

Table of Contents

1. UserManual	2
1.1. Introduction	2
1.2. Menu	2
1.2.1. Insert Product	2
1.2.2. Remove Product	2
1.2.3. Modify Product	2
1.2.4. Load File	2
1.2.5. Print Html	2
1.2.6. Print in Window	3
1.2.7. Go Out	3
2. Bibliography	3
3. Conclusions and Future Work	3

1. User Manual.

1.1. Introduction.

This is a programme to administrate the system offers of any supermarket or any shop. This programme make possible that user insert news products in a general offer list. Also it make posible that the user modify the observations or prize of a product, remove a product, to print in window offers, to load any xml file with a offers, and the most important thing, the user can print the offers with html format, without extra work. This is principal objetive of this aplication., show offers as a web page.

When program start, we must insert the name of the xml file that we want load. Is necessary remember, that this programme, need a extern file with the first and generics offers. This programme isn't exactly a builder of offers, is a administratos of this offers.

When we refer to xml file, actually, xml is the format of text, because the file extension is .txt.

```
;;;Welcome to ADMINISTRATOR-OFFERS!!!
Insert name of new file
Offers
1.-Insert product.
2.-Remove product.
3.-Modify Product.
4.-Load file.
5.-Print html.
6.-Print in Window.
9.-GoOut.
Choose a option:
```

1.2. Menu.

This programe give us six options. With this options the user have many tools for administrate their offers. The options menu are a numbers, because this form is easier than others. Each option has assing a number. For exact a option, we need press the correct number and push Enter. Now we look what options give this programme.

1.2.1. Insert Product.

This option is number 1.

For insert a new product, we need the kind of product, name of product, the prize that we want send this, and if we want, we can explain a observation of this

product. Is very importan, that kind of product had been built in a xml file, because if this isn't the programme dosen't search kind and doesn't insert product. Only with this operations, the programme insert the new product in a tree. ATTENTION! If new product have existed, the programme doesn't remove old product. You have two products with the same name.

1.2.2. Remove Product.

This option is number 2.

For remove product, we need only the kind of product and the name of product. Only with this information the programme remove product and reorganize rest of products. This operation is easy of doing.

1.2.3. Modify Product.

This option is number 3.

This option is to modify the product's prize or observations. This proces is easy, we need introduce in firs term kind of product, then we introduce name of produc, and we can change product's prize , and then we can change product's observations. Automatically the programme change all this.

1.2.4. Load File.

This option is number 4.

This option is for change the extern xml file with information. For load a new file, we need the name only. We must have much attention with if file exist or dosn't exist, because if file doesn't exist, the programme go out.

1.2.5. Print html.

This number is number 5.

This is most importan thing of this programme because we can need present offers to people. This is a easy form to present offers. We don't need do nothing, the programme make all, and generate a html file, with a singularly format.

Choose a option:

1

Insert kind of product->

Alimentation

Insert name of product->

Kiwi

Insert prize of product->

2,75€/Kg

Insert observations of producto->

Only today!!!

1.2.6. Print in Window.

This option is number 6.

This option show all offers in window. The programme show offers in order and organizeds for differents kinds.

1.2.7. Exit.

This option is number 9. Is a number 9 because if at the future, we have new version of this, we can put more options.

This is for go out of the program.

2.Bibliography.

<http://www.arrakis.es/~abelp/ApuntesJava/indice.htm>

In this web page I search a few thing of JAVA language.

<http://www.algoritmia.net/articles.php?id=15>

In this web page I search information of structure of queue and its implementation.

[http://es.wikipedia.org/wiki/Cola_\(estructura_de_datos\)](http://es.wikipedia.org/wiki/Cola_(estructura_de_datos))

In this part of the wikipedia, I see more information of a queue.

<http://www.mis-algoritmos.com/ejemplos/source-166.html>

This page is the C++ implementation of a queue. I use this to see diferent methods to use a queue.

<http://euitio178.ccu.uniovi.es/foros/index.php>

In the forum from EUITIO, many people writer about this work, and if you want you can writer your doubts.

3.Conclusions and Future Work.

While I made this aplicacion, I had many problems, but now I speak about some.

In first term, I speak about first problem that I had , it was when I had that remove product. In principle I can remove a product with only name of product, but only with this I need do a new method. So, as I had maden other method to modify product that need name and kind, I used this implementation in method for remove a prodct.

After, I have a similar problem with method Modify Product, so I reuser code. Sorry, isn't exactly a reuser code, because I implementent a method for modify similar a method for remove should that there don't the same.

Other thing is that this aplicacion is to user the class and the code implementated in practice class, if this won't be, we will be able to do that when user start aplicacion, not be necessary load file. And with this, the aplicacion shoud save the changes in a new file.

Finally if in the future I will have a new version of this aplicacion, I am sure that I should build a graphic interface, because today a text interfaz is very dificult to use to final user.