable Show Confirm, ConfirmMesage, Cancel, Confirm
9		OnClick: Case 1: Open 01 - Login in Current Window

1.5. 05 - Manage Account

1.5.1. User Interface



1.5.2. Widget Table

Footnote	Name	Interactions
1	PutsIns	OnClick: Case 1: Open ResetPass in Current Window
2	TakeOvers	OnClick: Case 1: Open Lock Acc in Current Window
3		OnClick: Case 1: Open 01 - Login in Current Window

1.6. ResetPass

OnPageLoad:

Case 1:
Hide Confirm,
ConfirmMesage,
Cancel,
Confirm,
Notify Result,
ResultMessage,
OK

1.6.1. User Interface

The screenshot shows a 'Reset Password Screen' with a title bar containing window control icons. In the top right corner, there are links for 'Account Settings' and 'Logout'. The main form area contains three input fields: 'Username' with a search icon, 'New Pwd', and 'Confirm Pwd'. A blue 'Reset' button is positioned below the password fields. Numbered annotations are placed as follows: 1 on the 'Confirm Pwd' field, 2 on the first character of 'Confirm Pwd', 3 on the second character of 'Confirm Pwd', 4 on the 'Reset' button, 5 on the 'New Pwd' field, 6 on the last character of 'Confirm Pwd', and 7 on the 'Logout' link. The footer contains the copyright notice: 'Copyright © 2018 by UYENHUONG CO., LTD.'

1.6.2. Widget Table

Footnote	Name	Interactions
1	Cancel	OnClick: Case 1: Hide Confirm, ConfirmMesage, Cancel, Confirm

Footnote	Name	Interactions
2	Confirm	<p>OnClick:</p> <p>Case 1:</p> <p>Hide Confirm,</p> <p>Cancel,</p> <p>ConfirmMessage,</p> <p>Confirm</p> <p>Set text on ResultMessage equal to "Complete successfully!"</p> <p>Show OK,</p> <p>ResultMessage,</p> <p>Notify Result</p> <p>Enable OK</p>
3	OK	<p>OnClick:</p> <p>Case 1:</p> <p>Open 05 - Manage Account in Current Window</p>
4	Send Request	<p>OnClick:</p> <p>Case 2</p> <p>(If text on Newpass does not equal text on ConfirmPass):</p> <p>Set text on Not match pass equal to "Password not match"</p> <p>Case 1</p> <p>(Else If True):</p> <p>Set text on Not match pass equal to ""</p> <p>Set value of NewUsername equal to selected option of Username, and</p> <p>value of NewPass equal to text on Newpass</p> <p>Set text on ConfirmMessage equal to "Reset password of user [[NewUsername]]- Do you want to continue?"</p> <p>Show Confirm,</p> <p>ConfirmMessage,</p> <p>Cancel,</p> <p>Confirm</p>
5	Newpass	<p>OnTextChanged:</p> <p>Case 1:</p> <p>Set value of UserName equal to text on Newpass</p> <p>OnLostFocus:</p> <p>Case 1</p> <p>(If text on Newpass equals ""):</p> <p>Set text on Unidentified equal to "Username can not be blank"</p> <p>Show/Hide Widget</p> <p>Case 2</p> <p>(Else If text on Newpass does not equal ""):</p> <p>Show/Hide Widget</p>
6	ConfirmPass	<p>OnTextChanged:</p> <p>Case 1:</p> <p>Set value of UserName equal to text on ConfirmPass</p> <p>OnLostFocus:</p> <p>Case 1</p> <p>(If text on ConfirmPass equals ""):</p> <p>Set text on Unidentified equal to "Username can not be blank"</p> <p>Show/Hide Widget</p> <p>Case 2</p> <p>(Else If text on ConfirmPass does not equal ""):</p> <p>Show/Hide Widget</p>
7		<p>OnClick:</p> <p>Case 1:</p> <p>Open 01 - Login in Current Window</p>

1.7. Lock Acc

OnPageLoad:

Case 1:
Hide Confirm,
ConfirmMesage,
Cancel,
Confirm,
Notify Result,
ResultMessage,
OK
Disable Lock,
Unlock

1.7.1. User Interface

Unlock Account Screen

[Account Settings](#) | [Logout](#)

Username

Lock Lock

Unlock

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1.7.2. Widget Table

Footnote	Name	Interactions
1	Cancel	OnClick: Case 1: Hide Confirm, ConfirmMesage, Cancel, Confirm

Footnote	Name	Interactions
2	Confirm	OnClick: Case 1: Hide Confirm, Cancel, ConfirmMesage, Confirm Set text on ResultMessage equal to "Complete successfully!" Show OK, ResultMessage, Notify Result Enable OK
3	OK	OnClick: Case 1: Open 05 - Manage Account in Current Window
4	Lock	OnClick: Case 1: Set value of Function equal to "Lock account" Set text on ConfirmMesage equal to "[[Function]] user [[NewUsername]] - Do you want to continue?" Show Confirm, ConfirmMesage, Cancel, Confirm
5	Unlock	OnClick: Case 1: Set value of Function equal to "Unlock account" Set text on ConfirmMesage equal to "[[Function]] user [[NewUsername]] - Do you want to continue?" Show Confirm, ConfirmMesage, Cancel, Confirm
6		OnClick: Case 1: Open 01 - Login in Current Window
7	Username	OnSelectionChange: Case 1: Enable Unlock, Lock Set value of NewUsername equal to selected option of Username
8	Confirm	OnClick: Case 1: Disable Unlock, Lock

1.8. 06 - Putins - TakeOver

OnPageLoad:

Case 1:

Set text on Action equal to value of Function

Show Action,

Hide Notify Result,

ResultMessage,

OK,

Confirm,

ConfirmMesage,

Cancel,

Confirm

Set value of UserName equal to "acc"

1.8.1. User Interface

+ First, user will search or dropdown list value and select CTID

+ App will calculate list of available trays for this CTID

+ User can

1. Select tray to put ins or take overs

2. If user want to add items to new tray, select 'Create New' option in tray dropdown value ==> Now the dropdown list will show all trays and user can choose new tray to update CTID

+ In putins action, if sum of current quantity and added quantity > maximum number of 1 tray(configurable) --> show warning and process after confirmation of user

+ In take over action, if number of take over > existed number --> show warning and process if user confirm

+ User can click 'Cancel' to back to Dashboard

1.8.2. Widget Table

Footnote	Name	Interactions
1	Cancel	OnClick: Case 1: Hide Confirm, ConfirmMesage, Cancel, Confirm
2	Confirm	OnClick: Case 1: Hide Confirm, Cancel, ConfirmMesage, Confirm Set text on ResultMessage equal to "Complete successfully!" Show OK, ResultMessage, Notify Result Enable OK
3	OK	OnClick: Case 1: Open 06 - Putins - TakeOver in Current Window

Footnote	Name	Interactions
4	Reset	<p>OnClick:</p> <p>Case 1:</p> <p>Open 03 - Dashboard in Current Window</p> <p>Set value of UserName equal to "acc"</p>
5	Send Request	<p>OnClick:</p> <p>Case 1:</p> <p>Set value of CTID equal to text on focused widget , and value of TRAY equal to selected option of TrayID, and value of Quantity equal to text on Quantity</p> <p>Set text on ConfirmMesage equal to "[[Function]] action CTID: [[CTID]] - Tray: [[TRAY]] - Quantity: [[Quantity]] - Do you want to continue?"</p> <p>Show Confirm,</p> <p>ConfirmMesage,</p> <p>Cancel,</p> <p>Confirm</p>
6	Quantity	<p>OnTextChanged:</p> <p>Case 1:</p> <p>Set value of UserName equal to text on Quantity</p> <p>OnLostFocus:</p> <p>Case 1</p> <p>(If text on Quantity equals ""):</p> <p>Set text on Unidentified equal to "Username can not be blank"</p> <p>Show/Hide Widget</p> <p>Case 2</p> <p>(Else If text on Quantity does not equal ""):</p> <p>Show/Hide Widget</p>
7	CTID	<p>OnSelectionChange:</p> <p>Case 1</p> <p>(If selected option of CTID equals CSDML213455):</p> <p>Set text on Quantity equal to "3", and text on Unidentified equal to "34"</p> <p>Case 2</p> <p>(Else If True):</p> <p>Set text on Quantity equal to "1", and text on Unidentified equal to "14"</p>
8		<p>OnClick:</p> <p>Case 1:</p> <p>Open 01 - Login in Current Window</p>