

2.2. Logger stack

Figure 2.3 below, is a view of the **CS Lab** card in the **Logger** stack. Figure 2.4, shows the button that will take the user to the **CS Lab** card from any other location that contains this button.

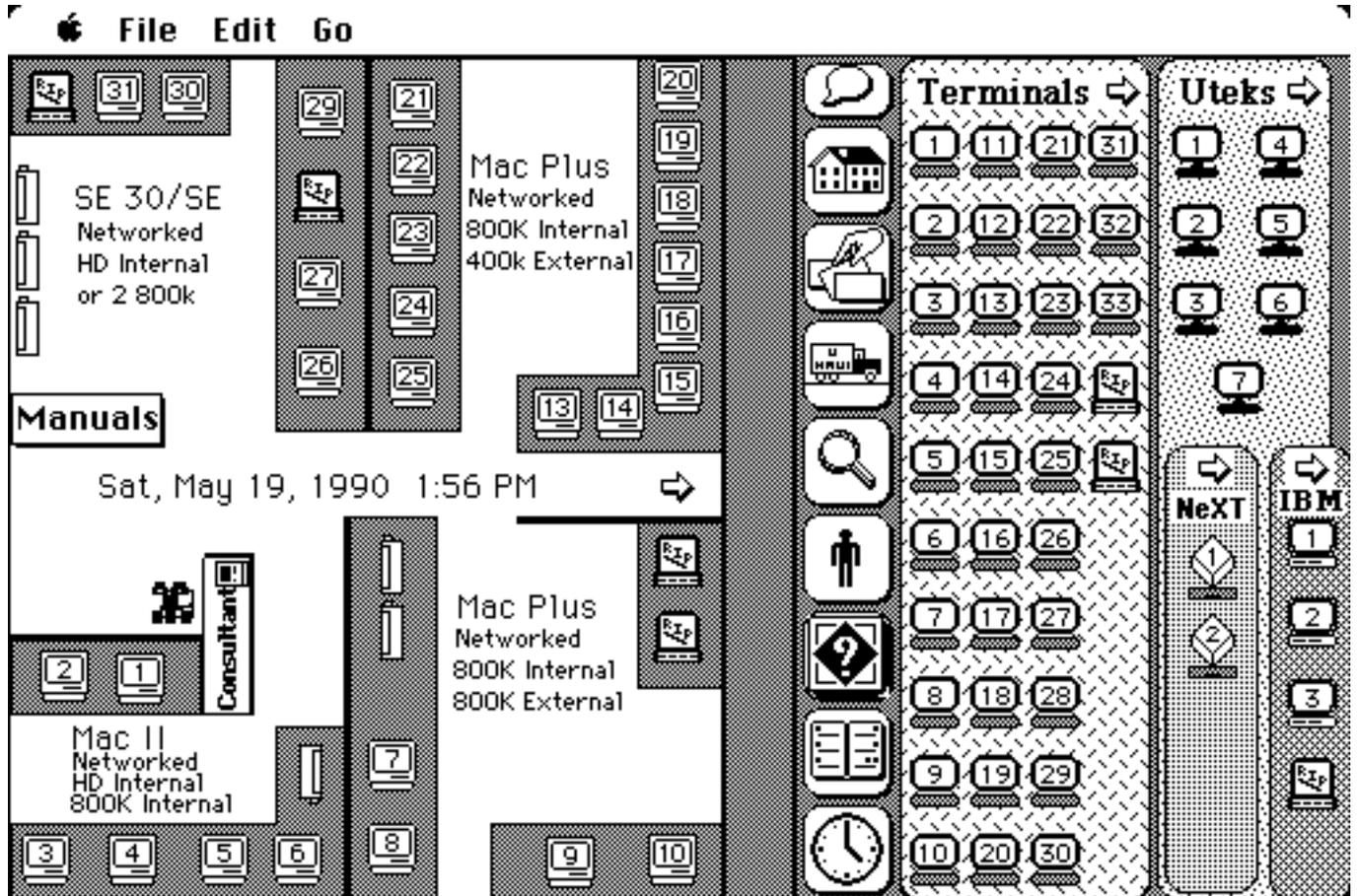


Figure 2.3 CS Lab card of Logger stack



Figure 2.4 Logger stack button

Logger is the stack where all action is initiated. Clicking a machine button on the **CS Lab** card (Figure 2.3 above) once for a machine to log in sends the user to the corresponding machine card, where Student ID is entered and software is checked out. Clicking twice on a machine logs that machine out. If it is not already logged in, the double click is ignored.

Several buttons on the **CS Lab** card are described below :



About Button - sends the user to the **About Logger** card (Figure 2.5 below). Once there, clicking the mouse or pressing the Enter key will return the user to the **CS Lab** card.

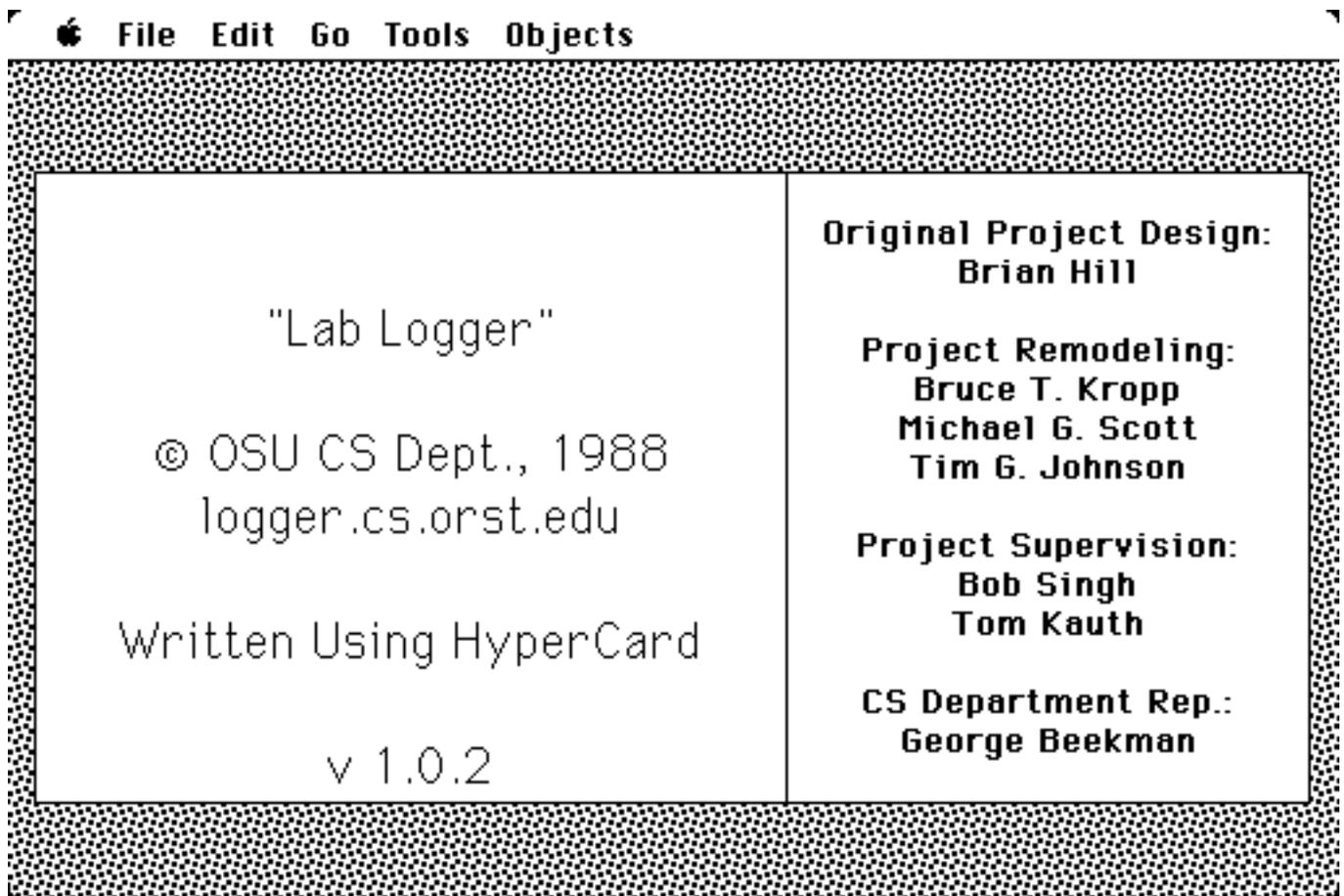


Figure 2.5 The "About..." card



Home Button - sends the user to the **Home** stack. Once there, clicking on the **Logger** button, or pressing the Enter key, will return the user to the **CS Lab** card of the **Logger** stack.



Sort Button - allows the user to sort all machine cards by machine number, or by time. A more detailed description of the **Sort** process is given in Section 6.1.1.



Move Button - moves a student, plus any checked out software from one machine to another. Moving from one TYPE of machine to another is forbidden since the software list will not be the same. A more detailed description of the **Move** process is given in Section 6.3.



Find Button - allows the user to find a specified string anywhere in the **Logger** stack. A more detailed description of the **Find** function is given in Section 6.2.



Student Database Button - sends the user to the **Student Database** stack. Once there, clicking on the **Return** button, or pressing the Enter key, will return the user to the **CS Lab** card of the **Logger** stack.



Consultant Notes Button - sends the user to the **Consultant Notes** stack. Once there, clicking on the **Return** button, or pressing the Enter key, will return the user to the **CS Lab** card of the **Logger** stack.



To Do Calendar Button - sends the user to the **To Do Calendar**

stack. Once there, clicking on the **Return** button, or pressing the Enter key, will return the user to the **CS Lab** card of the **Logger** stack.



Lab Use Button - sends the user to the **Lab Use** stack. Once there,

clicking on the **Return** button, or pressing the Enter key, will return the user to the **CS Lab** card of the **Logger** stack.



TA Button - sends the user to a card showing a Teaching Assistant

Lab Office Hours Schedule (Figure 2.6 below). Once there, there are buttons that allow the user to go to the schedule for the Consultants, as well as a schedule for the Lab Assistants on the top of the screen. Each schedule requires two cards so there is a button that will toggle the user between each half of each schedule.

T. A. Schedule							
Consultant Schedule		Summer Term 1988				Assistant Schedule	
TIME	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
8:00 - 8:30						*****	*****
8:30 - 9:00						*****	*****
9:00 - 9:30						*****	*****
9:30 - 10:00						*****	*****
10:00 - 10:30							
10:30 - 11:00							
11:00 - 11:30							
11:30 - 12:00							
12:00 - 12:30							
12:30 - 1:00							
1:00 - 1:30							
1:30 - 2:00							
2:00 - 2:30							
2:30 - 3:00	Paula		Paula		Paula		
3:00 - 3:30	Paula		Paula		Paula		
3:30 - 4:00							
4:00 - 4:30							
4:30 - 5:00							

Figure 2.6 Example Teaching Assistant Lab Office Hours Schedule



Consultant Button - sends the user to a card containing a scrolling field where on duty Consultants can post messages concerning the Lab to the rest of the Consultants and Lab Assistants (Figure 2.7 below).

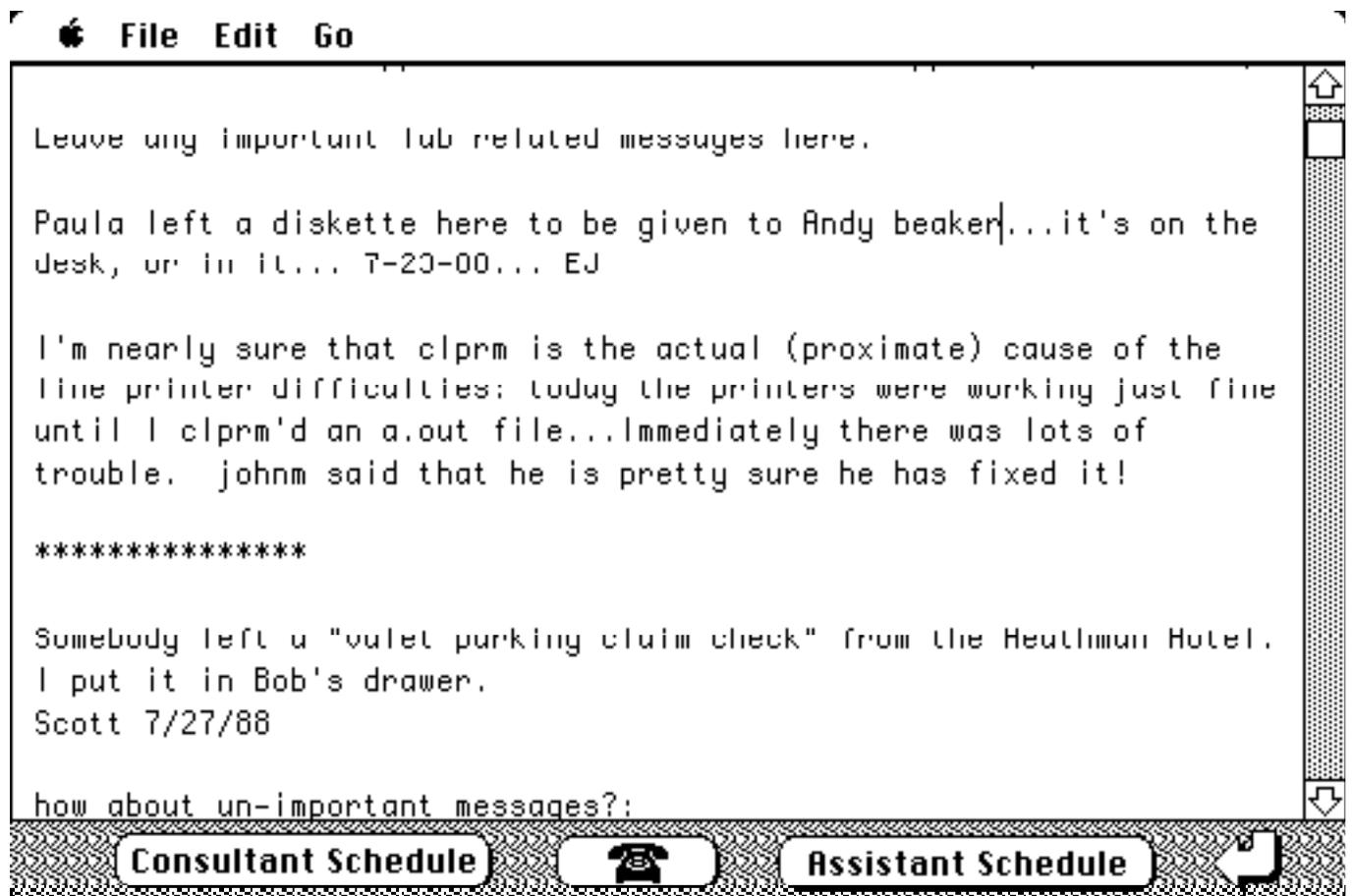


Figure 2.7 Text field where on duty Consultants can post messages

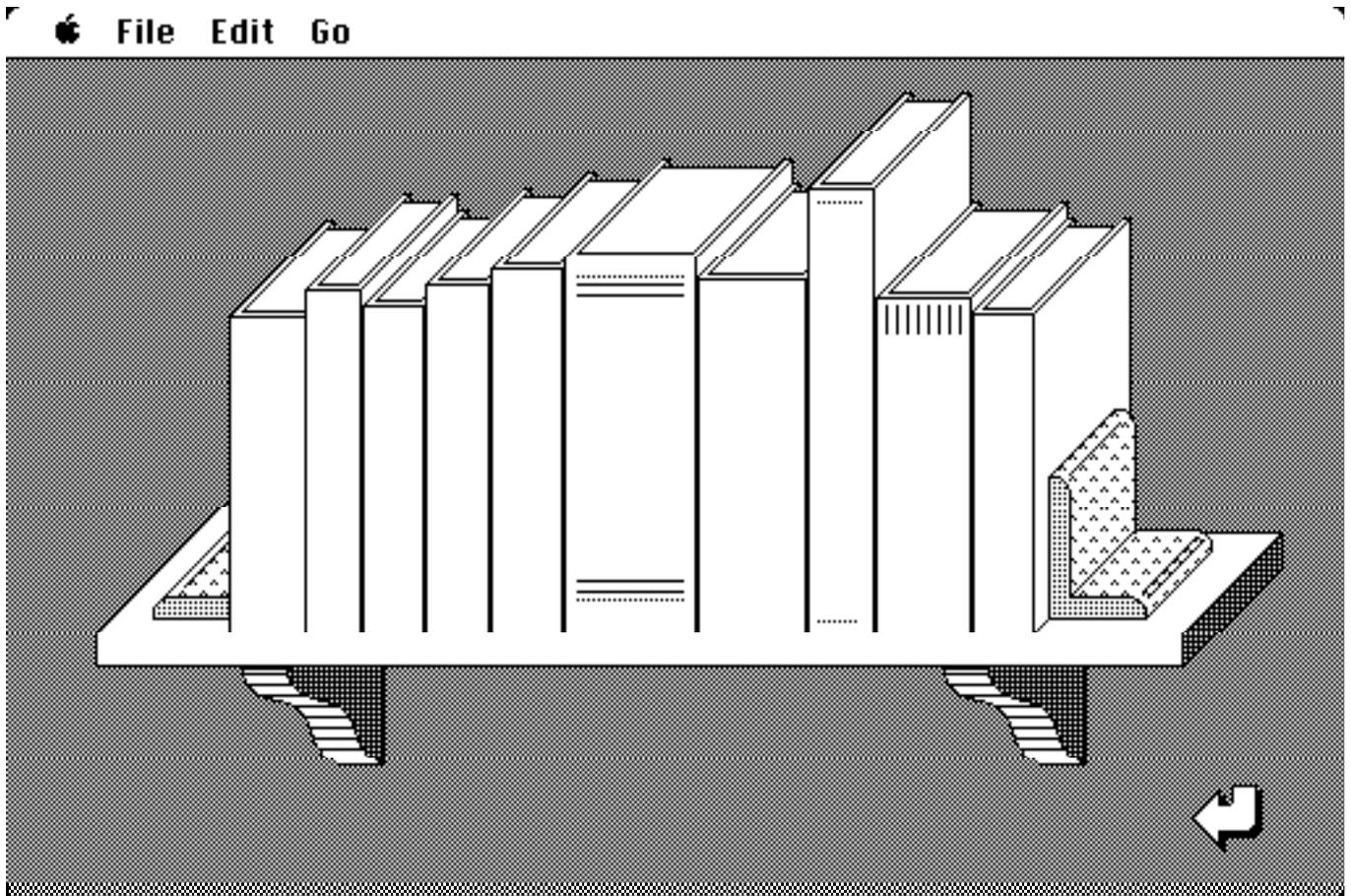


Figure 2.8 Bookshelf card presented by clicking the "Man" button on **CS Lab** card

Man **Man Button** - sends the user to a screen showing a **Bookshelf Card** (Figure 2.8 above). Each book on the shelf is a button that, once clicked, sends the user to a manual checkout card similar the cards for the machines (Figure 2.9 below). This allows the user to **ONLY** check out manuals to students, and to keep track of the manuals as well. These cards are **NOT** logged out automatically by the **Logger** when the **Logger** is shut down for the night. They also do not contribute to the calculation of total lab usage during the term.

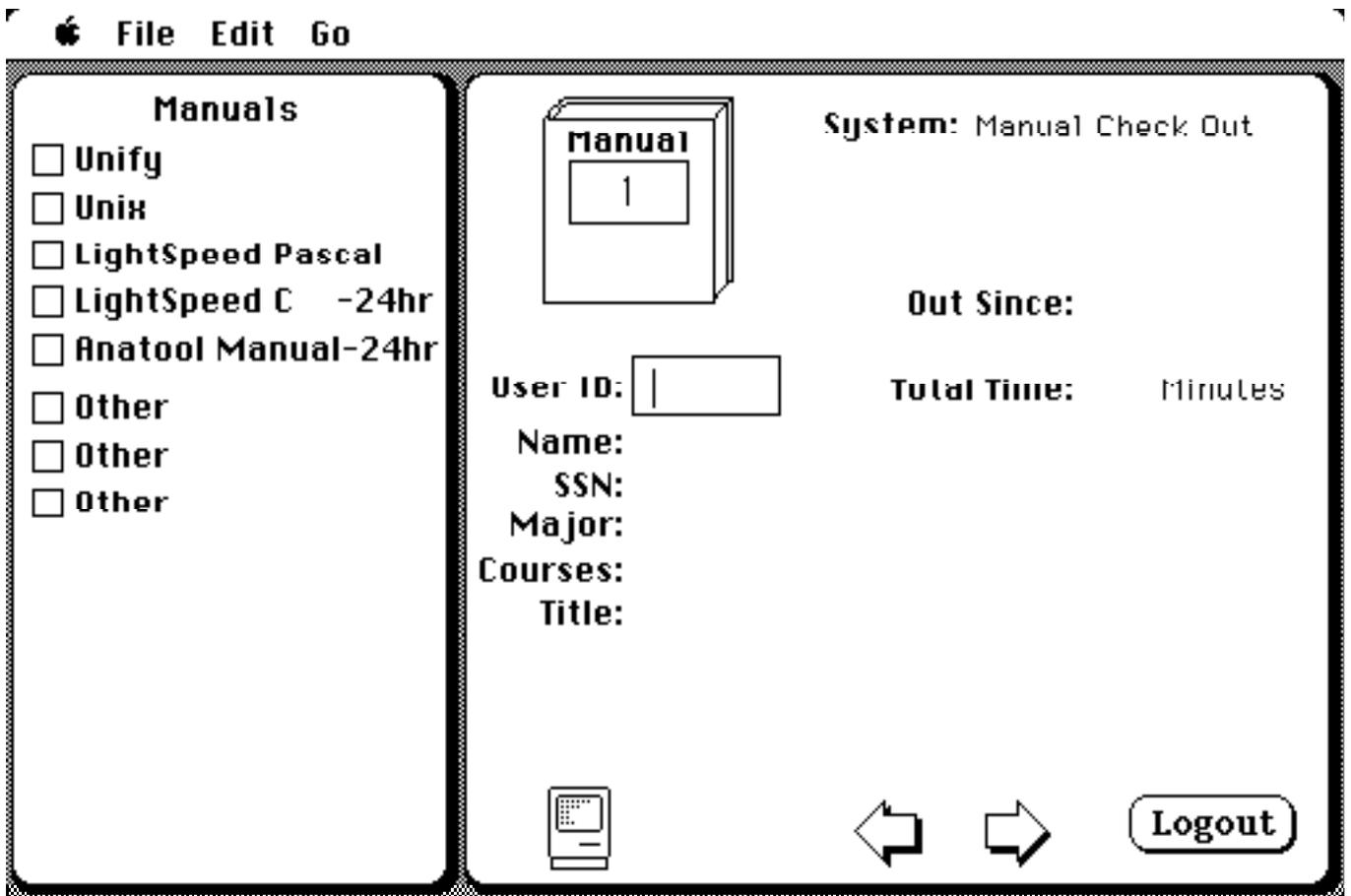


Figure 2.9 Example Manual checkout card

⇒ **Mac/Terminal/Utek/IBM "First Card" Arrow Buttons** - send the user to the first card of each set of machines. The first card shown depends on whether the cards have been sorted by machine number or by the length of time that the machines were logged in. If they were sorted by machine number, then the cards will be in order by 1, 2, 3, etc.... If they were sorted by time, they will be in order of the person who has been on the longest, second longest, etc.... (See Sort, Section 6.1.1)

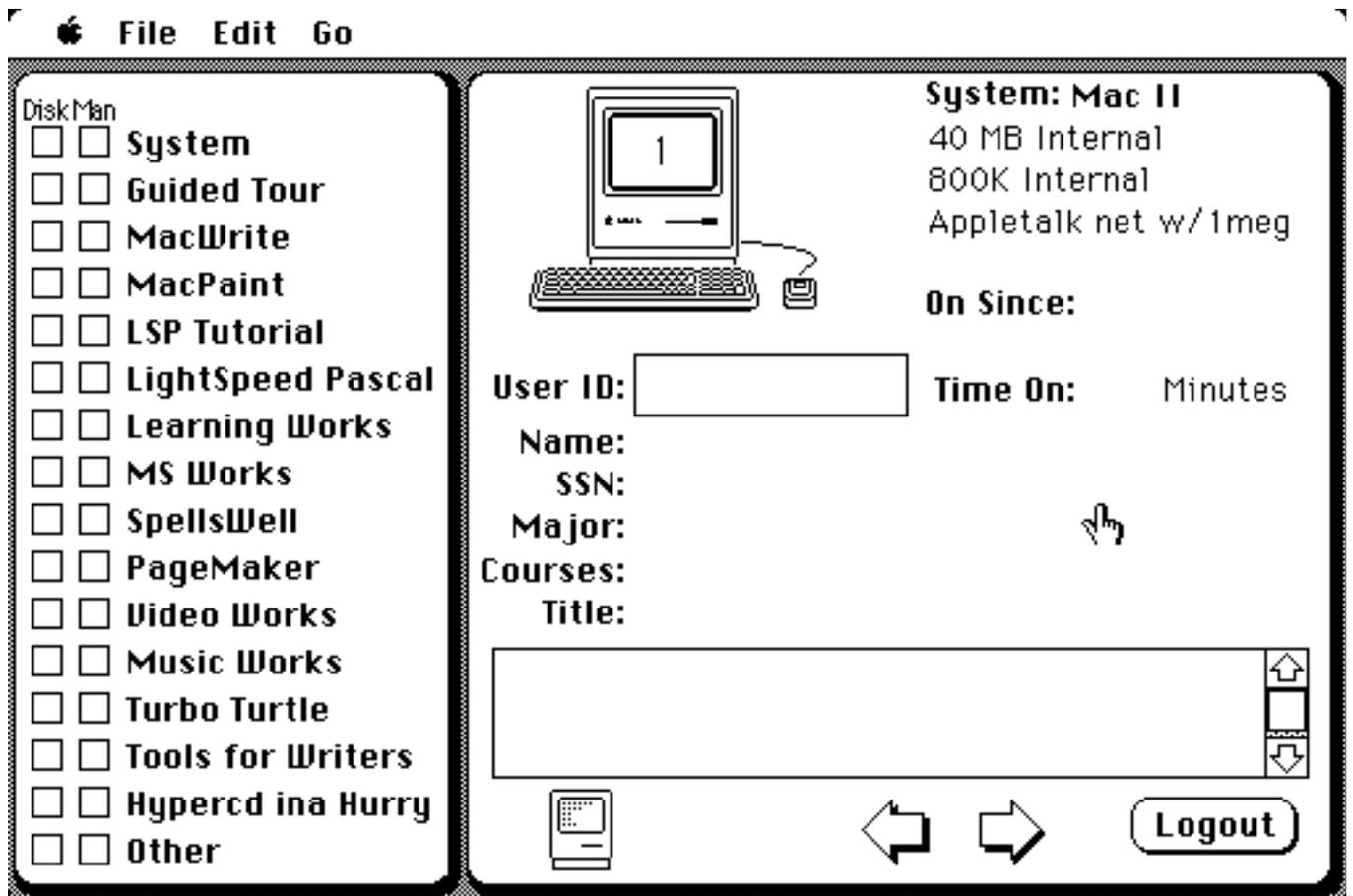


Figure 2.10 Example Macintosh machine card from **Logger** stack



Macintosh Machine Button - In our lab, this button is an icon representing one of the Macintoshes in the lab, in this case, Macintosh #22. In your lab, it may represent a different type of machine. Figure 2.10 above shows a representation of a sample Macintosh machine card.

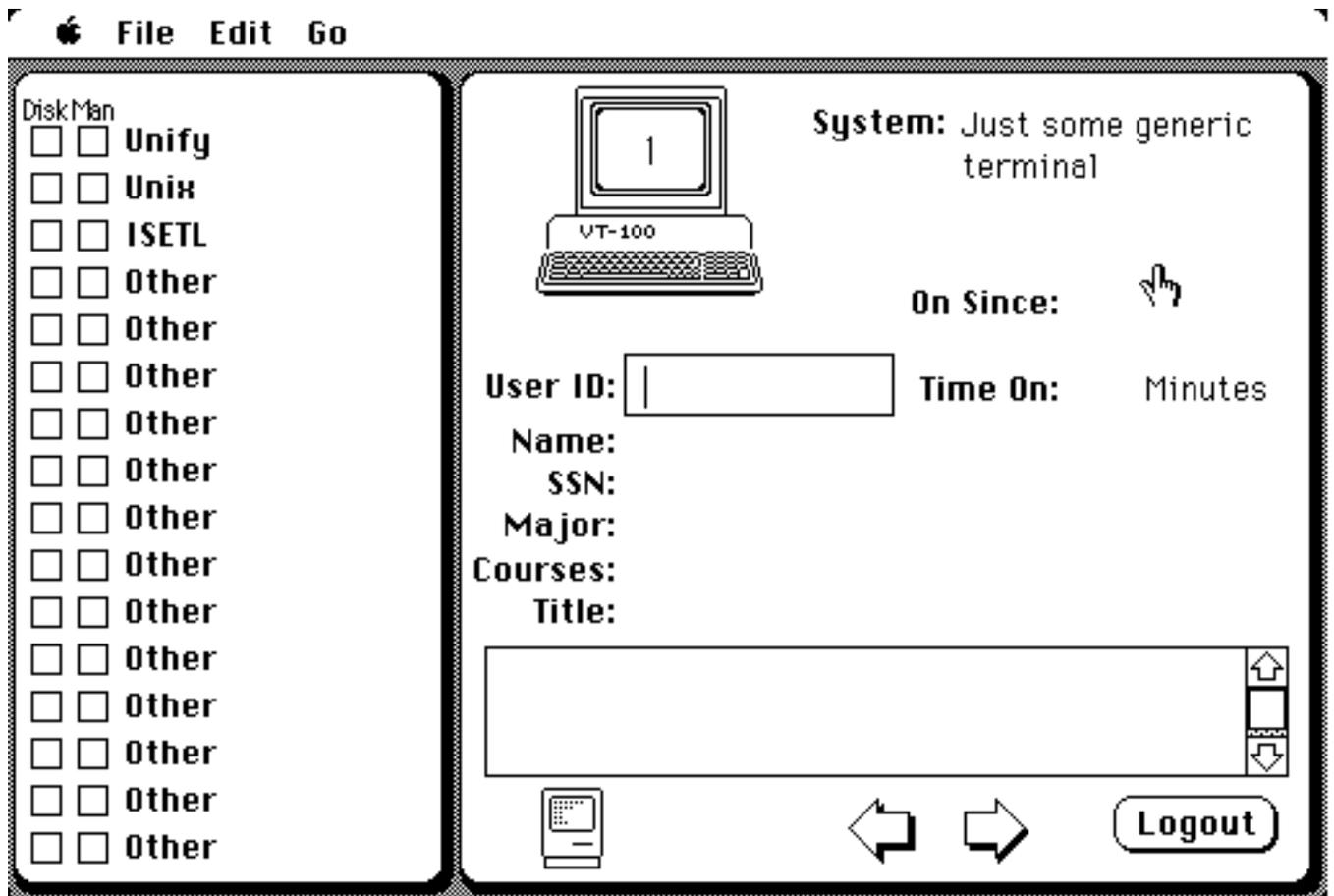


Figure 2.11 Example Terminal machine card from **Logger** stack



Terminal Machine Button - In our lab, this button is an icon representing one of the terminals in the lab, in this case, Terminal #27. In your lab, it may represent a different type of machine. Figure 2.11 above shows a representation of a sample Terminal machine card.

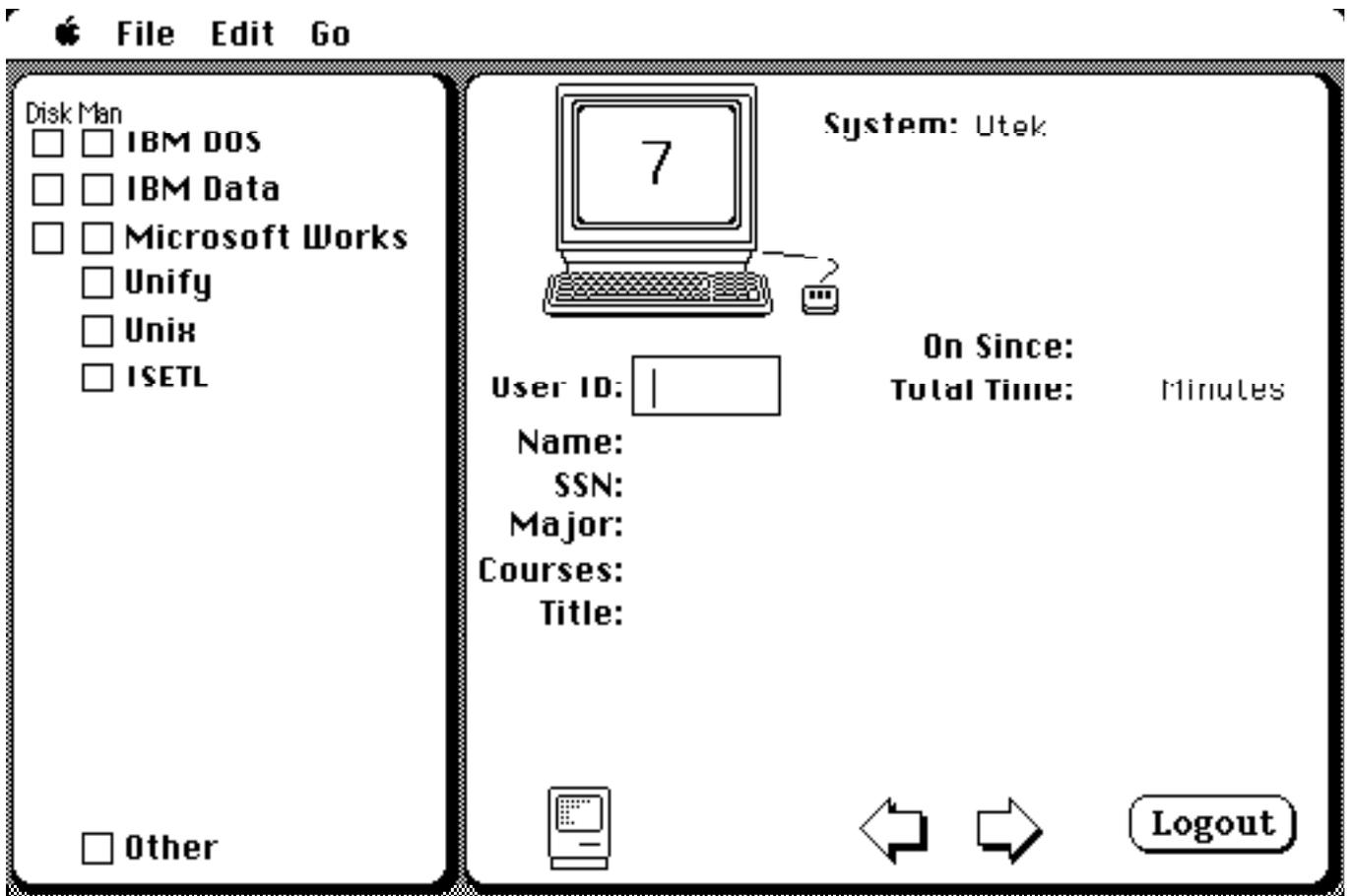


Figure 2.12 Example Utek machine card from **Logger** stack



Utek Machine Button - In our lab, this button is an icon representing one of the Utek machines in the lab, in this case, Utek #22. In your lab, it may represent a different type of machine. Figure 2.12 above shows a representation of a sample Utek machine card.

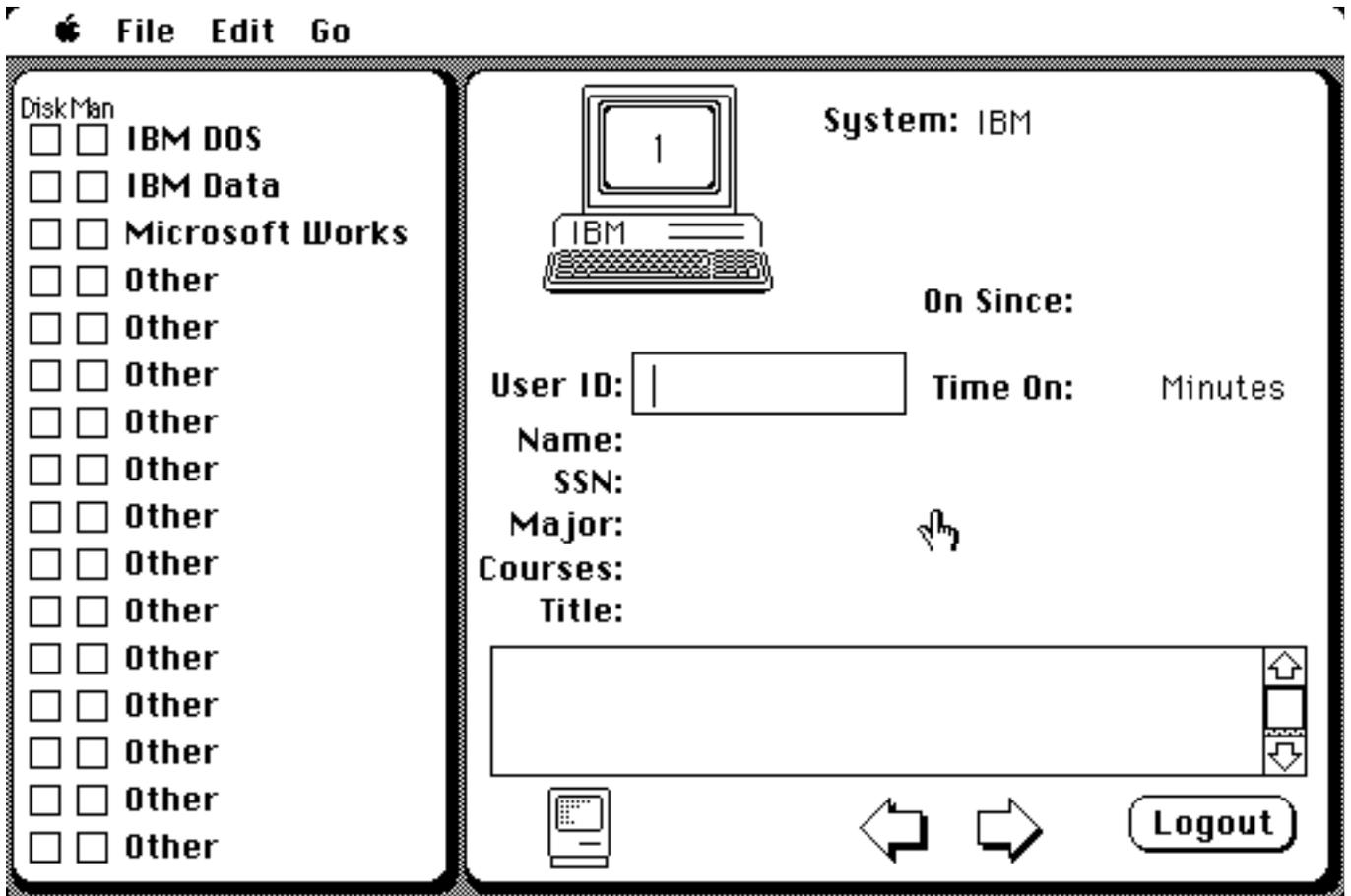


Figure 2.13 Example IBM machine card from **Logger** stack



IBM Machine Button - In our lab, this button is an icon representing one of the IBM's in the lab, in this case, IBM #2. In your lab, it may represent a different type of machine. Figure 2.13 above shows a representation of a sample IBM machine card.

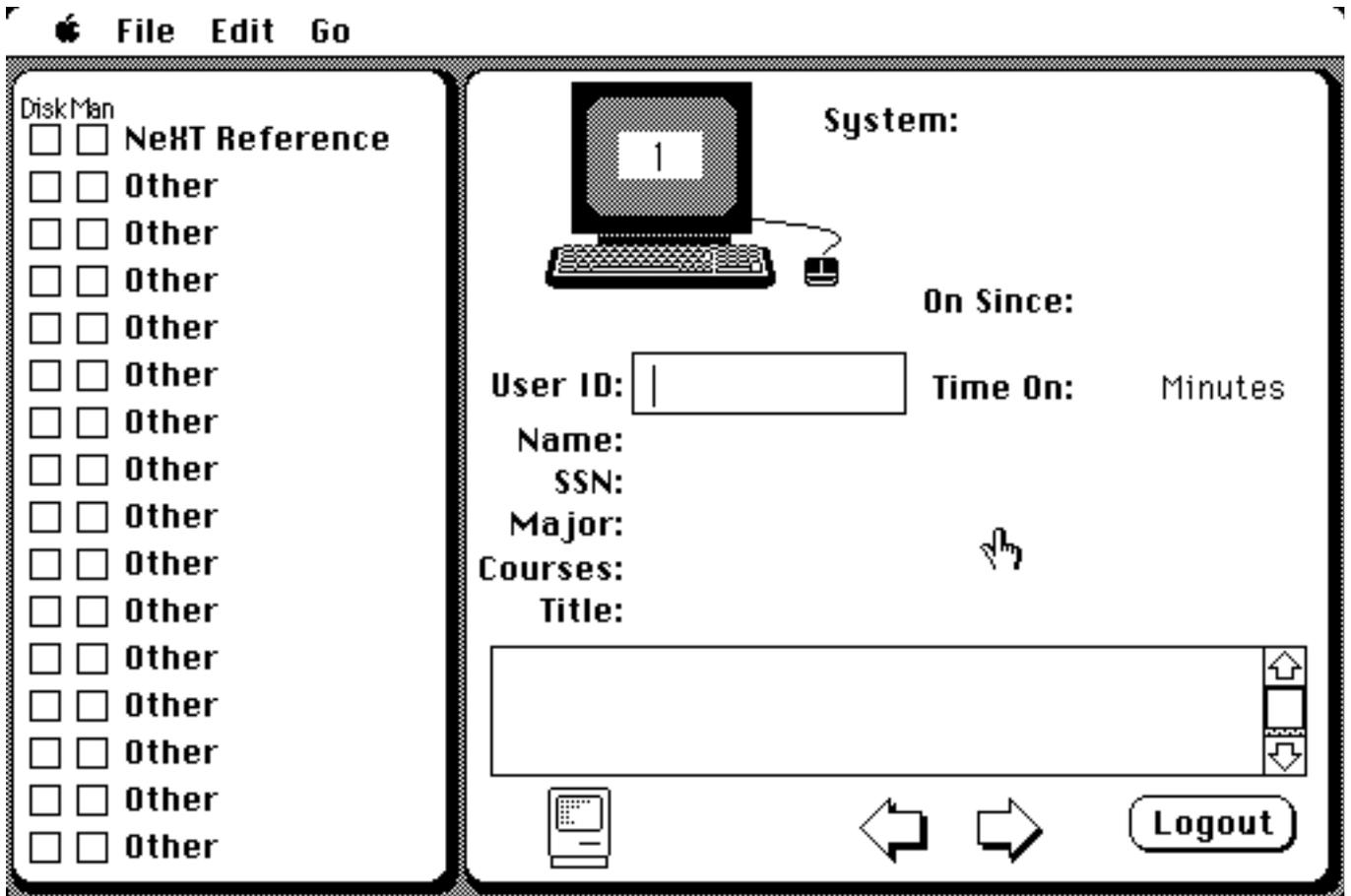


Figure 2.14 Example Next machine card from **Logger** stack



Next Machine Button - In our lab, this button is an icon representing one of the Next's in the lab, in this case, Next #2. Figure 2.14 above shows a representation of a sample Next machine card.

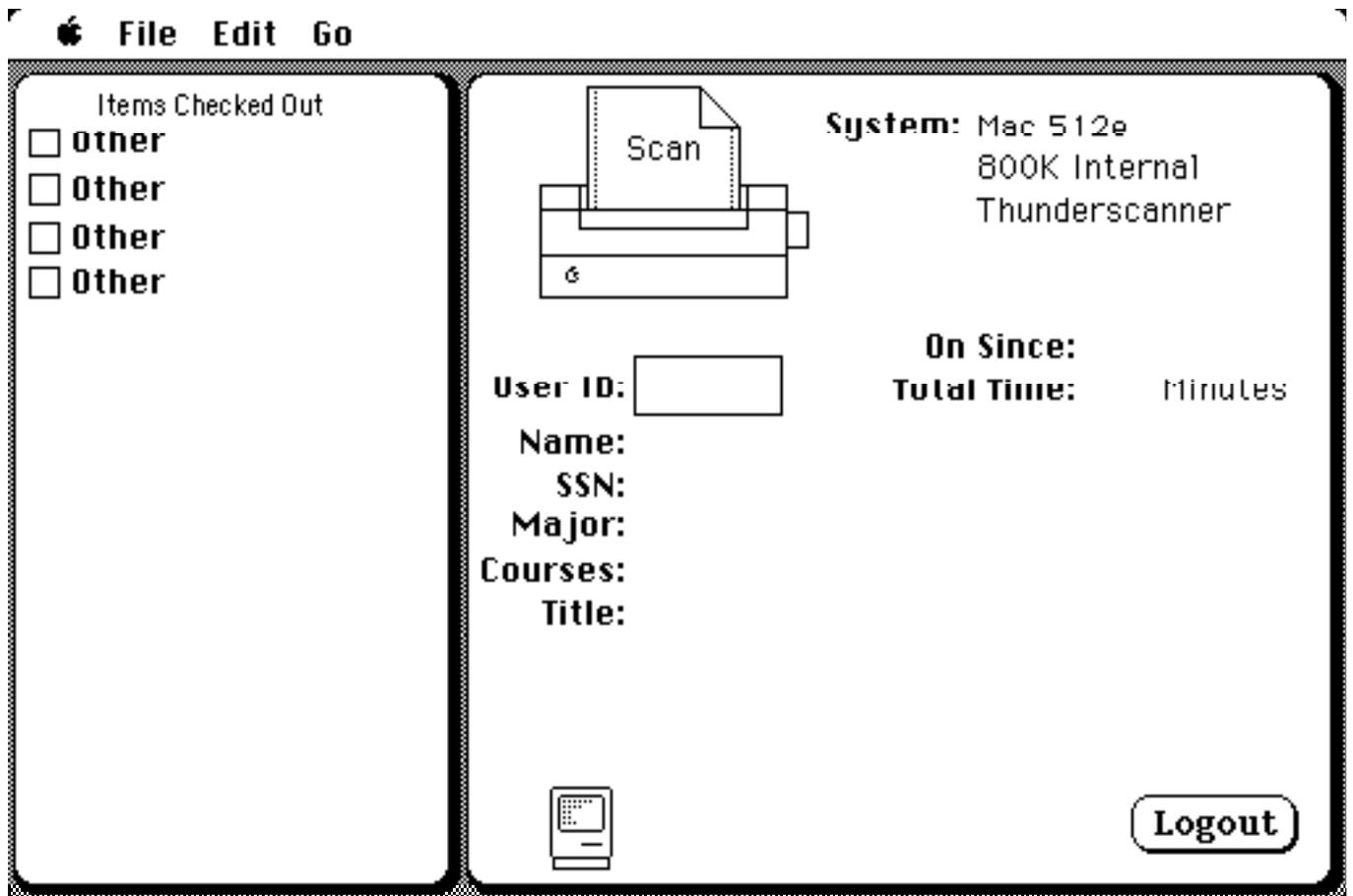


Figure 2.15 Example Special machine card



Special Machine Button - These machines have special cards linked to them for logging in (Figure 2.15 above). This button was used for checking someone in to a machine that was connected to an optical scanner. After clicking on the button, the user checks a person into the lab as usual, but its use is not monitored by the **Logger** for **Lab Use** purposes.

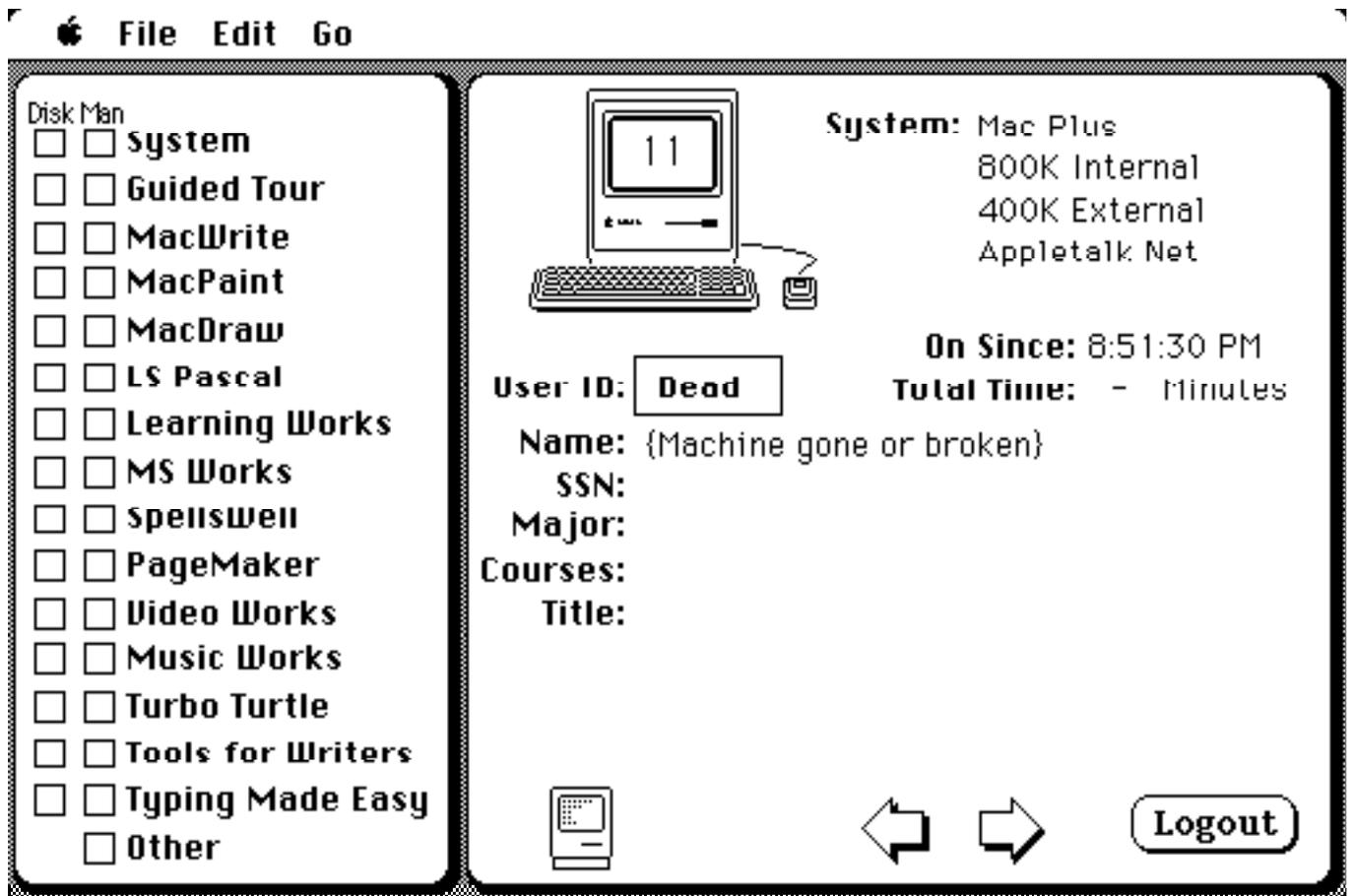


Figure 2.16 Example Machine with the ID "Dead"



Dead Machine Button - This button represents a broken or missing machine. Whenever there is a problem with a machine, like it has been taken out of the lab to be repaired, by logging into a machine with the ID "Dead" (Figure 2.16 above), the icon for that machine disappears and is replaced with this one. Once the machine is returned or fixed, log the machine out as usual, and the old icon will replace this one. (See Logout, Section 4.1)