

4 Logging In

4.1 Logging In - Machines

Clicking once on a machine button sends the user to the machines' card (Figure 4.1 below). Once there, the insertion point is already set at the beginning of the User ID field, so the user need only enter the 5 digit ID. Pressing the Enter key lets the **Logger** know that this is the ID requested for checking into this machine.

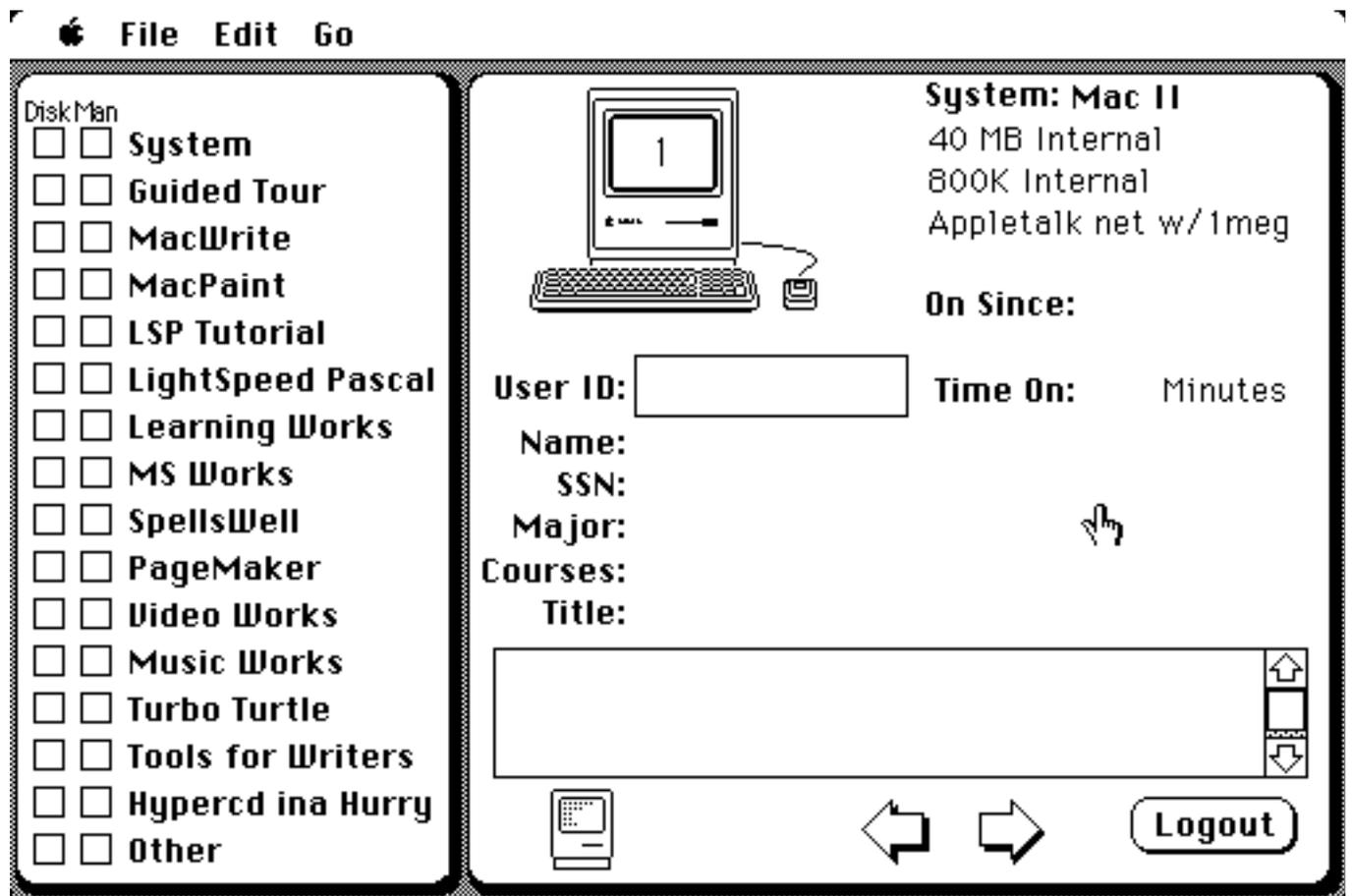


Figure 4.1 Example of a Machine card

If the ID typed is greater than, or less than 5 digits, the machine will beep and present the user with a Dialog box stating "### is not a valid ID#!(must be 5 digits), with the option "OK" in the bottom corner (Figure 4.2 below). Once "OK" is clicked, the ID field will be cleared and the **Logger** will wait for the user to type the ID again. If the user decides to cancel the process at this time, clicking on the **Logger** button (Figure 4.3 below) returns to the **CS Lab** card of the **Logger** stack

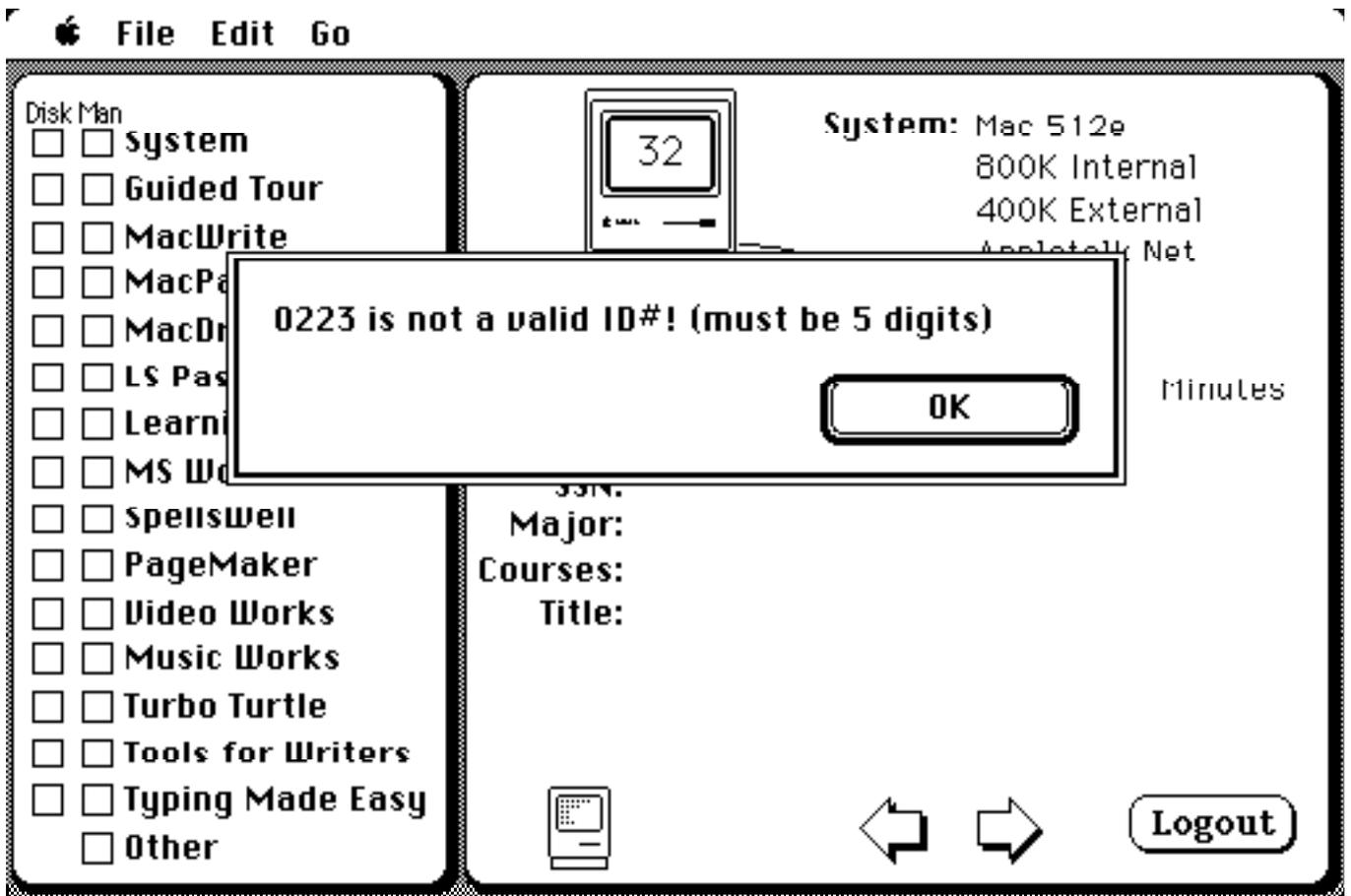


Figure 4.2 Dialog box for ID that is either too short or too long



Figure 4.3 Return to **Logger** button

Students need to get a new Lab Pass each term in our lab. To prevent students from trying to get in with an old ID, the **Logger** checks the number against a specified range for the term. If the number does not lie within this range, then the user will be presented with one of two Dialog boxes.

If the number is less than the range specified for the term., the machine will beep at the user four times and a Dialog box will appear stating "The number "#####" is not valid this term!", with the option "OK" at the bottom corner (Figure 4.4 below). In this case, the text "Do not let this student use the lab!" will be placed in the comment field of the machine card, until the "OK" button is clicked, where it will be removed.

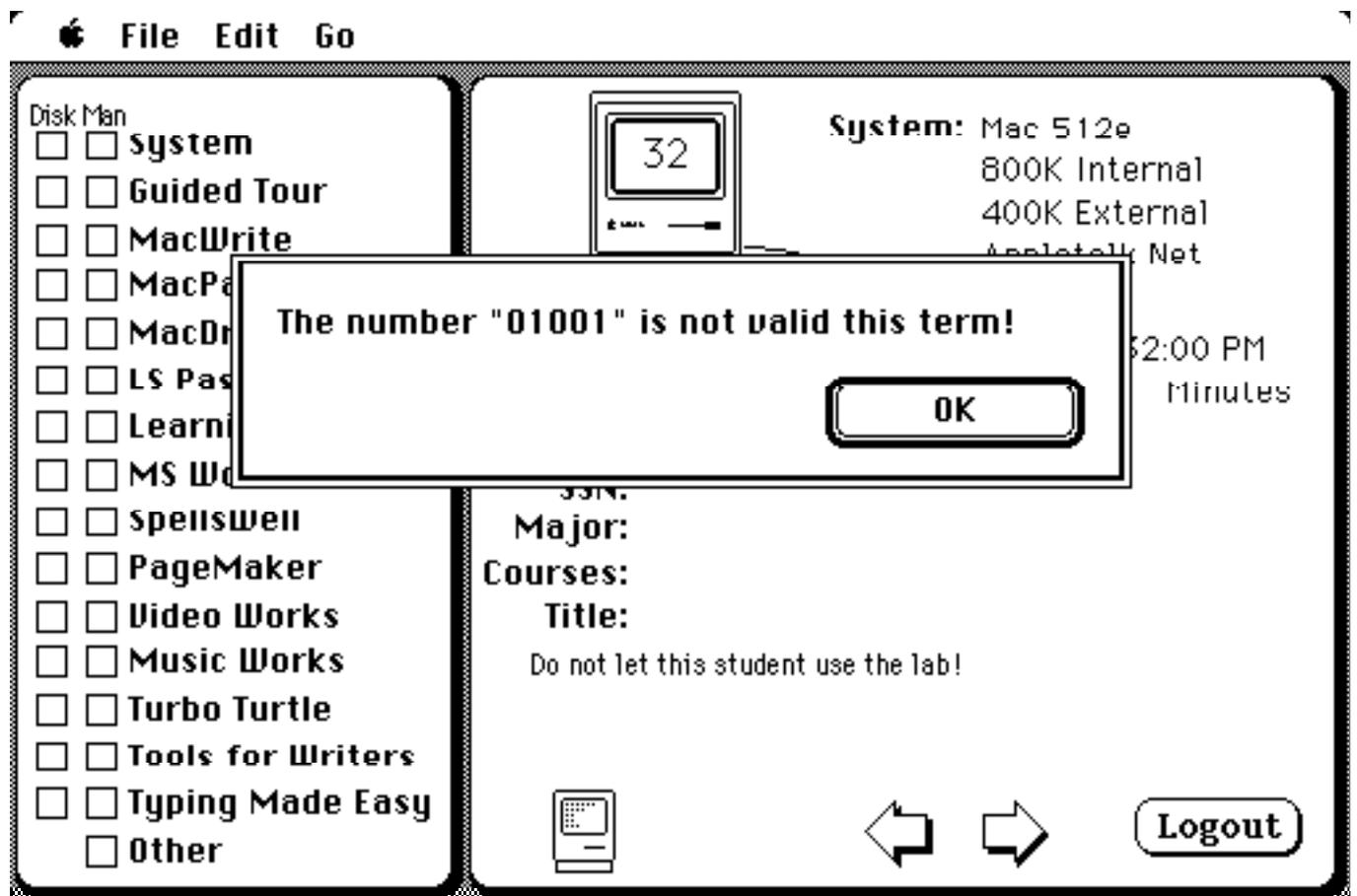


Figure 4.4 ID 5 digits, but ID too small (below range for term)

If the ID is higher than the range, the user will be presented with a different Dialog box (Figure 4.5 below). This one states "User ID ######" is not in the database". There will be two options here, the first being "Re-Enter ID." Clicking on this clears the ID field and allows the user to retype the ID. The second choice is "Use Anyway." Selecting this will place the ID into the ID field, and place "Unknown Student" in the Name field (Figure 4.6 below).

If the ID was a valid option, (within the range for the specified term) the **Logger** transfers control to the **Student Database** stack and searches for that ID number. If found, it relays the Students Name, Social Security number, Major, any Computer Science classes, Title, and any comments from the Student's card in the **Student Database** and places them into the corresponding fields on the machine card, thus checking the person into the lab. The **Logger** then highlights the machine button on the **CS Lab** card to let the user know someone is checked into that machine. If the number was not in the **Student Database**, the user will be presented with the same Dialog box as in Figure 4.5 and log the machine in as in Figure 4.6.

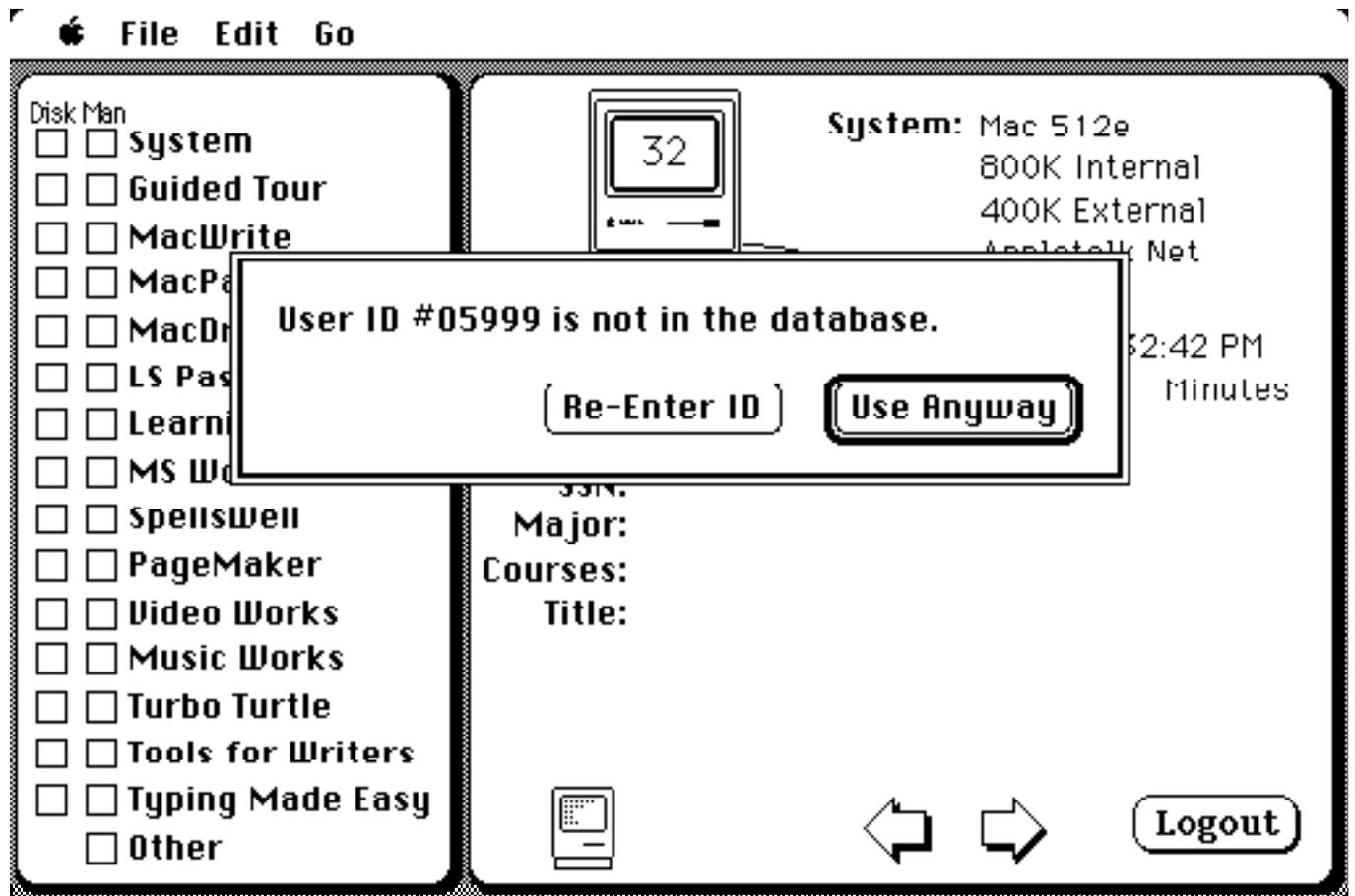


Figure 4.5 ID 5 digits, but it is too large (above the specified range)

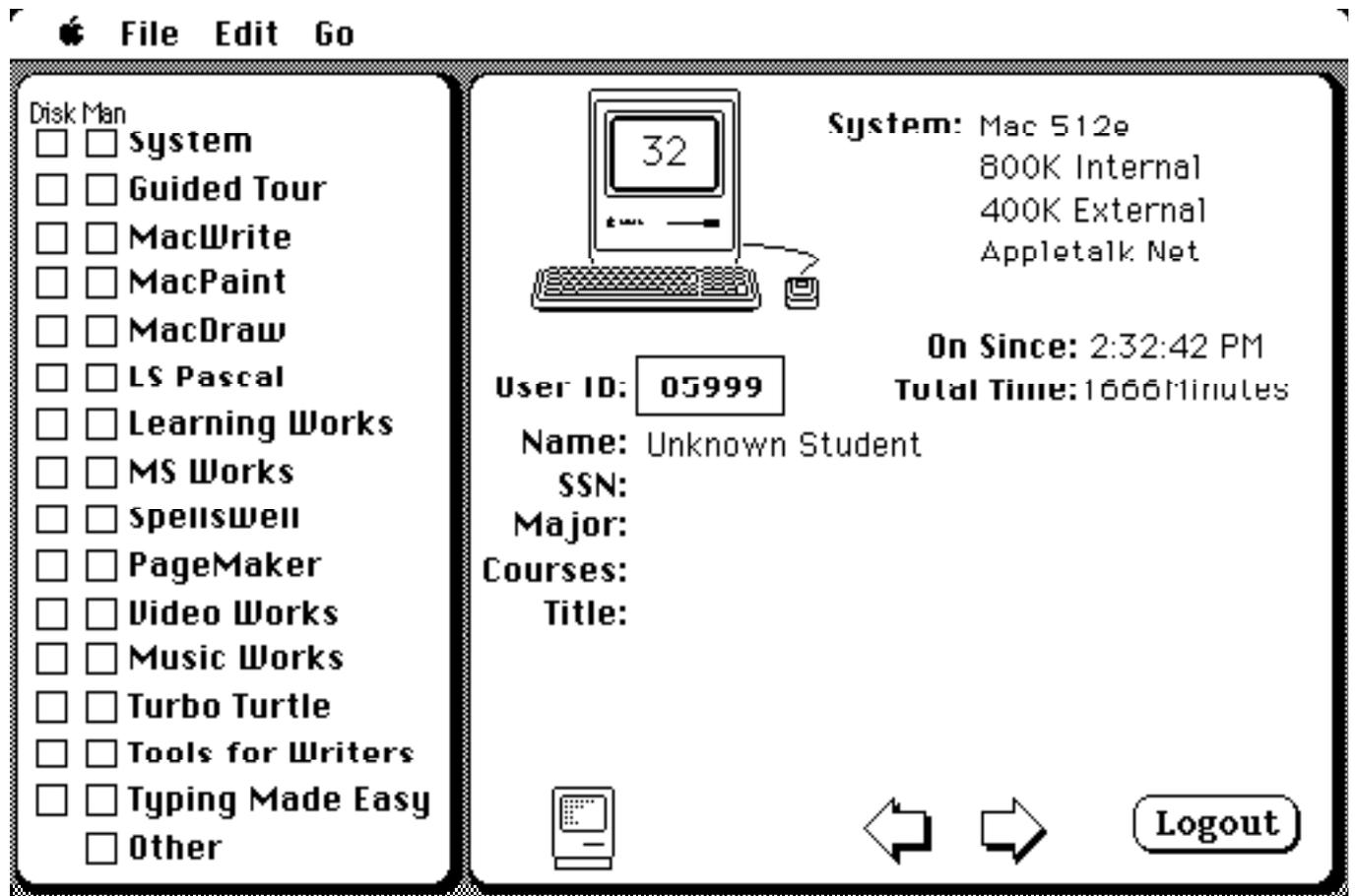


Figure 4.6. Machine logged in as "Unknown Student"

If the user wishes to allow a student to check in without a Lab Pass, or with a temporary pass which has no number, he/she may type in the ID "00000". This coincides with a special card in the **Student Database** stack (Figure 4.7 below) The purpose of this card is to be able to check a student in who does not yet have a pass but will have one soon.

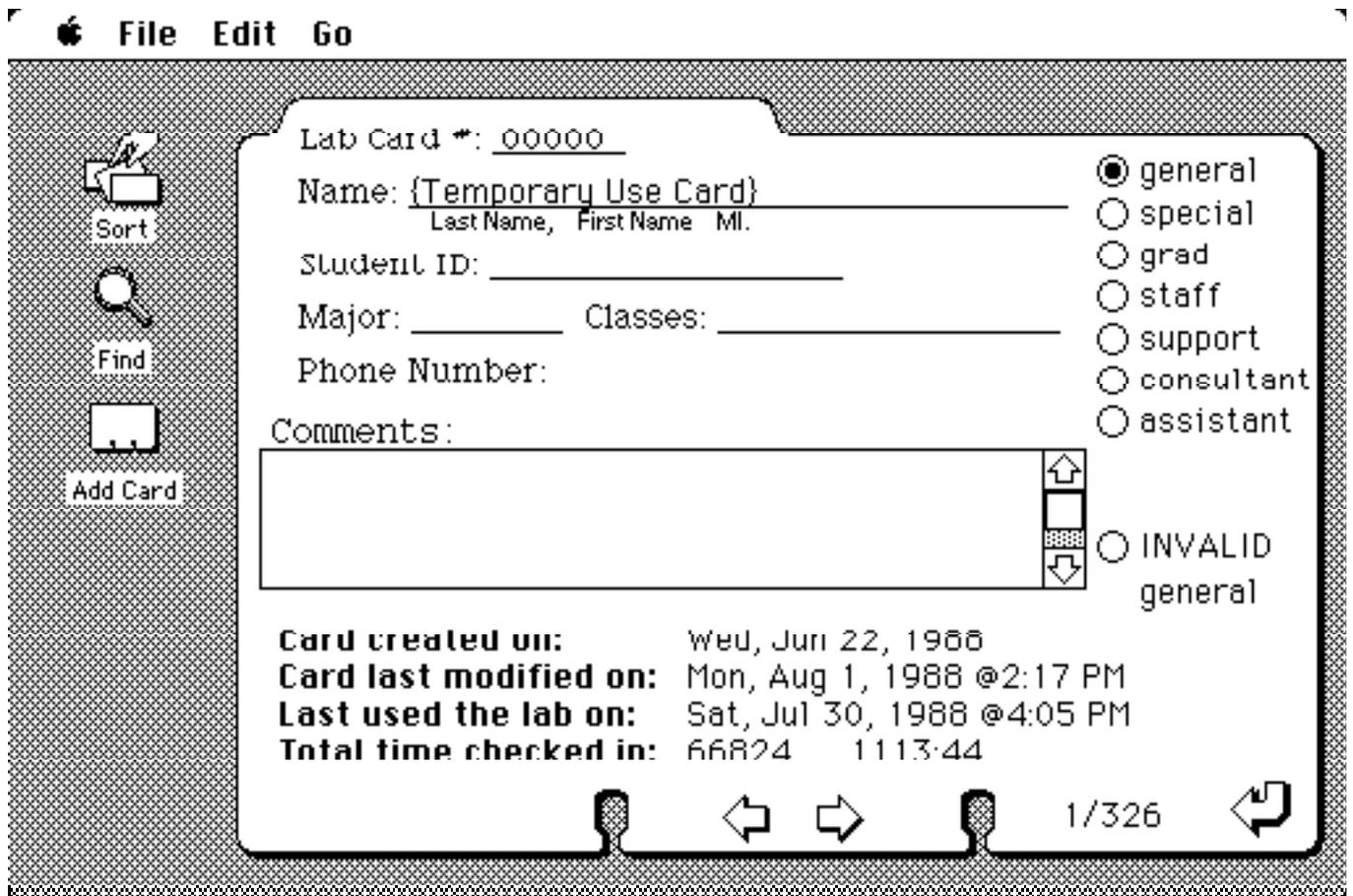


Figure 4.7 Card "00000" in **Student Database** stack for "Unknown Students"

Once this process is finished, clicking on the **Logger** button (Figure 4.3 above), or pressing the Enter key will send the user back to the **CS Lab** card. Again, if the person was checked in, that machine button will now be highlighted. Let the person know what machine they are on, so when they check out, they can tell you which machine to log out.

There are several fields on the machine card that need to be brought to the readers attention. The first is the System field. This field gives a brief description of the type of machine that is being checked in. Figure 4.6 above shows that the student checked into a machine that is a Macintosh 512e with an internal 800k disk drive, a 400k external drive, and is connected to the Appletalk Network. The On Since field lets the user know when this person checked into the lab for this visit. This is used both for total lab use for this person, as well as

a way to find who has been in the lab the longest when the lab is full and people need to leave to allow others to work also. Below that is a field letting the user know the total time the student has used the lab during the term. The User ID field has already been discussed. Below that are fields for Name, Social Security Number, Major, CS course, and the students Title. If there are any comments on this persons **Student Database** card, they will appear in a field that is located directly below the Title field.

In our lab, due to four sets of machines, we cannot keep track of everyone's exact machine position in the lab. Because of this, and since they may have a preference for a type of terminal, we only keep track of location of the student when it comes to Macintoshes. With the terminals, Uteks, and IBM's, we just keep track of number of machines available. To these students, we distribute Tee Pee's. Tee Pee's are those triangular plastic shields that you sometimes receive at restaurants when your order is delivered to your table. So, upon checking a person into one of those machines, we check them into the machine number corresponding to the Tee Pee number we hand them.

4.2 Logging In - Manuals

When checking out a manual only, you must first click on the "**Man**" button (Figure 4.8 below) on the **CS Lab** card. This will take you to a Bookshelf card(Figure 4.9 below). Each book on the bookshelf is a button that will take you to a manual checkout card similar to one for a machine (Figure 4.10 below). From there, follow the same procedures as for checking into a machine as mentioned above.

Man

Figure 4.8 Man button on CS Lab card

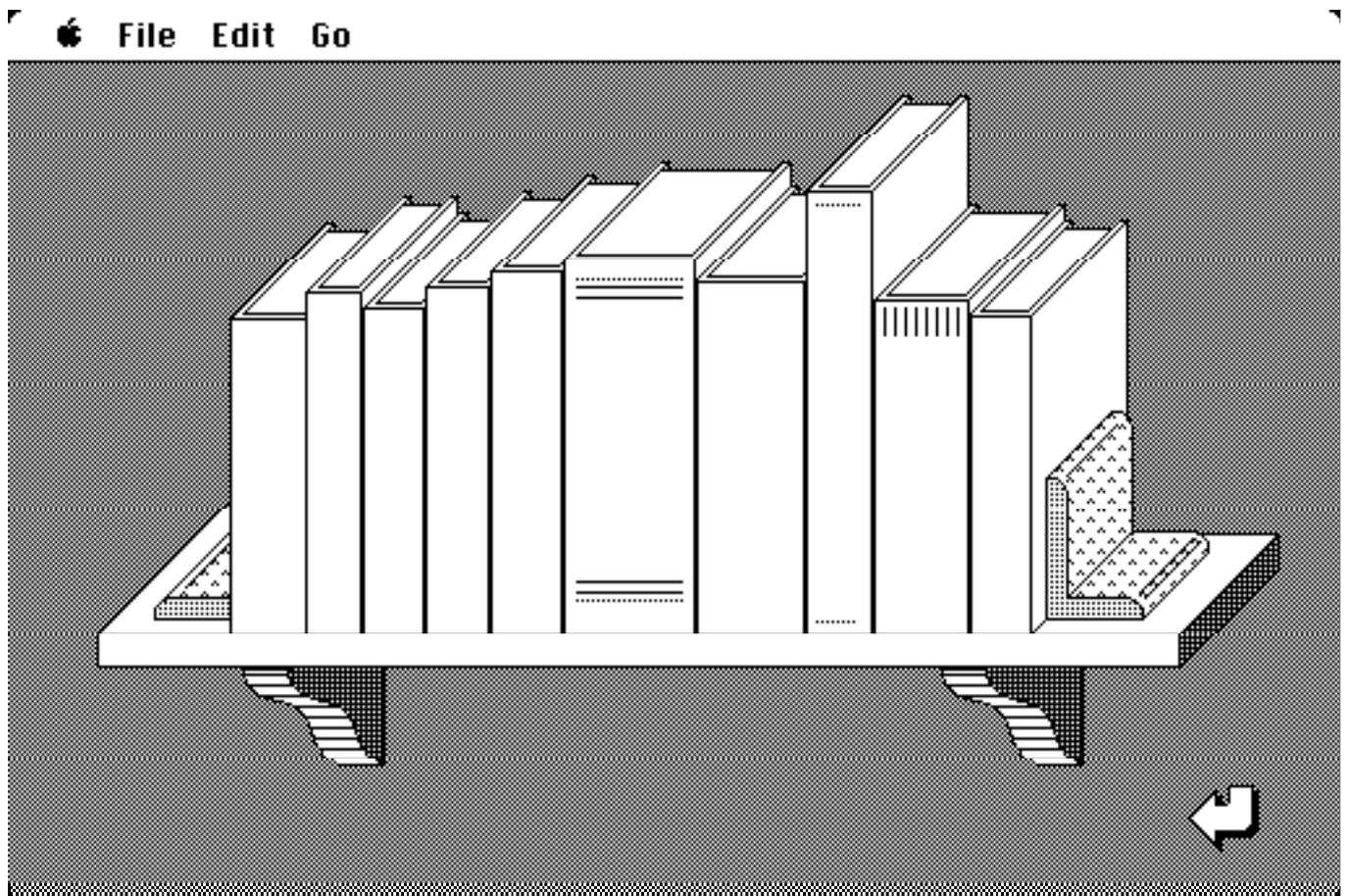


Figure 4.9 Bookshelf card

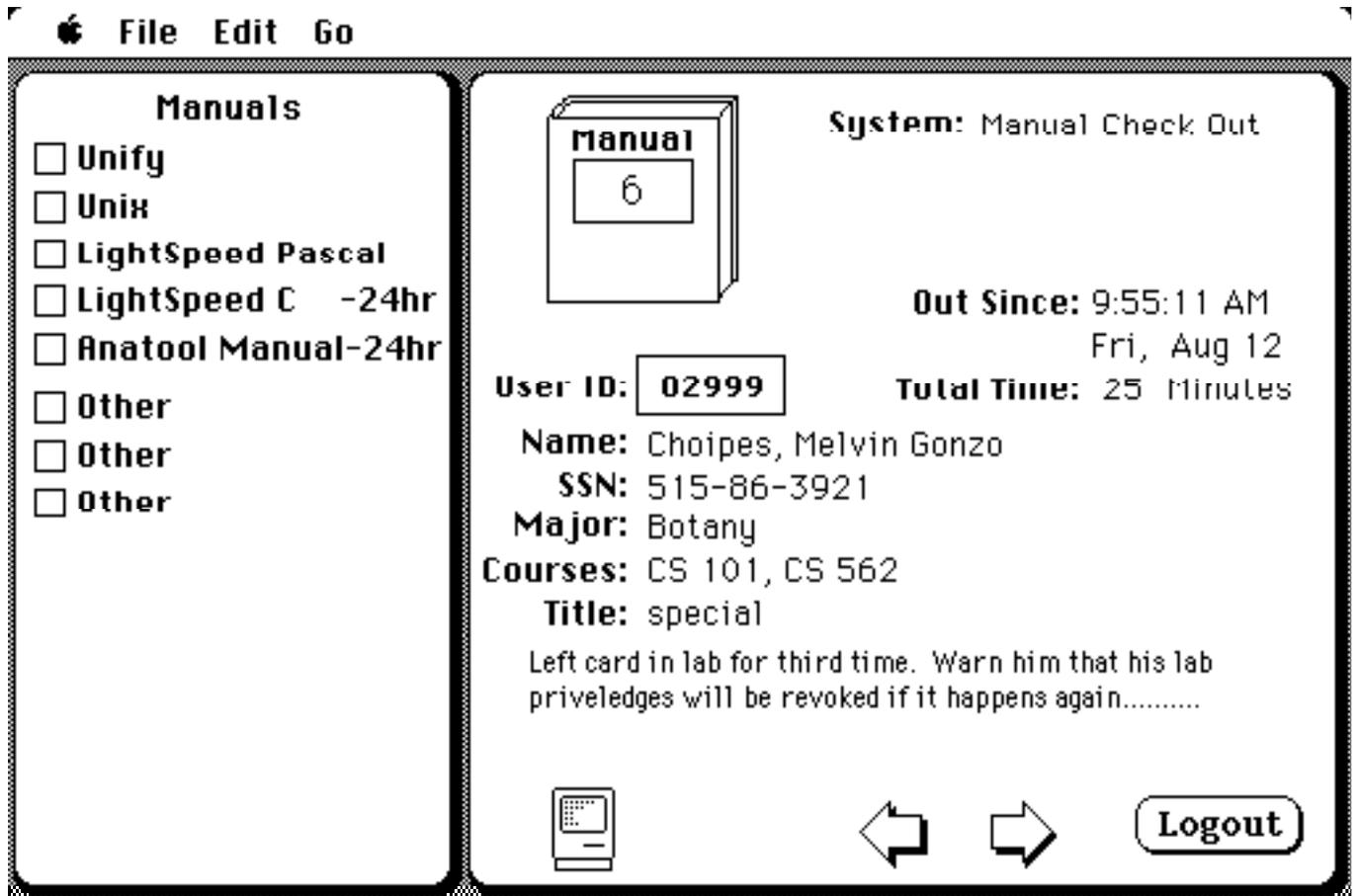


Figure 4.10 Manual card

There are several fields on the manual card that need to be brought to the readers attention. The first is the System field. This field gives a brief description of the type of machine that is being checked in. Figure 4.10 above shows that the student checked out a manual. The Out Since field lets the user know the time and date the student checked the manual out. This is used in case there is a time limit for checking out manuals. Below that is a field letting the user know the total time the student has had the manual out. The User ID field has already been discussed. Below that are fields for Name, Social Security Number, Major, CS course, and the students Title. If there are any comments on this persons

Student Database card, they will appear in a field that is located directly below the Title field.

When checking into a machine, one does not check out manuals or software individually, but in the case of checking out just a manual, you must do so. The procedure for checking out a manual is discussed in Section 6.4.2.