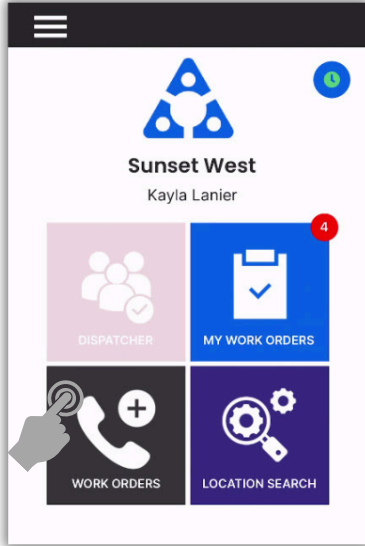
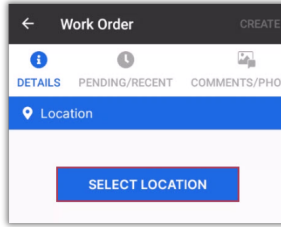


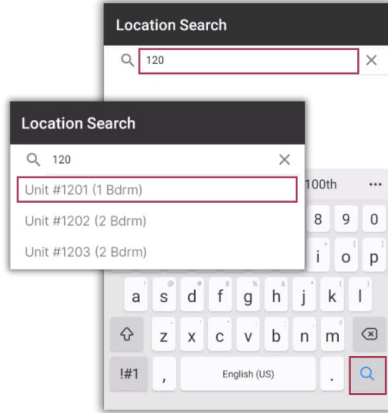
### Etap 1: Tape mozaik Lòd Travay.



### Etap 2: Tape Chwazi Kote.



Antre omwen 3 karaktè, apres chwazi "Rechèch". Ou dwe tape sou kote yo chwazi a.



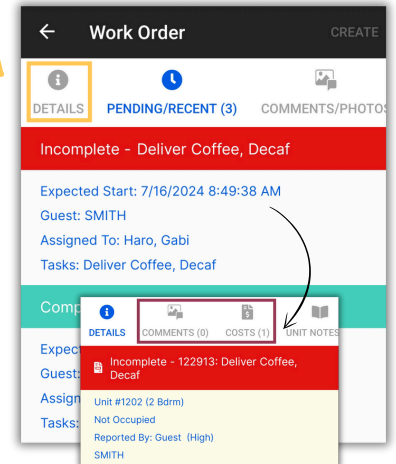
### Etap 3: Bouton Annatant/Dènye endike nenpòt lòd travay nan 14 jou.



Peze **Detay** pou retounen nan lòd travay ou, pa flèch Retounen an.

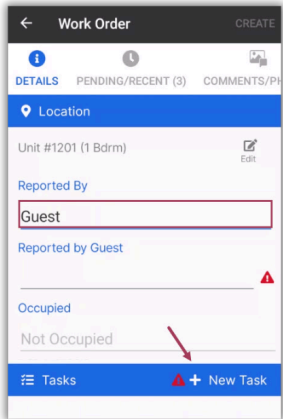
**Enkonplè**

**Ranpli**



Peze pou ouvri epi wè detay sou lòd travay.

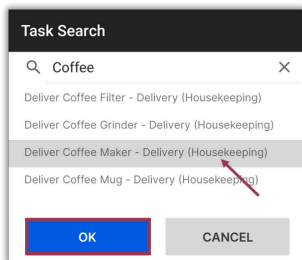
### Etap 4: Peze pou chanje Rapòte Pa pou Envite oswa Anplwaye jan sa nesese. Si w chwazi Envite, yo mande Non Envite la.



**Non** itilizatè a kap antre nan lòd travay la pral otomatikman peple nan jaden an **Anplwaye**.

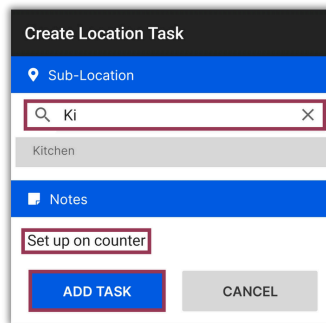
Peze **Nouvo Travay**.

Ajoute **mo kle (yo)** nan jaden Rechèch, Peze sou **Travay** la pou chwazi, Peze **Oke**.

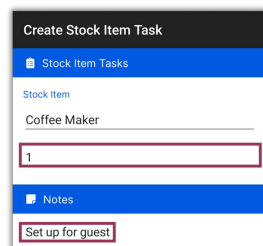


### Etap 5: Ajoute yon Sou-kote lè l sèvi avèk ba rechèch la oswa pa defile nan lis la.

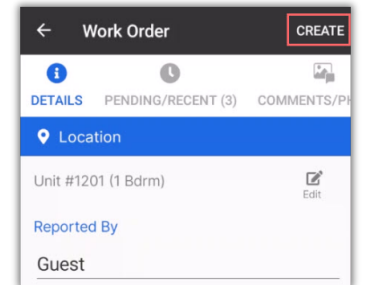
**Kote a dwe antre nan lang angle.**



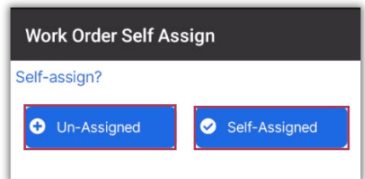
Nan espas **Nòt** la, ajoute Kantite ak/oswa enfòmasyon adisyonèl jan sa nesese.



### Etap 6: Peze Kreye.



Peze bouton **devwa ki** apwopriye a.



**Siksè! Tape OK.**

