

RentGameDialog.java

```
1 package project4;
2
3 import java.awt.GridLayout;
4 import java.awt.event.ActionEvent;
5 import java.awt.event.ActionListener;
6 import java.text.ParseException;
7 import java.text.SimpleDateFormat;
8 import java.util.Date;
9 import java.util.GregorianCalendar;
10
11 import javax.swing.JButton;
12 import javax.swing.JDialog;
13 import javax.swing.JLabel;
14 import javax.swing.JPanel;
15 import javax.swing.JTextField;
16
17 /*****
18  * dialog box for renting a game, has an additional row where game
19  * player is selected
20  * @author Gregory Huizenga
21  * @version 7/26/2017
22  *****/
23 public class RentGameDialog extends JDialog implements ActionListener{
24     /** the panel containing elements on the dialog */
25     JPanel dialogPanel;
26
27     /** fields for user to enter information */
28     JTextField name, title, rentDate, dueDate;
29
30     /** buttons to rent, cancel and cycle playertype */
31     JButton rent, cancel, playerButton;
32
33     /** the label for current playertype */
34     JLabel game;
35
36     /** the game being returned by the dialog */
37     Game rental;
38
39     /*****
40     * default constructor for dialog
41     *****/
42     public RentGameDialog(){
43         setModal(true);
44         dialogPanel = new JPanel();
45         dialogPanel.setLayout(new GridLayout(6,2));
46
47         dialogPanel.add(new JLabel("Your Name:"));
48         name = new JTextField("Bob Ross");
49         dialogPanel.add(name);
50
51         dialogPanel.add(new JLabel("Title of Movie:"));
52         title = new JTextField("Avengers");
53         dialogPanel.add(title);
54
55         SimpleDateFormat sdf = new SimpleDateFormat("MM/dd/yyyy");
56         Date today = new Date();
57     }
```

RentGameDialog.java

```

58     dialogPanel.add(new JLabel("Rented on Date:"));
59     rentDate = new JTextField(sdf.format(today));
60     dialogPanel.add(rentDate);
61
62     today.setTime(today.getTime() + 1*24*60*60*1000);
63     dialogPanel.add(new JLabel("Due on Date:"));
64     dueDate = new JTextField(sdf.format(today));
65     dialogPanel.add(dueDate);
66
67     playerButton = new JButton("Game Player:");
68     playerButton.addActionListener(this);
69     dialogPanel.add(playerButton);
70
71     game = new JLabel("Xbox 360");
72     dialogPanel.add(game);
73
74     rent = new JButton("Rent");
75     dialogPanel.add(rent);
76     rent.addActionListener(this);
77
78     cancel = new JButton("Cancel");
79     dialogPanel.add(cancel);
80     cancel.addActionListener(this);
81     add(dialogPanel);
82     setSize(500,500);
83     setVisible(true);
84 }
85
86 /*****
87  * returns the game being rented
88  * @return rental the game being rented
89  *****/
90 public Game returnGame(){
91     return rental;
92 }
93
94 @Override
95 public void actionPerformed(ActionEvent e) {
96
97     //exits dialog without doing anything
98     if (e.getSource() == cancel){
99         dispose();
100     }
101
102     //updates game with user inputted values
103     if (e.getSource() == rent){
104         try{
105             SimpleDateFormat sdf = new SimpleDateFormat("MM/dd/yyyy");
106             Date temp1 = sdf.parse(rentDate.getText());
107             Date temp2 = sdf.parse(dueDate.getText());
108
109             GregorianCalendar temp3 = new GregorianCalendar(temp1.getYear(),
110 temp1.getMonth(), temp1.getDay());
111             GregorianCalendar temp4 = new GregorianCalendar(temp2.getYear(),
112 temp2.getMonth(), temp2.getDay());
113
114             rental = new Game(temp3, temp4, title.getText(), name.getText(),

```

RentGameDialog.java

```
game.getText());
113         setVisible(false);
114     }catch(ParseException ex){
115
116     }
117 }
118
119 //cycles between playertypes
120 if (e.getSource() == playerButton){
121     if (game.getText().equals("Xbox 360")){
122         game.setText("PS4");
123         return;
124     }
125
126     if(game.getText().equals("PS4")){
127         game.setText("Xbox 720");
128         return;
129     }
130
131     if(game.getText().equals("Xbox 720")){
132         game.setText("Xbox 360");
133         return;
134     }
135 }
136 }
137
138 }
139
140
141
```