



Antiquarian

STUDENT NUMBER:

St10084521

DEGREE CODE:

BCAD 3 Group1

MODULE CODE:

PROG 7312

Poe Part3

Read Me file

November 2023

ReadMe

Name of Program

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Code attribution

This whole program has been coded in the *C#* language with the exception for designing of the pages which was coded XAML.

Reason For creating this program.

The ancient Japanese clan from the Daimō family, ODA clan, have a local library sharing their knowledge and ancient scripts from the Sengoku period (15th century - 1603). The librarians working at the library are not used to the way the books are kept (the book code system). The library is using the Dewey Decimal Classification System. This application is on that will allow them to train in a fun and positive environment. (Sansom, 1961) (Turnbull , 1996)

References of Code and Advanced features

To remove items from the node:

<https://www.geeksforgeeks.org/c-sharp-removing-the-specified-node-from-the-linkedlist/>

How to implement the Gif on the main window:

<https://www.youtube.com/watch?v=YUffJbprqMM>

To generate random letters:

<https://www.geeksforgeeks.org/c-sharp-randomly-generating-strings/>

<https://stackoverflow.com/questions/15249138/pick-random-char>

For media player and background music:

<https://it-delinquent.medium.com/playing-multiple-sounds-in-wpf-application-b14251eb5408>

How to format a uri:

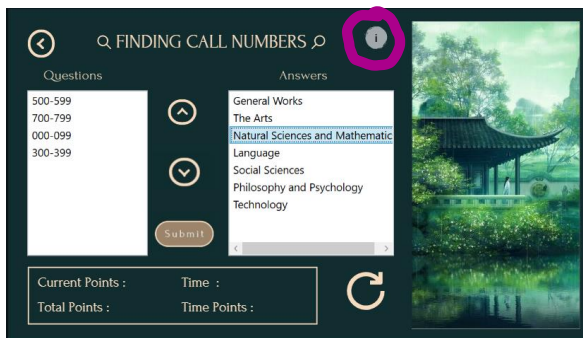
<https://stackoverflow.com/questions/31147049/how-do-i-convert-a-string-to-a-system-uri>

how to get the current directory for the program:

<https://stackoverflow.com/questions/15653921/get-current-folder-path>

FAQ's

- What to do in the replace books page?
On this page there is an i to help explain how the page works.



This will then direct you to this page explaining how it works.

HOW IT WORKS ?

This Replace books activity is where you must sort through the book codes in Ascending order. You must drag and drop the codes in the list box to sort the codes.

135, L2W
187, L2S
057, L2S
038, L2S
526, L2W
107, L2W
087, L2W
195, L2W
176, L2W
188, L2W

195, L2W
187, L2S
057, L2S
038, L2S
526, L2W
107, L2W
087, L2W
195, L2W
176, L2W
188, L2W

POINTS :

POINTS FOR TIME:

<20 s - <10 seconds	300
>20 s - <30 seconds	250
>30 s - <40 seconds	200
>40 seconds	150

MOVES POINTS :

<2	300
2	250
3	200
4	150
5	100
6	50

CORRECT ANSWER POINTS :

per correct answer	10
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HOW IT WORKS ?

There are 2 list boxes: 1 for the question(s) 4 x question(s) and the other for the answer(s) possible answer only 4 are correct. You must move the answers that you have selected higher or lower on the box to match the question.

You can do this by pressing the buttons in between the 2 list boxes. Once you have set the order of the answer you think are correct, you can press the submit button that is also between the list boxes.

Question(s)

135, L2W
187, L2S
057, L2S
038, L2S
526, L2W
107, L2W
087, L2W
195, L2W
176, L2W
188, L2W

Answer(s)

135, L2W
187, L2S
057, L2S
038, L2S
526, L2W
107, L2W
087, L2W
195, L2W
176, L2W
188, L2W

POINTS :

POINTS FOR TIME:

<20 s - <10 seconds	300
>20 s - <30 seconds	250
>30 s - <40 seconds	200
>40 seconds	150

CORRECT ANSWER POINTS :

per correct answer	10
--------------------	----

HOW IT WORKS ?

You are given a prompt on the top of the page in which you are required to find the dewy decimal number that it belongs to.

IDENTIFY AREAS

each prompt has a dewy decimal number. It is associated with the dewy decimal system. In the 1st list box, you are required to find the hundreds (1st list box) the 2nd list box find the tenths (2nd list box) and in the 3rd list box the units (3rd list box) the next answer.

eg: the answer for French fiction is 845 so the user has picked the 800 - French literature, rhetoric and criticism there after the 840 - French literature and literatures of related Romance languages and finally the 845 - French fiction

135, L2W
187, L2S
057, L2S
038, L2S
526, L2W
107, L2W
087, L2W
195, L2W
176, L2W
188, L2W

135, L2W
187, L2S
057, L2S
038, L2S
526, L2W
107, L2W
087, L2W
195, L2W
176, L2W
188, L2W

135, L2W
187, L2S
057, L2S
038, L2S
526, L2W
107, L2W
087, L2W
195, L2W
176, L2W
188, L2W

Submit

POINTS :

POINTS FOR TIME:

<20 s - <10 seconds	300
>20 s - <30 seconds	250
>30 s - <40 seconds	200
>40 seconds	150

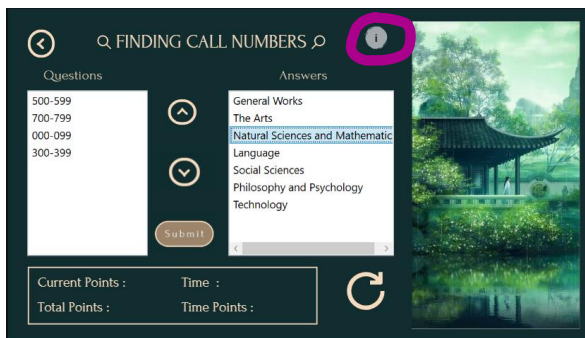
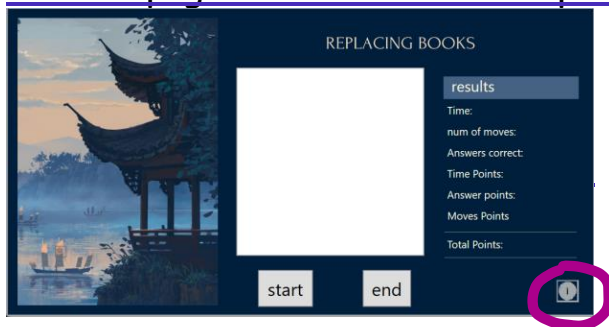
CORRECT ANSWER POINTS :

per correct answer	10
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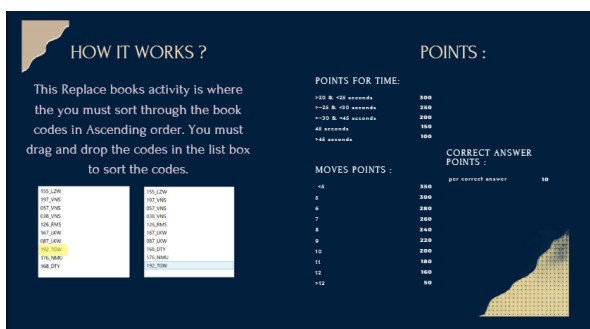
MOVE POINTS :

1 - 100%	100
2 - 100%	90
3 - 100%	80
4 - 100%	70
5 - 100%	60
6 - 100%	50
7 - 100%	40

- How does the point system work on the replace books activity?
On this page there is an i to help explain how the page works.



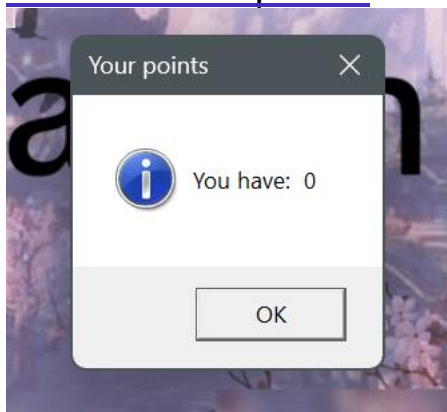
This will ten direct you to this page explaining how it works.



- Where can I view all my points?
Where on the main page there is a human button on the top right hand side of the page:



Once this button is pressed a message box will display the users current points.



Non - Functional Requirements

- Availability - This program is available at all times as long as the user has access to the program.
- Usability The use of soothing colours and simple design/ set up of components ensures that all types of people are able to use the program comfortable without it affecting their health.
- Backup and recovery - Each version (new and old) of this program has been saved on GitHub. This helps for version control and in case of an emergency. These details are at the end of the document.

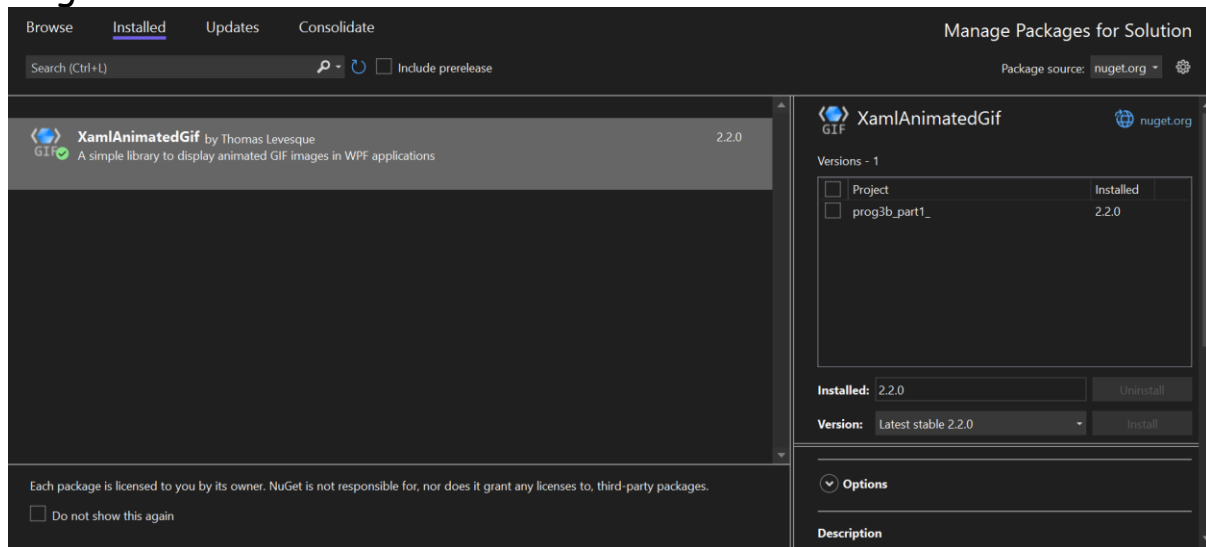
Functional requirements

- Points system - This is the storing of the users points throughout the program and their activities/ pages.
- Replacing Books - This function allows the user to test their sorting skills. They can do this by sorting the book codes in ascending order.
- Call number - This uses the dewy decimal system. This is a test of the user's knowledge and ability to remember the ranges that corelate to the categories.

Software Specs

The following program was created/ coded on Visual studio 2022,
WPF App(.Net Framework) using Framework.NET Version:4.7.2

Plug ins added:



Antiquarian Version 1.0

Created on Visual Studio 2022

Antiquarian Version 2.0

Created on Visual Studio 2022

Antiquarian Version 3.0

Created on Visual Studio 2022

Computer Specs

Your computer should have the following specs or higher in order for your computer to be able to run visual studio and/or the Budget manager program:

- 8g ram or more
- Windows 10 Home or higher
- An Intel i5 core or higher/ a Ryzen 5 core or higher

Installation and running program Instructions.

1. First download the program. The program is in the ZIP folder.
2. The folder needs to be un-zipped. You can do this by double clicking the actual folder, but this will only temporarily open the folder. To fully open the folder, you need to right-click on the zipped folder, options will pop up on the right or left of the folder. There will be an option called "Extract All...". press on it with your mouse. A screen will now pop up called "Extract Compressed (Zipped) Folders". The computer gives an address to a location in the computer, this is usually the same place that you are trying to open the program from. Then press the extract button at the bottom right of the extract screen. By Extract the folder, you are creating a folder of the same name that is not zipped and having the program contents within it. It is a copy of the zipped folder but one that you can open.

3. IF USER HAS VISUAL STUDIO 2019 INSTALLED: Open the folder. When the folder is opened, you will come to see a folder called 'Bin', 'Obj', etc, this means that you are in the correct place. Within this folder you will find a file called 'prog3b_part1_.sln'. This program will open in visual studio. You will then see words in different colours. This is the code of the program. At the top of the screen, you will see a green play button and the word 'start' next to it. Press on that option and the Budget Manager program will run and come on.
- 8 4. IF USER DOES NOT HAVE VISUAL STUDIO 2019 INSTALLED: Open the folder that you have just unzipped. Within the folder there are folders called 'Bin', 'Obj' and other types of files. You need to open the 'Bin' folder. Within the 'Bin' folder There is a folder called 'Debug'. Open it. You will then find a file called 'prog3b_part1_' that is an application (you can find out whether it is an application or not by looking under type). This will run the prog3b_part1_.

Change log.

Version number: version 1.0

No official changes have been done since this is the first prototype of the program, created solely by Sideeka Ayooob.

Done :2023/09/27

Version number: version 2.0

Changes have been done since this is the second prototype of the program, done solely by Sideeka Ayooob.

Done :2023/10/26

Version number: version 3.0

Changes have been done since this is the last prototype of the program, done solely by Sideeka Ayooob.

Done :2023/11/21

How to contact Programmer/Creator

If there are any other issues, that cannot be solved using the FAQ, you can contact the programmer with the following details:

- Email: ST0084521@vcconnect.edu.za
- Personal Email: sideekaayoob01@gmail.com
- Phone number :065 745 0786

Git hub Antiquarian profile.

<https://github.com/sideeka>