Week 8 - Graphical User Interfaces

This week you will update a pervious system so that it now has a GUI

Cars in a Car Park

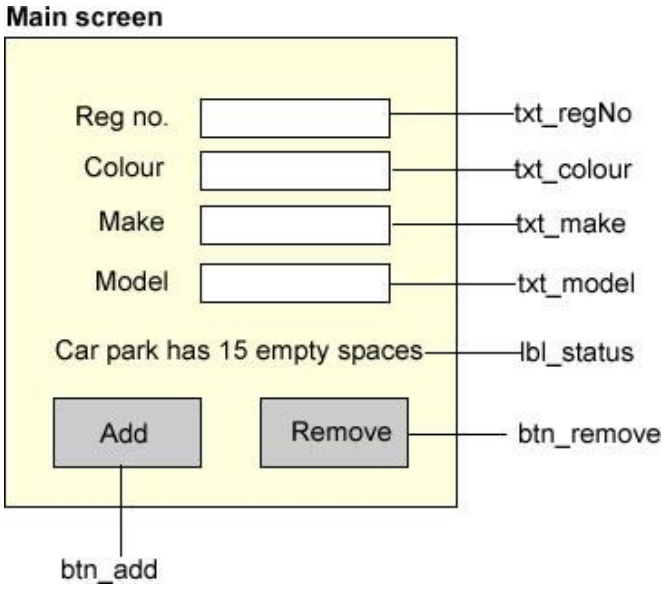
Previously you were given a task that required you to develop a system that monitored cars going in and out of a car park.

- Your first task is to ensure you have completed this system (see week 4s task sheet)
- Once you have completed week 4s task, modify the system so that it stores additional information about the car. Overall, the following information should be held by the system:
    - Registration Number
    - Colour
    - Make
    - Model

Graphical User Interface

We are now going to add a GUI to the system.

- Create the following GUI and modify your main method so that it displays the GUI instead of the console screen.



- Once you have got your GUI displaying correctly, modify the system so that when you click the add button, it adds a car to the carpark.
  It should display confirmation to the user about whether or not this action was successful.
  You should also ensure that the tally (on the GUI) is updated.
  For example, if you add a car to the car park then lbl_status (see diagram above) should change to “Car park has 14 empty spaces”

- Modify the program so that it removes a car from the car park when you enter a reg number and press the remove button.
  Again, it should indicate whether this action was successful or not and the on-screen tally should be updated.

- If the car park is full, the system should already be rejecting cars. Ensure that the user is notified if a car is rejected because the car park is full

Additional Tasks

- Modify the system so that it first checks that a registration number has been entered before it attempts to remove a car. It should display an error to the user if there is no registration number.

- Now we will perform a similar check for adding a car, only this time, all fields must have a value.