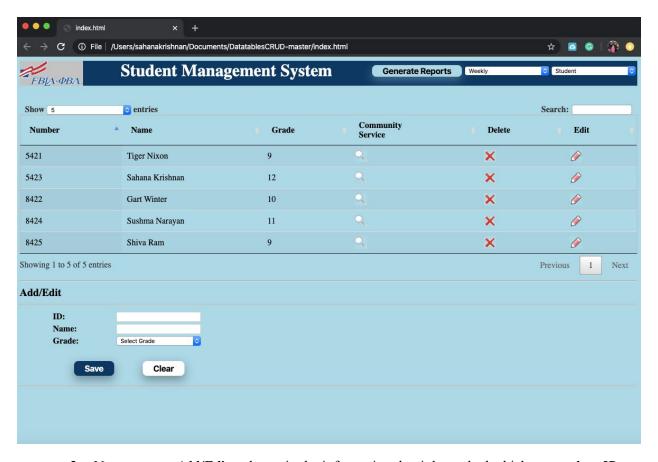
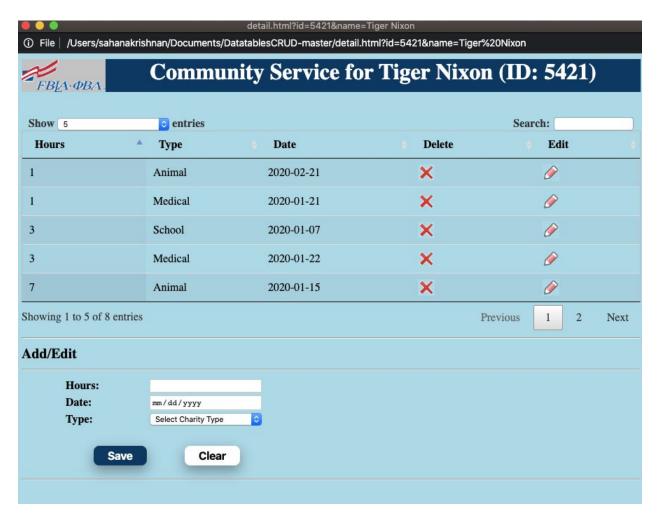
Program Documentation

- To open the Coding and Programming project, first open the <u>DatatablesCRUD-master</u> file.
- Once the <u>DatatablesCRUD-master</u> file has been opened, double click on the <u>index.html</u> file.
- To make sure the <u>index.html</u> file is working properly, make sure to open it on either a Chrome Browser or Internet Explorer.
 - 1. Once the <u>index.html</u> file has been opened, you should see a <u>Students Management</u>

 <u>System</u> page, and there should be a list of elements that have been placed in order for the user to see the number of entries.

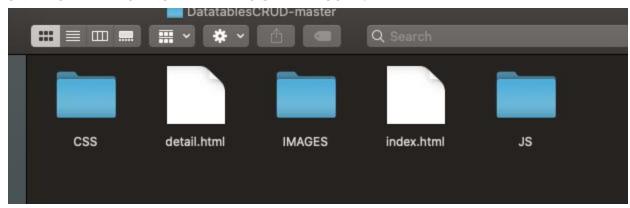


- 2. Next go onto <u>Add/Edit</u> and type in the information that it has asked which are <u>student ID</u>, <u>Name, and Grade</u>, and click <u>Save</u>.
- 3. If a mistake was done during the <u>Add/Edit</u>, click the <u>clear</u> button.
- 4. Next click on <u>Show ____ entries</u>, and change it to <u>All</u> in order to see all entries that have been placed.
- 5. Next click on the *Community Service* Icon in order to add the type of community service that is done.
- 6. On the *Community Service* page that has been propped up, go onto the *Add/Edit* and add the number of Hours, put in the date community service was done, select the charity type that has been done, and click save.
- 7. Once that is done, click the X on the top left of the screen for the items that were just added to be saved properly.



- 8. Now you should be back on the **Students Management System** page that was opened up in the beginning.
- 9. In order to generate reports, go onto the upper right hand corner and change the variables to whatever you desire. The choices are <u>Weekly</u> and <u>Monthly</u>, and you can choose between the <u>Students</u> or <u>Program</u> (Type of Community Service done).
- 10. Once the variables are chosen, click on <u>Generate Reports</u> and a print out should pop up on the screen, in order to be printed physically.
- 11. Click cancel print out in order to come back to the **Students Management System** page.
- 12. If there is a desire to delete a student, then, click on the **Delete** logo
- 13. If there is a need to view a student's community service log, click on the *Community Service* Icon.

• FOR THE REST OF THE PROJECT, IT IS IMPORTANT TO OPEN MOST OF THESE FILES ON A NOTEPAD+ OR NOTEPAD++ TO SEE THE CODE.



- In order to see the rest of the project, go back onto the <u>DatatablesCRUD-master</u> file, and open up the <u>CSS file</u> to see some implementations.
 - The *global.css* is coded for the colors and how the code looks as a whole
 - The *jquery.dataTables.min.css* includes table styles which are in depth.
- Once you click back, there is a <u>detail.html</u> file, and that is a null file to show the community service portion of the project without any data.
- Once you are out of the <u>detail.html</u> file, <u>Images</u> is the next file that includes images that were used in this project alone.
- Once you are out of the <u>Images</u> file, there is the main important file with the code that put this whole project together called <u>IS</u>
- Click on JS and every part of the code is on there.
 - <u>csv.is</u> includes the function and console with Flat JSON
 - <u>data.txt</u> includes the inputs of data that is on the website right now.
 - **defaultValues.js** includes the multiple variables needed that would help with the persistent storage.
 - <u>fileSaver.js</u> has the ability to keep all the edit/delete/view portions of the project to stay intact for users to see once <u>index.html</u> has been opened.
 - **global.js** is a variable and function code that has arrays and if statements so there is an ability to explain that something the user has done wrong, and how to fix it if that situation occurs.
 - **jquery-1.12.3.js** contains everything of the common JavaScript library and functions to return once the code has received an input.
 - **jquery.dateTables.min.js** has everything from data tables, XML files, NoSQL database and documents with multi variables to make sure the code runs smoothly.