

Book Store Manual

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Table of contents

- Introduction
- Features

Introduction

Our App is an app called Bookstores, and as the name suggests it's an app that allows users to be able to buy and sell books on top of allowing users to borrow them. This user manual guide will show you how to use the application.

Features

- The first window that you see has the name, author, serial number, and price of the book
- The **Store** button is for selecting a list of books to go through each record in the list, click the **Next** button.
- The **Buy** button is for purchasing a book from the list. You must enter the name, author, serial number, and price before clicking the button.
- The **Functions** tool strip at the top-left, gives you the option to create an account, **sell**, **return** or **borrow** the book. **You must register your account before doing anything**
- If you click **Sell**; you will see a new window asking you to enter information about the book, add it to a counter so it is ready to sell. It will add the book to the store, and you can exit the window.
- If you click **Borrow**, you take a book from the store and you will be informed how many days you have left to return it.

Start

The user is greeted with the option to buy a book, select a list of books, and go through the records but before you can do that, you will need to create an account, to create an account. Go to **Functions** -> **Create an Account**. This will create a new file after entering your ID, first name, last name and card number and clicking the **Register** button after creating the file, EXIT.

Welcome to the .NET Book Store!

Functions

Name of the book:

Author:

Serial number:

Price:

Buy Store Next

Please enter the required information

ID:

First Name:

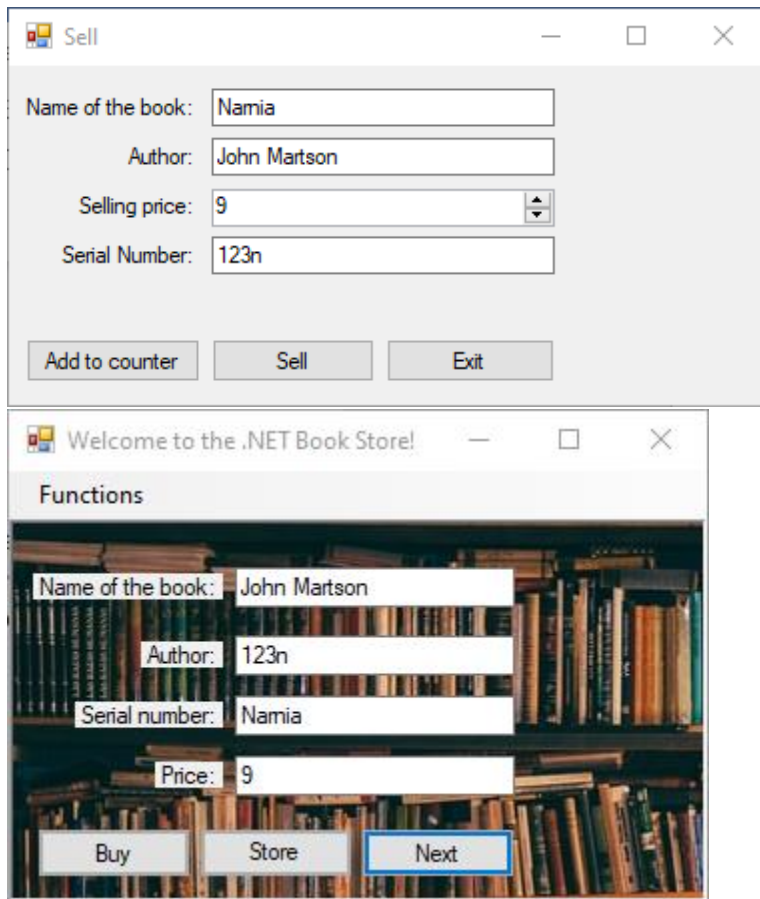
Second Name:

Card number:

Register Exit

Register Account and selling book

After creating an account, you can **return, borrow, or sell** when clicking **Functions**. When u sell a book enter the required information (Name, author, price, and SN). You can add it to a counter of how many book you want to sell. The **Create counter** button create a file containing all the books you added to the counter. After selling the books, you can scroll through the records in the **main window** by clicking **Store**, choose the file of sold books you created and click next to scroll through the records. If you buy one of these books, it will be removed from the main window



Borrowing a Book

Go to **Functions** -> **Borrow**. You will see a new window that allows you to borrow a book. You can enter the book's name, author, SN, and the amount days you need the book then click the submit button to create a new file containing your borrowed book. You can also click the **Catalog** button to choose a file containing one or more books. The **Next** button is for going through the records. You can submit a book from the catalog you chose

The 'Borrow' window contains the following fields and controls:

- Name of the book:** Text input field with the value 'Hakim'.
- Author:** Text input field with the value '25'.
- Serial number:** Text input field with the value 'John'.
- Days:** Spin box with the value '8'.
- Buttons:** 'Submit', 'Catalog', 'Next' (highlighted with a blue border), and 'Exit'.

Returning a book

Go to **Functions** -> **Return**. You will see a new window that allows you to borrow a book. You can enter the book's name, author and SN then click the submit button to create a new file containing your returned book. You can also click the **Catalog** button to choose a file containing one or more books. The **Next** button is for going through the records. You can submit a book from the catalog you chose.

The 'Return' window contains the following fields and controls:

- Name of the book:** Text input field with the value 'Hakim'.
- Author:** Text input field with the value '25'.
- Serial number:** Text input field with the value 'John'.
- Buttons:** 'Submit', 'Catalog', 'Next' (highlighted with a blue border), and 'Exit'.