## **User Documentation**

Tip Calculator™

Yvonne Akuamoah, Senior

Halima Monds, Senior

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Copyright and third-party information as required

## **Document Revisions**

| Date       | Version<br>Number | Document Changes                          |
|------------|-------------------|---|
| 11/13/2020 | 1.0               | Only one draft was created and submitted. |
|            |                   | Final draft.                              |
|            |                   |   |
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### 1 Introduction

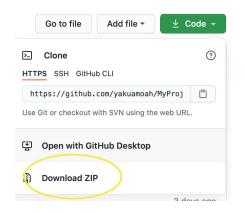
#### 1.1 Scope and Purpose

The goal of a dining tip calculator is to automatically calculate a dining tip total or percentage for a customer, employee or employer. When at a restaurant, a customer may need to know how much their total will be by inputting their total bill, percent of tip, and number of people sharing that bill. The customer is unable to ask the waitress to do it, the employee would have to go through the same steps after asking the customer how much they would like to tip, if at all. If an employee wants to see their average tip percentage for their employees they could also calculate by scrolling to the bottom and inputting the information requested. The functions include adding a tip percent option including 10% 15%, 20% or custom amount to the final bill. The final amount can be paid by as many as one person or six people. If a user enters an amount that is not between 1 and 6, an error message pops up prompting them to try again. The calculator outputs a tip and bill amount for each player. Above is an image of the first rough draft of the calculator encompassing all the basic functions of the tool.

#### 1.2 Process Overview

### Directions for hosting the website on local machine:

This project was originally created in Replit, but can be ran on a Git desktop or on your regular desktop via the link. For'em is globally hosted using the replit platform. Replit is a free, collaborative, in-browser IDE that enables users to code in 50+ languages - without spending a second on setup. Github has partnered with Replit to automatically create, clone, commit, and much more via repository in Replit which will be automatically updated in Github. This code can also be run in Visual Studio Code, which we are not versed on however once on our Git page name MyProject, select the Green Download code icon and select download as zip as demonstrated in Figure 1.1 and 1.2. You can then open that file in VS assuming the individual has JSON, HTML, and JAVASCRIPT packages. You can also run the code on Git Desktop by selecting Open with Github website instead of the Green Download code icon like in Figure 2.1 and 2.2 assuming you have Git Desktop already installed. The best and easiest way is to simply copy the code and paste it in your search engine, demonstrated in Figure 3.1, 3.2, and 3.3.



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Figure 1.1

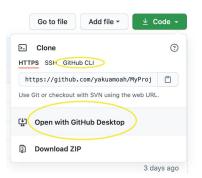


Figure 1.2

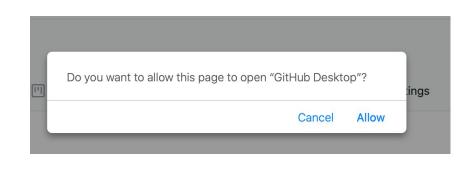


Figure 2.1

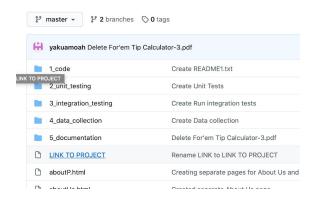


Figure 2.2

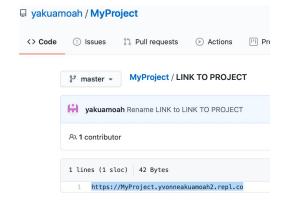


Figure 3.1

Figure 3.3



Figure 3.2

### <u>Directions for cloning the repository:</u>

This assumes you have Git Desktop downloaded on your computer. Instructions for cloning the repository and running VS code is demonstrated above in figure 1.2. One wat to clone and run in it Git Desktop is by following the instructions in Figure 3.1, selecting "Open this file on Github Desktop", and clone the repository as visualized in image 3.1.1 and 3.1.2. A third simplest way to do this is Via Replit. Start by creating a new "HTML CSS, JS" file, select Version Control on the right and select "Existing git repository" and paste the Repository URL from Github as demonstrated in figure 4.1 and 4.2

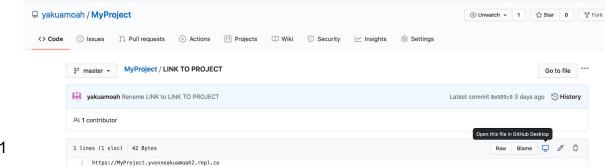


Figure 3.1.1

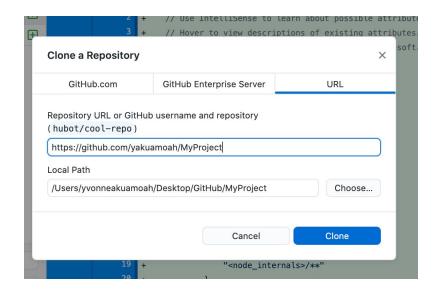
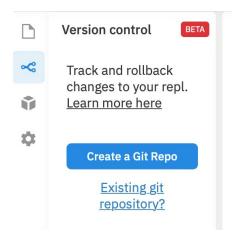


Figure 3.1.2



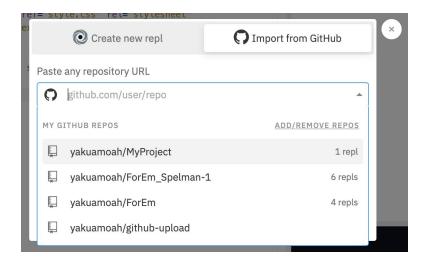


Figure 4.1 4.2

## Directions getting the server running:

As mentioned before, there are many ways to get this project running. The best way is to simply copy and paste the link, demonstrated in figures 3.1 - 3.3.

If you encounter issues not addressed by this user guide, please contact your account manager for additional support.