**Code Skeleton**

**Login Class**

//Local variable to track the returned value from the DB

String UserGroupID = string.Empty();

//Calls DB to obtain usergroup ID based on passed user credentials

Command.text = “Select usergroupID from Customers Where username = ‘” + txtUsername.text + “’ AND password = ‘” + txtPassword.text + “’”;

//execute and read the returned value from DB to see which group the user belongs to

Comm.executeNonQuery();

Reader r = new OLEDBReader();

UserGroupID = r.[usergroupID].ToString();

Switch(UserGroupID)

Case (1):

//calls method to enable main menu items based on usergroupid 1

Case(2):

//calls method to enable main menu items based on usergroup id 2

Default:

/\* No usergroupid defined display invalid username, password, or no usergroupid set for user error message \*/

**MainMenu Class**

//NewCustomer tool menu click event

Void NewCustomer (){

NewCustomer nCust = new NewCustomer();

nCust.MdiParent = frmMetroStorage();

nCust.Show();

}

//ProcessTransaction tool menu click event

Void ProcessTransaction(){

ProcessTransaction nPTrans = new ProcessTransaction ();

nPTrans.MdiParent = frmMetroStorage();

nPTrans.Show();

}

**NewCustomer Class**

**ProcessTransaction Class**

**View Transactions Class**