Libyan International Medical University

M.T.S Pet Store Program

- ### *About the Program*:
  Title: M.T.S Pet Store
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  Date of Release: 12/06/2019
  Description: The Program M.T.S Pet Store is actually made for the seller/cashier of pet store. It focuses on helping the customer and seller as much as possible. It starts with the logo for the Pet Store and asks for the user to **continue by pressing any key**. Upon pressing any key on the keyboard **for example: The Enter Key** it takes the user to the Main Menu of the program which consists of **nine** sections and each section has its own function or provides the user with a certain type of information.

- ### *Instructions to Use the Program*:
  The nine sections of the Main Menu will be listed here along with how to use them.
  In each section the user can either **Press [E]** to Return/Exit to The Main Menu or **Press [P]** to Return to the Previous Menu. Any choice made by the user which is not according to the available menu at that time will result in **Error**. Please make sure you read and understand the instructions properly before using the program.

1. **List of Animals and Their Breeds Available:**
   This section of the program is further divided into **two** parts. When the user enters in this section firstly a list appears which contains the types of animals available at the Pet Store **for example: Cats, Hamsters etc.** After showing the list of types of animals available at The Pet Store, the program asks user to enter choice from **(1-5)** to know the breeds of that particular animal available at The Pet Store.

2. **Information about Selected Breed:**
   This section opens up a Menu containing all the breeds of the animals and the user is asked to enter a choice to know detailed information about that animal. This section was created by keeping in mind that the customers might want a particular kind of pet for themselves. It was made sure that the customers knew what they were taking home.

3. **Food Section:**
   It basically contains the types/kinds of food available at the Pet Store.

4. **Medicine Section:**
   It contains the list of Medicines available at the Pet Store and is divided into two tables one for the Cats & Dogs Medicines and other for the Rabbit's.

5. **Furniture & Toys Section:**
   It contains all types of furniture and toys **for example: Pet's Houses, Soft Toys etc.**

6. **Prices Section:**
   This Section opens up another menu which asks the user whether they want to check the prices of **Pets, Food, Furniture or Medicines.** Upon entering in any of these sections menus open and the program asks the user to enter any choice according to the given menu to know the price of a particular thing.

7. **Fill in Customer Information (Buying etc…):**
   This section opens up a big menu that contains all of the items/things available at the Pet Store. It then asks the user to Enter the Number of items/things bought by the customer. According to the choice made by the user it then, asks that much times to enter the Item with its quantity.

   Example: If the number of items bought by the customer are 2. The program will ask the user twice to enter the item bought and then ask for the quantity of that item. Then it prints the total and asks the user whether they want to finalize it or not. If the user has pressed **N,** it will ask again what do you want to do and give two option:

   1) Return to The Main Menu
   2) Start The Buying Process from the Beginning
   Option 1 takes the user back to the Main Menu and Option 2 Starts the Buying Process from the beginning.
   While if the user has pressed **Y,** it will ask user to enter the customer's information.
   The Name should consist of all letters/alphabets.
   The Phone Number should be all numbers and no character/alphabet or special character.
   The email should contain "@" and ".".

8. **Print The Receipt:**
   Simply prints the receipt of whatever the customer has bought along-side the information of the customer entered earlier.

9. **Exit:**
   Gives a Good Bye Message and exits the program.

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   Note: Please make sure you have the following properties setting of the command prompt to have a better view of the program.
   1) Font: Font → Consolas
   Size → 16
   2) Layout: Screen Buffer Size → Width: 120   Window Size → Width: 120
   Height: 9001   Height: 30