System UI Mockup – IS 3100

Login page:

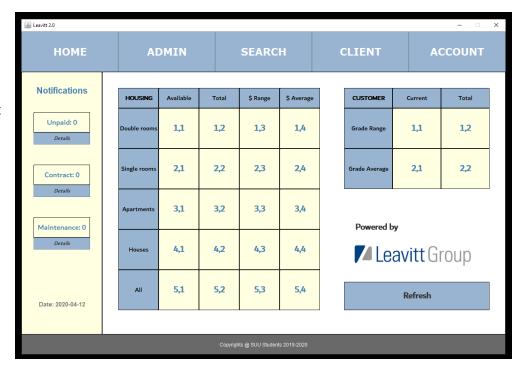
This login page helps protecting the software. Only employees with proper authorization can log on. Their username is there full name lower cased and their password is defined by the administrator for security purpose. The credentials are kept on a protected external file.



Home page:

This is our main dashboard. Valuable information will be given (currently coordinates holder placed instead), to help employees quickly identify their current situation. The navigation bar

on the top allows the user to navigate easily throughout the system. The notification bar on the left side keep us aware of more important issues that need to be resolved quick. The bottom bar is generic. The main content occupies most of the screen, it has a white background to clearly identify the most important information. This panel is the one that changes the most.



Admin page:

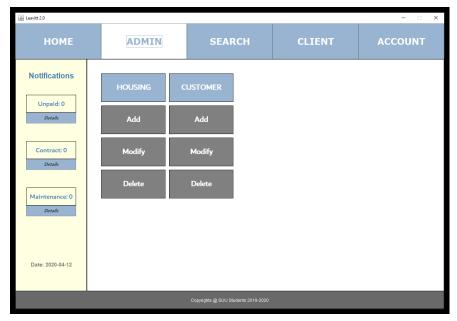
This is certainly one of the most powerful part of this software, it allows an employee to quickly add, modify or delete a housing or customer.

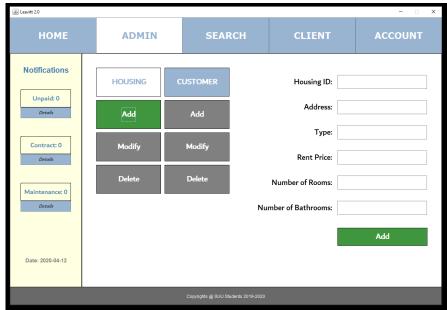
The layout has been particularly thought to prevent the employee from committing any mistake. In fact, the user cannot access The Add/Modify/Delete buttons if Housing or Customer isn't selected.

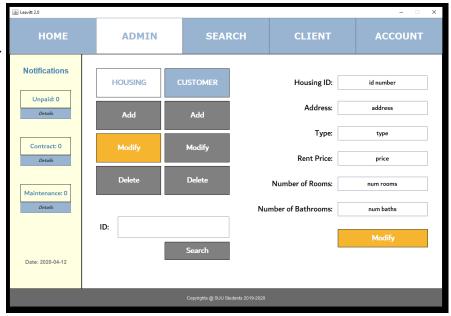
When clicking on one of the Add buttons, all the text fields needed to create a new entity appear as well as another Add button which will only complete the query if the data is properly formatted and all the fields required are filled.

As soon as the user click on another button that the add buttons, then these fields disappear.

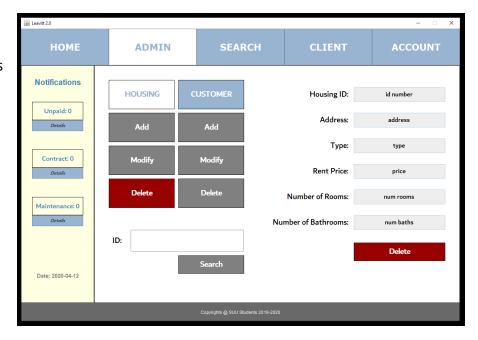
When clicking on the modify button, an ID field will show up so the user can select the instance to be modified. When clicking search, if the instance is found, all the text fields will automatically be completed so the user can go ahead and modify what they need to before confirming the modifications.





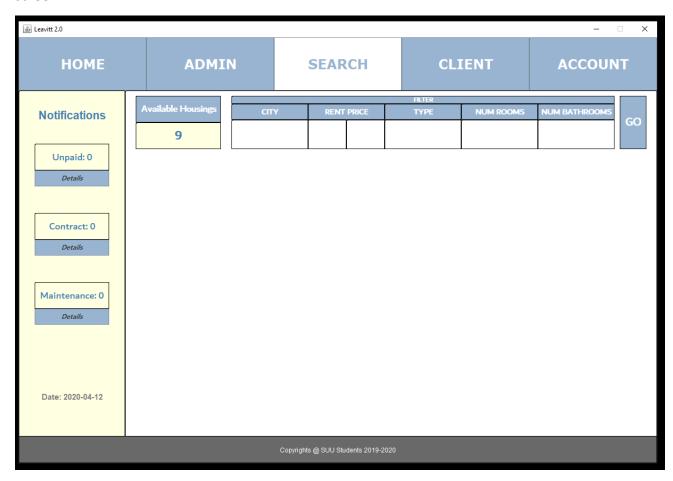


The delete buttons work the same way than the modify buttons, the only difference is that the text fields cannot be edited. Their only purpose is to display the information that is about to be deleted.



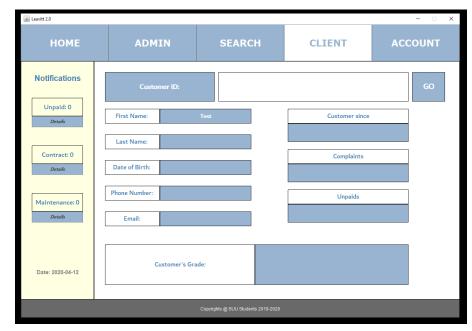
Search page:

The search page will help the employee find available housings quickly, using a filter to better respond to the customer's demand. The layout is simple, the number of available housing is listed on the left, then a bunch of filters which can be completed will help narrow down the search. Finally, the GO button will allow the user to apply the filters they just entered. A JTable will be used to display the information pulled from the database, and will cover the rest of the screen.



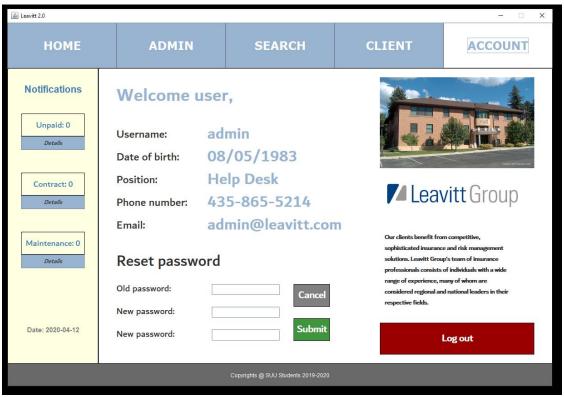
Client page:

When communicating with a customer, the employee will be able to pull their profile from the database, therefore knowing the history and information of the customer they have to deal with. This will help having a smoother conversation as well as providing a support for the employee (since all the historic is being displayed) if they have to deal with a sensitive case.



Account page:

The final page available from the navigation bar will display information about the current employee logged in, as well as giving them the option to create a new password or logout of the system.



Back to the Home page, you can notice buttons under Unpaid, Contract and Maintenance in the notification bar (left side). These buttons can be clicked to access more details about a more immediate concern.

Their layout is very simple, the number of current cases is displayed at the top. Underneath it, there will be a JTable which will display the important data to keep an eye on.

For Rent unpaid, there will be the customer name, the number of unpaid rent and the deadline it was due at.

For contracts that expire soon, there will be the customer name and ID as well as the date of the contract ending. Finally, for ongoing maintenances, there will be the house ID, the maintenance ID as well as the reason given for this maintenance.





