Java Project Summary

This program displays a GUI system that the user interacts with. The program lets the user create a save file and add a list of games by entering in the details.

The user runs the program and is met with a GUI with a menu bar and two menus named “File” and “Game”. There is a text on screen giving the user instructions every step of the way.

The first instruction would be to go to “File” menu and a then proceed to the “New” option. This will create a new “GameDetails” file. This is where the game details will be stored.

The next instruction would be to proceed to the “Game” menu and click on the “Add” option. This will bring up a few JOptionPane menus asking the user to input some information.

After the details have been entered you can either click on the “Add” option again to add another game to the list or click on “Save” option in the “File” menu.

Then when the user is finished inputting the details you can go to the “Game” menu and click on the “Display” option. This will give you a list of games you have entered along with more details like the amount of games in the list, the total price of used games and the total price of new games. You can also search for a specific title. It will bring up a text area of full details of that game.

My program is a small program that stores a list of games.

URL to Github: <https://github.com/CoreyMangan/OOP2-project-2016>