Criterion C: Development

The product is developed using Java in the NetBeans IDE. The Gym Management System is a database system which is developed to make the process of registering gym members and trainers easier for the front desk employee at the gym. The user needs to input the information in the given text boxes, and once it is added the information is stored in an online database; which means the user can access the information from other devices as long as they have the login information. To ensure security of the information, the program is equipped with a login page which would only allow access when the user enters both the correct username and password.

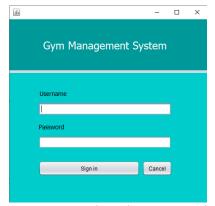


Image 1.0 When the program is run this is the first page, login page, users see.

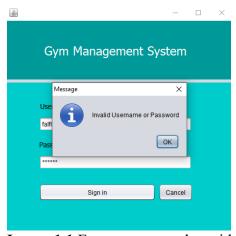


Image 1.1 Error message when either or both the username and password are wrong



Image 1.2 Error message when one or both text field are empty

After the user is greeted with a login page, they must enter the username "admin" and password "123" to enter; failure to do either will result in the error messages shown in image 1.1 and image 1.2.

```
157
           private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
158
               // TODO add your handling code here
159
               String uname = usernameText.getText();
               String pass = passwordText.getText();
160
161
               if(uname.isEmpty() && pass.isEmpty())
162
163
                   JOptionPane.showMessageDialog(this, "Username or Password is Blank");
164
165
166
167
               else if(uname.equals("admin") && pass.equals("123"))
168
169
                   Main m = new Main();
170
                   this.hide();
171
                   m.setVisible(true);
172
173
174
175
                   JOptionPane.showMessageDialog(this, "Invalid Username or Password");
176
```

Code 1.0 the if-else condition for the login button

The login button utilizes the if-else function as shown in image 2.0. There are in fact three conditions 'if', 'else-if', and 'else'. The code can view to understand the conditions used; when the user enters the password right, the 'else-if' condition executes and the user logs in. When the user logins in they open up the next page which offers a selection between 'add trainer' and 'add member'. The user must select either one of the options to continue as shown in image 2.0.

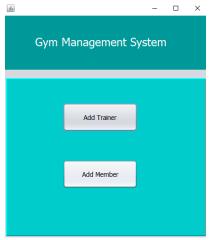


Image 2.0 the choice the program offers when the user login.

Adding Trainer Data into the database:

```
private void jButtonlActionPerformed(java.avt.event.ActionEvent evt) {

// TODO add your handling code here:

String tname = trainerText.getText();

String age = agText.getText();

String makes = addresstre.getText();

String makes = addresstre.getText();

String makele = mobileText.getText();

String makele = mobileText.getText();

String date = df.format(txtDateReg.getDate());

String date = df.format(txtDateReg.getDate());

try {

pst = con.prepareStatement("insert into trainer(Name, Age.Address, Mobile, DateReg) values(7, 7, 7, 7) ");

pst.setString(1, tname);

pst.setString(3, address);

pst.setString(3, address);

pst.setString(3, dadress);

pst.setString(3, dadress);

pst.setString(3, dadress);

pst.setString(3, dadress);

pst.setString(3, dadress);

pst.setString(5, date);

trainerText.setText("");

addressText.setText("");

addressText.setText("");

mobileText.setText("");

trainerText.setText("");

broadcressText("");

addressText.setText("");

trainerText.setText("");

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addressText.setText("");

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addressText.setText(");

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addressText.setText(");

broadcressText(");

addressText.setText(");

bro
```

Code 2.0 Connecting to database and then adding data entry into it.

The Code 2.0 shows the programming done to enter data into the trainer table in image 3.0 and then sent to the database. The database used in an online database based on MySQL and requires the XAMPP software on the computer to connect to the database on the internet.

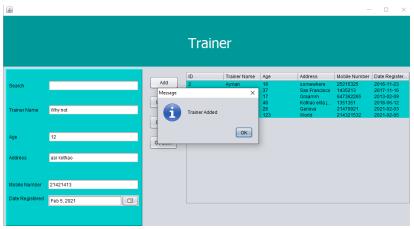


Image 3.0 a message confirms when a trainer is added.

Similarly, the code for updating and deleting are written.

Updating Trainer Data:

```
df = (DefaultTableModel)]Tablel.getWodel();
int selected = jTablel.getSelectedRow();
int id = Integer_paresInt(df.getValueAt(selected, 0).toString());

String thame = trainerText.getText();
String address = addressText.getText();
String address = addressText.getText();
SimpleDateFormat df = new SimpleDateFormat("yyyy-MSd-dd");
String address = addressText.getText();
SimpleDateFormat df = new SimpleDateFormat("yyyy-MSd-dd");
String date = df.format(txtDateReg.getDate());

try {
    pst = con.prepareStatement("update trainer set Name = ?, Age = ?, Address = ?, Mobile = ?, DateReg = ? where ID = ?");
    pst.setString(2, age);
    pst.setString(3, date);
    pst.setString(3, date);
    pst.setString(3, date);
    pst.setString(3, date);
    pst.setString(4, mobile);
    pst.setString(3, date);
    dod    trainerText.setText("");
    adgressText.setText("");
    adgressText.setText("");
    adgressText.setText("");
    addressText.setText("");
    dod    trainerText.setText("");
    dod    trainerText.setText("");
    dod    trainerText.setText(Tub);
    dod    trainerText.setText(Tub);
    dod    trainerText.setText(Tub);
    dod    trainerText.setText(Tub);
    dod    trainerText.setText(Tub);
    dod    trainerText.setText(Tub);
```

Code 3.0 Searching the chosen record and then modifying it according to the updates.



Image 4.0 A pop-up message is displayed when a record is updated.

Deleting Trainer Data:

```
477
478
479
480
              private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {
                   df = (DefaultTableModel)jTablel.getModel();
481
482
483
484
                   int selected = jTablel.getSelectedRow();
int id = Integer.parseInt(df.getValueAt(selected, 0).toString());
                        pst = con.prepareStatement("delete from trainer where ID = ?");
                        pst.setInt(1,id);
                        pst.executeUpdate();
JOptionPane.showMessageDialog(this, "Trainer Deleted");
489
490
491
492
493
494
495
496
497
498
                        ageText.setText("");
addressText.setText("");
                        mobileText.setText("");
                        trainerText.requestFocus();
                        jButton1.setEnabled(true);
499
                        table_load();
                   } catch (SQLException ex) {
                        Logger.getLogger(Trainer.class.getName()).log(Level.SEVERE, null, ex);
```

Code 4.0 Deleting a record by looking up the chosen record's ID.

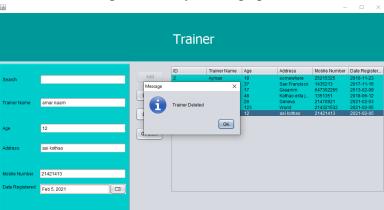


Image 5.0 A pop-up message is displayed when a record is deleted.

Data Validation:

Since in the trainer panel there are few text fields to enter, I have selected the numerical text fields to have data validation to ensure only numbers are inserted.

```
private void ageTextKeyTyped(java.awt.event.KeyEvent evt) {
    // TODO add your handling code here:
    try{
        int i = Integer.parseInt(ageText.getText());
        ageValidation.setText("");
} catch (NumberFormatException el) {
        ageValidation.setText("Invalid Number");
}

private void mobileTextKeyTyped(java.awt.event.KeyEvent evt) {
        // TODO add your handling code here:
        try{
        int i = Integer.parseInt(mobileText.getText());
        mobileValidation.setText("");
}

private void mobileTextKeyTyped(java.awt.event.KeyEvent evt) {
        // TODO add your handling code here:
        try{
        int i = Integer.parseInt(mobileText.getText());
        mobileValidation.setText("");
} catch (NumberFormatException el) {
        mobileValidation.setText("Invalid Number");
}
```

Code 5.0 Programming an error message to display when anything other than numbers is inserted in the relevant text fields.

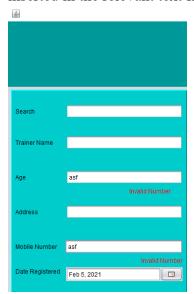


Image 6.0 Error messages in red "Invalid Number" is displayed when the wrong details are inserted.

I have employed texts in red color "Invalid Number" underneath the numerical text field to show exactly where the user makes the error, instead of a popup error message which would require the user to find the error.

Selecting data from table:

```
private void jTablelMouseClicked(java.amt.event.MouseEvent evt) {

// TODO add your handling code here:

try {

df = (DefaultTableModel);Tablel.getModel();

int selected = jTablel.getSelectedRow();

int id = Integer.parseInt(df.getValueAt(selected, 0).toString());

ageText.setText(df.getValueAt(selected, 1).toString());

ageText.setText(df.getValueAt(selected, 2).toString());

addressText.setText(df.getValueAt(selected, 2).toString());

mobileText.setText(df.getValueAt(selected, 4).toString());

bate date = new SimpleDateFormat("yyyy-NM-dd").parse((String transport of the setText (df.getValueAt(selected, 4).toString());

pate date = new SimpleDateFormat("yyyy-NM-dd").parse((String transport));

catch (ParseException ex) {
    Logger.getLogger(Trainer.class.getName()).log(Level.SEVERE, 1);
}

Code 6.0 for selecting a record with a material content of the setText of
                                                                                                                        int id = Integer.parseInt(df.getValueAt(selected, 0).toString());
                                                                                                                                                      Date date = new SimpleDateFormat("yyyy-MM-dd").parse((String)df.getValueAt(selected, 5));
                                                                                                                                                      Logger.getLogger(Trainer.class.getName()).log(Level.SEVERE, null, ex);
```

Code 6.0 for selecting a record with a mouse click



Image 7.0 A record has been selected with a mouse click and all the input boxes are filled with relevant information.

Search:

The product is equipped with a search engine to the find names of the trainers, this saves the user time from searching through the table.

```
private void searchKeyNeleased(java.axt.event.KeyEvent evt) {

// TODO add your handling code here:

try {

Class.forName("com.mysql.jdbc.Driver");

con = DriverNameger.getConnection("jdbcinysql://localhost/gymmanagementsystem", "root", "");

String sel = "select " from trainer where Name ="";

FreparedStatement pst = con.prepareStatement(sql);

pst.setDtring(), search.getText());

ResultSet rs = pst.executeQuery();

if(rs.next()) {

String settxttainer = rs.getString("Name");

trainerText.setText(settxttainer);

string settxtage = rs.getString("Address");

addressText.setText(settxtaddress);

String settxtaddress = rs.getString("Address");

addressText.setText(settxtaddress);

String settxtaddress = rs.getString("Mobile");

mobileText.setText(settxtaddress);

String settxtaddress = rs.getString("Mobile");

mobileText.setText(settxtaddress);

txDateReg.setDate(rs.getDate("DateReg"));

}

catch (classNotFoundException | SOLException ex) {

Logger.getLogger(Trainer.class.getName().log(Level.SEVERE, null, ex);

}
```

Searching data:

Code 7.0 for searching data in database



Image 8.0 Typing the name "Ayman" to search that record

Similarly, this was done for Member panel of the product.

Adding Member data in the database:

```
// TOUG and your handling come ners:

String famm = firstNeadFext.getText();

String famm = firstNeadFext.getText();

String famm = firstNeadFext.getText();

String dah = diff.come(ToUSText.getText());

String dah = diff.come(ToUSText.getText());

String data = gradeText.getText();

String ander = gradeText.getText();

String ander = gradeText.getText();

String ander = diff.come(Text.getText());

String ander = diff.come(Text.getText());

String trainer = trainerText.getSelectedTex().toString();

String trainer = trainerText.getSelectedTex();

String trainer();

try {

pst.costText();

ps
```

Code 8.0 Connecting to database and then adding data entry into it.

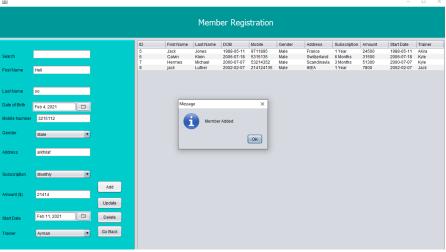


Image 9.0 A pop-up message is displayed when a record is Added.

Updating Member data:

Code 9.0 to find and update a record in the database when selected.



Image 10.0 A pop-up message is displayed when a record is updated.

Deleting Member Data:

Code 10.0 Deleting a record by looking up the chosen record's ID.

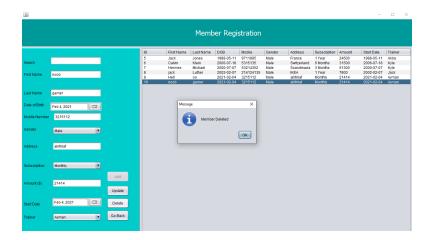


Image 11.0 A pop-up message is displayed when a record is deleted.

Data Validation:

```
private void mobileTartKeyTyped(java.awt.event.KeyEvent evt) [

// TODO add your handling code here:
try[
int i = Integer.parseInt(mobileText.getText());
mobileValidation.setText("");

jeatch(NumberFormatException ii] [

mobileValidation.setText("Invalid Number");

private void amountTextKeyTyped(java.awt.event.KeyEvent evt) [

// TODO add your handling code here:
try[
int i = Integer.parseInt(amountText.getText());
amountValidation.setText("");

leatch(NumberFormatException ei) [
amountValidation.setText("Invalid Number");

amountValidation.setText("Invalid Number");
```

Code 11.0 Programming an error message to display when anything other than numbers is inserted in the relevant text fields.

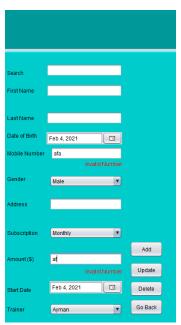


Image 12.0 Error messages in red "Invalid Number" is displayed when the wrong details are inserted.

Furthermore, in the Member panel of the product, drop-down-menus were employed to reduce errors made by the user and increase their productivity overall. The image shows the product has three drop-down-menus for Member panel. The task was done using NetBeans Swing GUI features.



Image 13.0 A drop-down-menu for gender is provided.

Selecting data from the Member table:



Code 12.0 for selecting a record with a mouse click



Image 14.0 A record has been selected with a mouse click and all the input boxes are filled with relevant information.

Searching data in Members in table and database:

```
private void searchKeyReleased(java.awt.event.KeyEvent evt) {
              (lass.forName("com.mysql.jdbc.Driver");
con - DriverNamager.getConnection("jdbc:mysql://localhost/gymmanagementsystem", "root". "");
String sql - "Select * from member where PirstName -?";
PreparedStatement_ggt_ - con.prepareStatement(sql);
              pst.setString(1, search.getText());
ResultSet rs = pst.executeQuery();
if(rs.next()){
                   String settxtfname - rs.getString("FirstName");
                   firstNameText.setText(settxtfname);
                   lastNameText.setText(settxtlname);
                   DOBText.setDate(rs.getDate("DOB"));
                   String settxtmobile - rs.getString("Mobile");
                   mobileText.setText(settxtmobile);
               /* String settxtgender - rs.getString("Gender");
                  genderText.setText(settxtgender);
                   addressText.setText(settxtaddress);
                   String settxtamount = rs.getString("Amount");
                   amountText.setText(settxtamount);
                   txtdate.setDate(rs.getDate("Date"));
                  // String settxttrainer - rs.getString("Trainer");
         | catch (ClassNotFoundException | SQLException ex) {
              Logger.getLogger(Trainer.class.getName()).log(Level.SEVERE, null, ex);
```

Code 13.0 for searching data in database



Image 15.0 Typing the name "Hermes" to search that record

Classes and Methods employed in the product:

Class:

Class	Description
public class Main extends javax.swing.JFrame	This is the main class of the program; it
	handles the execution of the entire product
	and connects the whole thing. Furthermore,
	this contains the methods which are needed to
	present user with the option between 'Add
	Trainer' and 'Add Member'.
public class Trainer extends	The users see this page when they select 'Add
javax.swing.JFrame	Trainer', and much like the member class, this
	too contains all the necessary methods to
	register a new trainer.
public class login extends javax.swing.JFrame	This is the first page users see when they run
	the program; it contains the methods for
	username, password, and other buttons.
public class Member extends	This is page user see when they select the
javax.swing.JFrame	'Add Member' option; it contains all the
	necessary methods (add, delete, update etc.)
	to register a new member.

Method:

Method	Description
public void table_load()	For inserting and viewing the table, made in
	the online database, in the program.
public void Connect()	To connect the online database with the
	program.
private void jButtonActionPerformed	To program different operations (add, delete,
	update, go back) for the buttons in the
	program.
private void jTableMouseClicked	When mouse clicked over a row in the table,
	it inserts all the relevant information in the
	input text fields.
private void searchKeyReleased	When user stops typing in the search box, the
	method looks for the name entered and fills
	up the input boxes with relevant information.
private void mobileTextKeyTyped	When anything other than numbers is typed,
	and error message is shown.
private void ageTextKeyTyped	When anything other than numbers is typed,
	the method shows an error message.
private void amountTextKeyTyped(The amount is numerical figure, so when
	anything other than numbers are typed in this
	field errors are shown.

Brings in the trainer names from the trainer
table in the database and then presents them
in a drop-down-menu in the Member panel.

[Word Count: 1395]