

GAME STORE

Game Store is a software designed on Netbeans IDE through Java. It contains over hundreds of games, popular emulators and their ROMS. The store is user-friendly and can be used to check out information about games & emulators in an attractive way.

The software is connected to Mysql which works as a back-end for storing the information that user enters in various fields in the database.

The user is required to create an account on the Game Store to get full access to the Store. The store has GUI (Graphical User Interface) which makes it extremely easy to use.

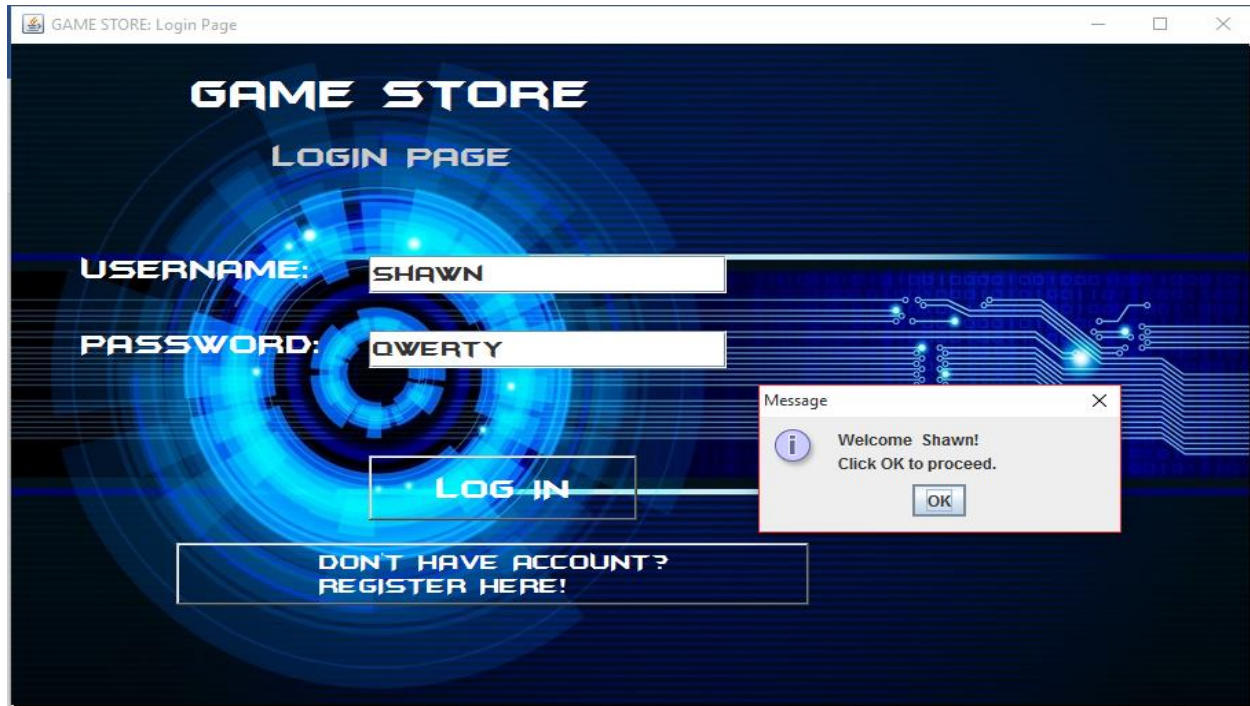
Every frame in the store is directly or indirectly linked to each other, therefore, it is easy to navigate from one frame to another.

Most of the code that is used in this project falls under the syllabus of class XII.

This project is our own work and hasn't been copied from anywhere, although the data of the games and emulators is collected from the Internet.

The websites that were used for the purpose of collecting data or for reference are mentioned at the last page of this project file.

THE LOGIN PAGE



CODING FOR LOG IN BUTTON:

```
if(jTextField1.getText().length()==0 || jTextField2.getText().length()==0 )
    JOptionPane.showMessageDialog(null,"Please fill the empty fields.
@~@");
else{
    String user=jTextField2.getText();
    String pass=jTextField1.getText();
    if(validate_login(user,pass)){
        JOptionPane.showMessageDialog(null,"Welcome "+" "+
user+"!"+"\\n"+"Click OK to proceed.");
        new main().setVisible(true);
        this.dispose();}
    else
```

```
JOptionPane.showMessageDialog(null,"Invalid username/password @~@"  
+"\\n"+ "Register first then log in."); }
```

You'll need to imports some packages too such as:

```
import java.sql.*;
```

```
import javax.swing.*;
```

Also custom created method is used:

```
public boolean validate_login(String username,String password){  
    try{  
        Class.forName("com.mysql.jdbc.Driver");  
        Connection  
conn=DriverManager.getConnection("jdbc:mysql://localhost:3306/g_store","root",  
"lol");  
        PreparedStatement pst=conn.prepareStatement("Select * from signup where  
username=? and password=?");  
        pst.setString(1, username);  
        pst.setString(2, password);  
        ResultSet rs=pst.executeQuery();  
        if(rs.next())  
            return true;  
        else  
            return false;  
        }  
        catch(Exception e){  
            return false;  
        }  
    }
```

For the connectivity to work you need a back-end, in this case we used mysql, a database named 'g_store' containing the table 'signup' was used:

```
mysql> use g_store;
Database changed
mysql> desc signup;
```

Field	Type	Null	Key	Default	Extra
FirstName	varchar(30)	YES		NULL	
LastName	varchar(30)	YES		NULL	
Email	varchar(30)	YES		NULL	
Password	varchar(30)	YES		NULL	
Username	varchar(30)	YES		NULL	

```
5 rows in set (0.14 sec)
```

CODING FOR 'DON'T HAVE A/C? REGISTER HERE' BUTTON:

```
new SIGN_UP().setVisible(true);
    this.dispose();
```

Also, a Sql driver needs to be imported to the project's library!

MOUSE EVENTS:

```
private void jButton2MouseClicked(java.awt.event.MouseEvent evt) {
    jButton2.setSize(195,52);
}
private void jButton1MouseClicked(java.awt.event.MouseEvent evt) {
    jButton1.setSize(465,56);
}
private void jButton2MouseExited(java.awt.event.MouseEvent evt) {
    jButton2.setSize(190,50);
}
    private void jButton1MouseExited(java.awt.event.MouseEvent evt) {
        jButton1.setSize(460,50);
    }
}
```

SIGN UP PAGE

GAME STORE: Sign Up page

GAME STORE: REGISTRATION

FIRSTNAME: SHAWN

LASTNAME: FROST

EMAIL: SHAWN@GMAIL.COM

PASSWORD: QWERTY

USERNAME: SHAWN

CLEAR SIGN UP EXIT

<<GO BACK TO LOGIN PAGE>>

Message

Registration Complete! ^^

OK

CODING FOR 'SIGN UP' BUTTON:

```
String fname=jTextField2.getText();
String lname=jTextField3.getText();
String email=jTextField4.getText();
String pass=jTextField5.getText();
String user=jTextField1.getText();

if(user.length()==0 || pass.length()==0 || email.length()==0 || fname.length()==0 ||
lname.length()==0 || email.endsWith("@gmail.com")==false)

    JOptionPane.showMessageDialog(null,"Please fill all the empty fields \n
with a valid Email @~@ ");
else{
    try{
        Class.forName("com.mysql.jdbc.Driver");
```

```
Connection
conn=DriverManager.getConnection("jdbc:mysql://localhost:3306/g_store","root",
"lol");

String sql="insert into signup
values('"+fname+"','"+lname+"','"+email+"','"+pass+"','"+user+"');"

Statement st=conn.createStatement();

int i= st.executeUpdate(sql);

JOptionPane.showMessageDialog(null, "Registration Complete! ^^");

}

catch(Exception e){

}

jTextField1.setText("");
jTextField2.setText("");
jTextField3.setText("");
jTextField4.setText("");
jTextField5.setText("");}
```

CODING FOR CLEAR BUTTON:

```
jTextField1.setText("");
jTextField2.setText("");
jTextField3.setText("");
jTextField4.setText("");
jTextField5.setText("");
```

CODING FOR EXIT BUTTON:

```
System.exit(0);
```

CODING FOR 'GO BACK TO LOGINPAGE' BUTTON:

```
new LOGIN_PAGE().setVisible(true);

this.dispose();
```

IMPORTS:

```
import java.sql.*;  
import javax.swing.*;
```

MOUSE EVENTS:

```
private void jButton3MouseEntered(java.awt.event.MouseEvent evt) {  
    jButton3.setSize(180, 42);  
}  
private void jButton3MouseExited(java.awt.event.MouseEvent evt) {  
    jButton3.setSize(170,40);  
}
```

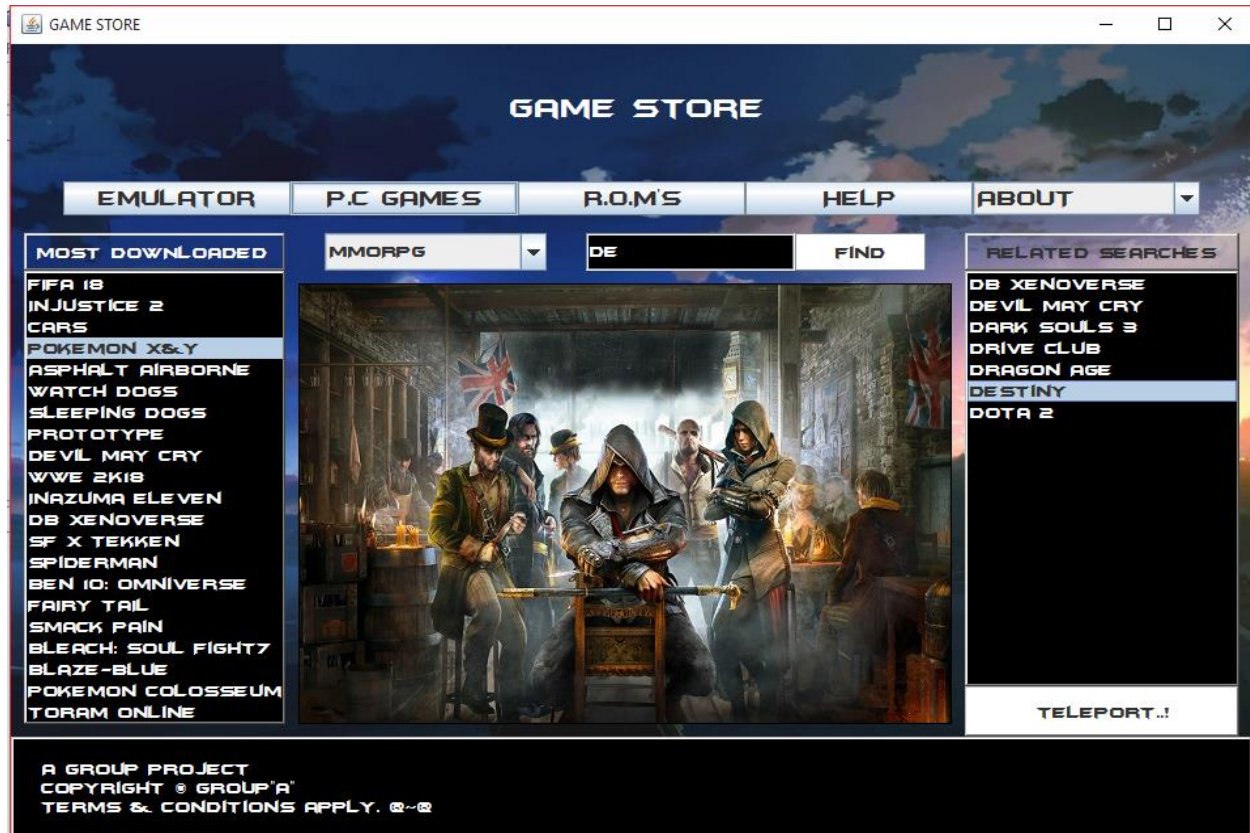
For back-end the same database named g_store containing table 'signup' was used.

Upon registering the data goes to the back-end which is further used for Logging purposes.

After the user logs In using his/her registered info, he/she is redirected to the Home Page of

Game Store.

HOME PAGE



The Home Page of the Game Store is pretty complex. As you can see in the snapshot, it consists 2 List , 2 combo boxes and a lot of navigation and action buttons!

It also contains two Internal dialogs which will be described later.

The slideshow is created using a label with 16 different images.

CODING FOR SLIDESHOW:

```
public void Slideshow(){
    new Thread(){
        int c;
        @Override
        public void run(){
            try{
```



```
while(true){
    switch(c){
case 0: ImageIcon i=new ImageIcon(getClass().getResource("/f1/1.jpg"));
        s1.setIcon(i);
        Thread.sleep(3000);
        c=1; break;
case 1: ImageIcon i1=new ImageIcon(getClass().getResource("/f1/2.jpg"));
        s1.setIcon(i1);
        Thread.sleep(3000);
        c=2; break;
case 2: ImageIcon i2=new ImageIcon(getClass().getResource("/f1/3.jpg"));
        s1.setIcon(i2);
        Thread.sleep(3000);
        c=3; break;
case 3: ImageIcon i3=new ImageIcon(getClass().getResource("/f1/4.jpg"));
        s1.setIcon(i3);
        Thread.sleep(3000);
        c=4; break;
case 4: ImageIcon i4=new ImageIcon(getClass().getResource("/f1/5.png"));
        s1.setIcon(i4);
        Thread.sleep(3000);
        c=5; break;
case 5: ImageIcon i5=new ImageIcon(getClass().getResource("/f1/6.jpg"));
        s1.setIcon(i5);
        Thread.sleep(3000); c=6; break;
```

```
case 6: ImageIcon i6=new ImageIcon(getClass().getResource("/f1/7.jpg"));
    s1.setIcon(i6);
    Thread.sleep(3000);
    c=7; break;
```

```
case 7: ImageIcon i7=new ImageIcon(getClass().getResource("/f1/8.jpg"));
    s1.setIcon(i7);
    Thread.sleep(3000);
    c=8; break;
```

```
case 8: ImageIcon i8=new ImageIcon(getClass().getResource("/f1/9.jpg"));
    s1.setIcon(i8);
    Thread.sleep(3000);
    c=9; break;
```

```
case 9: ImageIcon i9=new ImageIcon(getClass().getResource("/f1/10.jpg"));
    s1.setIcon(i9);
    Thread.sleep(3000);
    c=10; break;
```

```
case 10: ImageIcon ii=new ImageIcon(getClass().getResource("/f1/11.jpg"));
    s1.setIcon(ii);
    Thread.sleep(3000);
    c=11; break;
```

```
case 11: ImageIcon ii1=new ImageIcon(getClass().getResource("/f1/12.jpg"));
    s1.setIcon(ii1);
    Thread.sleep(3000);
    c=12; break;
```

```

case 12: ImageIcon ii2=new ImageIcon(getClass().getResource("/f1/13.jpg"));
        s1.setIcon(ii2);
        Thread.sleep(3000);
        c=13;break;
case 13: ImageIcon ii3=new ImageIcon(getClass().getResource("/f1/14.jpg"));
        s1.setIcon(ii3);
        Thread.sleep(3000);
        c=14; break;
case 14: ImageIcon ii4=new ImageIcon(getClass().getResource("/f1/15.jpg"));
        s1.setIcon(ii4);
        Thread.sleep(3000);
        c=15; break;
case 15: ImageIcon ii5=new ImageIcon(getClass().getResource("/f1/16.jpg"));
        s1.setIcon(ii5);
        Thread.sleep(3000);
        c=0; break;
    }
}
}
catch(Exception e){}
}
}.start();
}

```

For the slideshow to work, you need to call the method you just created in the constructor through source code.

Just type in : slideshow();

CODING FOR 'EMULATORS' BUTTON:

```
new Emu().setVisible(true);  
this.dispose();
```

CODING FOR 'PC GAMES' BUTTON:

```
new Pc_games().setVisible(true);  
this.dispose();
```

CODING FOR 'ROMS' BUTTON:

```
new ROMS_2().setVisible(true);  
this.dispose();
```

CODING FOR 'HELP' BUTTON:

```
new Help().setVisible(true);  
this.dispose();
```

CODING FOR 'ABOUT' COMBOBOX:

```
int cb=jComboBox2.getSelectedIndex();  
if(cb==0){  
    new Abt().setVisible(true);  
    this.dispose();  
}  
else {  
    new LOGIN_PAGE().setVisible(true);  
    this.dispose();  
}
```

CODING FOR 'SELECT GENRE' COMBOBOX:

```
int a=jComboBox3.getSelectedIndex();  
DefaultListModel model=(DefaultListModel)jList1.getModel();  
switch(a){
```

```
case 0: model.removeAllElements(); //select genre
        model.addElement("");
```

```
case 1: model.removeAllElements();
        model.addElement("Assassin's Creed");
        model.addElement("Paladins");
        model.addElement("Persona 5");
        model.addElement("Prototype");
        model.addElement("Prototype 2");
        model.addElement("Ben 10:Omniverse");
        model.addElement("Batman Begins");
        model.addElement("Battleborn");
        model.addElement("Battlefield 4");
        model.addElement("Call Of Duty 4");
        model.addElement("Castlevania");
        model.addElement("Contra 4");
        model.addElement("Cyber Bots");
        model.addElement("Db Xenoverse");
        model.addElement("Devil May Cry");
        model.addElement("Dark souls 3");
        model.addElement("Dragon Age");
        model.addElement("Destiny");
        model.addElement("Dota 2") ;
        model.addElement("SF X Tekken");
        break;
```

```
case 2: model.removeAllElements();
```

```
model.addElement("Ben 10:Omniverse");
model.addElement("Watchdogs 2");
model.addElement("Wildstar");
model.addElement("Watchdogs");
model.addElement("Dota 2") ;
model.addElement("Destiny");
model.addElement("Battleborn");
model.addElement("Battlefield 4");
model.addElement("Evolution");
model.addElement("Extreme-G 3");
model.addElement("Extermination");
model.addElement("Expendable");
break;
```

```
case 3: model.removeAllElements();
        model.addElement("Angry Birds");
        model.addElement("Chessmaster");
        model.addElement("FIFA 18");
        model.addElement("PlantsvsZombies");
        break;
```

```
case 4: model.removeAllElements();
        model.addElement("Destiny");
        model.addElement("Dota 2") ;
        model.addElement("Toram Online") ;
        model.addElement("God of War3");
        break;
```

```
case 5: model.removeAllElements();  
        model.addElement("Tekken");  
        model.addElement("SF X Tekken");  
        model.addElement("WWE 2k18");  
        model.addElement("Blazeblue");  
        break;
```

```
case 6: model.removeAllElements();  
        model.addElement("Dota 2") ;  
        model.addElement("Toram Online") ;  
        model.addElement("Prototype");  
        model.addElement("Prototype 2");  
        model.addElement("God of War3");  
        model.addElement("Destiny");  
        model.addElement("Watchdogs 2");  
        model.addElement("Watchdogs");  
        model.addElement("GTA 5");  
        model.addElement("Sleeping Dogs");  
        model.addElement("triadWars");  
        break;
```

```
case 7: model.removeAllElements();  
        model.addElement("Asphalt");  
        model.addElement("Cars");  
        model.addElement("Rocket League");  
        model.addElement("Crazy Taxi 3");  
        model.addElement("Drive Club");
```



```
        model.addElement("Flatout");  
        break;  
    }
```

CODING FOR 'MOST DOWNLOADED' LIST:

```
int b=jList2.getSelectedIndex();
```

```
    switch(b){
```

```
        case 0: desc.setText("<html>FIFA 18 is a football simulation video game in the  
FIFA series of video game, developed and published by Electronics Arts and was  
released worldwide on 29 September 2017 for Microsoft Windows, PlayStation 3,  
PlayStation 4, Xbox 360, Xbox One and Nintendo Switch. It is the 25th installment  
in the FIFA series. Real Madrid forward Cristiano Ronaldo appears as the cover  
athlete. </html>");
```

```
        title.setText("FIFA 18");
```

```
        img.setIcon(new ImageIcon("F:\\Project\\fifa 18\\2.jpg"));
```

```
        jDialog1.setVisible(true);
```

```
        break;
```

```
        case 1: desc.setText("<html>Injustice 2 is a fighting video game developed by  
NetherRealm Studios and published by Warner Bros. Interactive Entertainment. It  
is the sequel to 2013's Injustice : Gods Among Us. The game was initially released  
in May 2017 for the PlayStation 4 and Xbox One.</html>");
```

```
        title.setText("INJUSTICE 2");
```

```
        img.setIcon(new ImageIcon("F:\\Project\\injustice 2\\3.jpg"));
```

```
        jDialog1.setVisible(true);
```

```
        break;
```

```
        case 2: desc.setText("<html>Looking for a animated car-racing game??<br>
```

```
Cars is the one of the best racing game based on it's animated movie. <br>
```

```
Play as Lightning Mcqueen, and follow the story line or simply race against  
random<br>
```

players. It also contains mini-games to keep you away from being bored.</html>");

```
title.setText("CARS");
```

```
img.setIcon(new ImageIcon("F:\\Project\\cars\\1.jpg"));
```

```
jDialog1.setVisible(true);
```

```
break;
```

```
/*
```

```
.
```

```
. ( similarly cases upto 20 are coded)
```

```
. (Note: case 3-19 aren't shown in this file)
```

```
. ( since, they will just consume text-space of this file , so they've been skipped)
```

```
.
```

```
*/
```

```
case 20: desc.setText("<html>It is an MMO Role Playing Game(RPG)!<br>
```

```
Go on adventures, fight bosses with friends, make your own home and tame  
pets.<br> Join a guild or make your own. Master different skills and become an  
elite adventurer.<br>Trade items with friends and many more !<br>
```

```
Developd by Asobimo Inc.</html>");
```

```
title.setText("Toram Online");
```

```
img.setIcon(new ImageIcon("F:\\Project\\Toram Online\\3.png"));
```

```
jDialog1.setVisible(true);
```

```
break;
```

```
}
```

```
}
```

CODING FOR 'FIND' BUTTON:

```
String a=jTextField1.getText();
```

```
DefaultListModel model=(DefaultListModel)jList1.getModel();
```

```
if(a.startsWith("a")){
    model.addElement("Asphalt");
    model.addElement("Ace Combat");
    model.addElement("Aot wings");
    model.addElement("Assassin's Creed");
    model.addElement("Avatar");
    model.addElement("Angry Birds");
    model.addElement("Avengers");}
else if(a.startsWith("b")){
    model.addElement("Bakugan");
    model.addElement("Ben 10:Omniverse");
    model.addElement("Batman Begins");
    model.addElement("Battleborn");
    model.addElement("Battlefield 4");
    model.addElement("Beyblade");
    model.addElement("Blazeblue");
    model.addElement("Bleach");
    }
else if(a.startsWith("c")){
    model.addElement("Call Of Duty 4");
    model.addElement("Cars");
    model.addElement("Castlevania");
    model.addElement("Chessmaster");
    model.addElement("Contra 4");
    model.addElement("Crazy Taxi 3");
```

```
        model.addElement("Cyber Bots");  }  
else if(a.startsWith("d")){  
    model.addElement("Db Xenoverse");  
    model.addElement("Devil May Cry");  
    model.addElement("Dark souls 3");  
    model.addElement("Drive Club");  
    model.addElement("Dragon Age");  
    model.addElement("Destiny");  
    model.addElement("Dota 2") ;}  
else if(a.startsWith("e")){  
    model.addElement("Evolution");  
    model.addElement("Extreme-G 3");  
    model.addElement("Extermination");  
    model.addElement("Expendable");}  
else if(a.startsWith("f")){  
    model.addElement("Fairy Tale");  
    model.addElement("Fallout 3");  
    model.addElement("Far Cry 4");  
    model.addElement("Fatal Fury 2");  
    model.addElement("FIFA 18");  
    model.addElement("Flatout");  
    model.addElement("F-Zero");  
}  
else if(a.startsWith("g")){  
    model.addElement("God of War3");
```

```
        model.addElement("Gravity Rush2");
        model.addElement("GTA 5");
        model.addElement("");}
else if(a.startsWith("h")){
    model.addElement("Horizon zero");
}
else if(a.startsWith("i")){
    model.addElement("Injustice 2");
}

else if(a.startsWith("k")){
    model.addElement("KungFu Panda");
}
else if(a.startsWith("l")){
    model.addElement("League Of Legends");
}
else if(a.startsWith("m")){
    model.addElement("Mass Effect 3");
    model.addElement("Marvel Ultimate Alliance2");
    model.addElement("Marvel Ultimate Alliance");
    model.addElement("");}
else if(a.startsWith("n")){
    model.addElement("Nier automata");
    model.addElement("Nioh");
}
```

```
else if(a.startsWith("o")){
    model.addElement("Overwatch");
}
else if(a.startsWith("p")){
    model.addElement("Paladins");
    model.addElement("Persona 5");
    model.addElement("PlantsvsZombies");
    model.addElement("Portal");
    model.addElement("Prototype");
    model.addElement("Prototype 2");}
else if(a.startsWith("r")){
    model.addElement("Rocket League");
    model.addElement("Raiders of icarus");
    model.addElement("Resdental evil");
}
else if(a.startsWith("s")){
    model.addElement("Smite");
    model.addElement("Sam serious");
    model.addElement("Sleeping Dogs");
    model.addElement("SF X Tekken");
    model.addElement("Superhero Squad");}
else if(a.startsWith("t")){
    model.addElement("Tera");
    model.addElement("Tekken");
    model.addElement("The Witcher");
```

```
        model.addElement("triadWars");}
else if(a.startsWith("w")){
    model.addElement("Watchdogs 2");
    model.addElement("Wildstar");
    model.addElement("Watchdogs");
    model.addElement("WWE 2k18");}
```

CODING FOR 'TELEPORT' BUTTON:

```
String a=(String) jList1.getSelectedValue();
if(a.equals("Asphalt")){
    desc.setText("<html>Asphalt 8: Ariborne is a 2013 racing video game developed
and published by Gameloft as part of the Asphalt Series. It was released on August
22, 2013 for iOS and Android, November 13 for Windows 8.1 and Windows
Phone 8, January 15, 2014 for Blackberry 10 and April 5, 2015 for
Tizen.</html>");
    title.setText("Asphalt 8 Airborne");
    img.setIcon(new ImageIcon("F:\\IMAGES\\project\\asphalt 8\\1.jpg"));
    jDialog1.setVisible(true);
}
else if(a.equals("Assassin's Creed")){
    desc.setText("<html>Assassin's Creed: Origins is an action-adventure video
game developed by Ubisoft. It depicts a centuries-old struggle putting the
Assassins, who fight for peace and free will against the templars, who believe
peace comes through control of humanity. The series features historical fiction
mixed with real-world historical events and figures.</html>");
    title.setText("Assassin's Creed: Origins");
    img.setIcon(new ImageIcon("F:\\Project\\assassins creed origins\\2.jpg"));
    jDialog1.setVisible(true);}
```



```
else if(a.equals("Batman Begins")){
```

```
    desc.setText("<html>In the explosive finale to the Arkham  
series, Batman faces the ultimate threat against the city he is sworn to protect. The  
Scarecrow returns to unite an impressive roster of super villains, including  
Penguin, Two-Face and Harley Quinn, to destroy The Dark Knight forever.  
</html>");
```

```
    title.setText("Batman Arkham Knights");
```

```
    img.setIcon(new ImageIcon("F:\\Project\\batman arkham knight\\2.jpg"));
```

```
    jDialog1.setVisible(true);
```

```
}
```

```
/*
```

```
.
```

(In the same way all the games that are entered using the Find Button, the description , title and image of each game is added)

(The are over hundred games ^^')

(Due to space-conservation reasons, they're not shown)

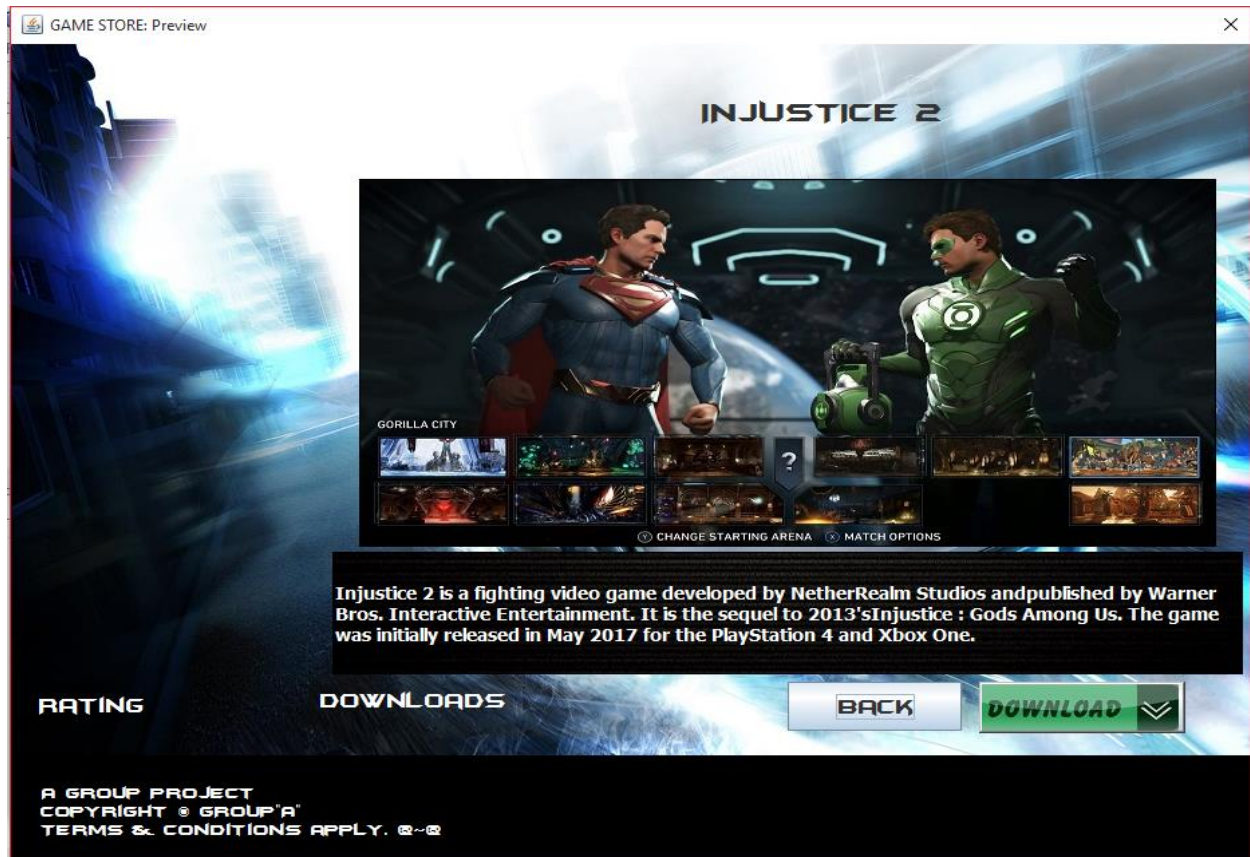
```
.
```

```
*/
```

The Home Page consist of two internal dialogs which are used in above code.

They are as follows:

DIALOG-1



After a clicking a game from the list!

CODING FOR 'DOWNLOAD' BUTTON:

```
jDialog3.setVisible(true);
```

```
String a= title.getText();
```

```
if(a.equals("INJUSTICE 2")){
```

```
    JLabel15.setIcon(new ImageIcon("F:\\Project\\injustice 2\\12.jpg"));
```

```
}
```

```
else if(a.equals("Chess master")){
```

```
    JLabel15.setIcon(new ImageIcon("F:\\Project\\Chess master\\12.jpg"));
```

```
}
```

```
else if(a.equals("DragonBall Xenoverse 2")){
    JLabel15.setIcon(new ImageIcon("F:\\Project\\Db xenoverse 2\\12.jpg"));
}
else if(a.equals("FIFA 18")){
    JLabel15.setIcon(new ImageIcon("F:\\Project\\fifa 18\\12.jpg"));
}  /****Due to space-conservation reasons, all the code is not shown***/
else if(a.equals("Toram Online")){
    JLabel15.setIcon(new ImageIcon("F:\\Project\\Toram Online\\12.png"));
}
```

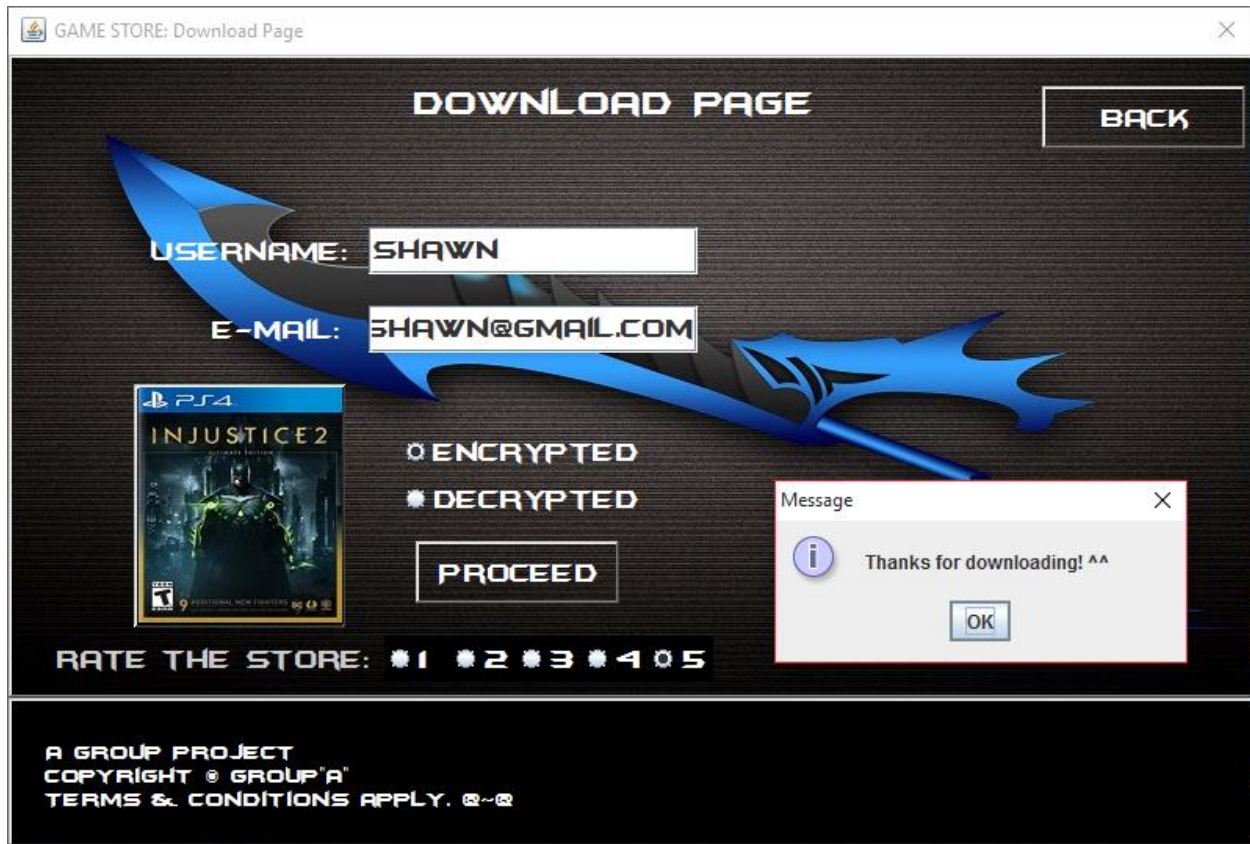
CODING FOR 'BACK' BUTTON:

```
jDialog1.setVisible(false);
```

MOUSE EVENTS(DOWNLOAD BUTTON):

```
private void jButton8MouseClicked(java.awt.event.MouseEvent evt) {
    jButton8.setSize(154,42); }
private void jButton8MouseExited(java.awt.event.MouseEvent evt) {
    jButton8.setSize(150,40); }
```

DIALOG-2



After clicking download button from dialog1

CODING FOR 'PROCEED' BUTTON:

```
String user=jTextField3.getText();

String email=jTextField2.getText();

if(user.length()==0 || email.length()==0 || email.endsWith("@gmail.com")==false
|| email.endsWith("@GMAIL.COM")==false

    && (rb6.isSelected()==false && rb7.isSelected()==false))

JOptionPane.showMessageDialog(null,"Please fill the empty fields. @~@");
else {
if(rb1.isSelected()){                //In the same way rb2-rb5 are coded!
try{
Class.forName("com.mysql.jdbc.Driver");
```

Connection

```
conn=DriverManager.getConnection("jdbc:mysql://localhost:3306/g_store","root",  
"lol");
```

```
String sql="insert into download1  
values('"+user+"','"+email+"','"+1+"');";  
Statement st=conn.createStatement();  
int i= st.executeUpdate(sql);  
JOptionPane.showMessageDialog(null, "Thanks for downloading!  
^^");
```

```
}  
catch(Exception e){  
  
}  
jTextField1.setText("");  
jTextField2.setText("");  
rb1.setSelected(false);  
rb2.setSelected(false);  
rb3.setSelected(false);  
rb4.setSelected(false);  
rb5.setSelected(false);  
rb6.setSelected(false);  
rb7.setSelected(false);  
new main().setVisible(true);  
}
```

After the download is finished, the user is re-directed again to the Home Page.

For the above code, a new table 'download1' is created in the same mysql database(g_store):

```
mysql> show tables;
+-----+
| Tables_in_g_store |
+-----+
| download1         |
| feed              |
| signup            |
+-----+
3 rows in set (0.16 sec)

mysql> desc download1;
+-----+-----+-----+-----+-----+-----+
| Field | Type          | Null | Key | Default | Extra |
+-----+-----+-----+-----+-----+-----+
| Username | varchar(30) | YES |     | NULL    |       |
| Email    | varchar(30) | YES |     | NULL    |       |
| Ratings  | varchar(30) | YES |     | NULL    |       |
+-----+-----+-----+-----+-----+-----+
3 rows in set (0.09 sec)
```

Structure of download1 is shown above

The ratings are recorded in this table through the database-connectivity to g_store via above code.

CODING FOR 'BACK' BUTTON:

```
jDialog3.setVisible(false);
```

IMPORTS (HOME PAGE):

```
import java.sql.*;
```

```
import javax.swing.DefaultListModel;
```

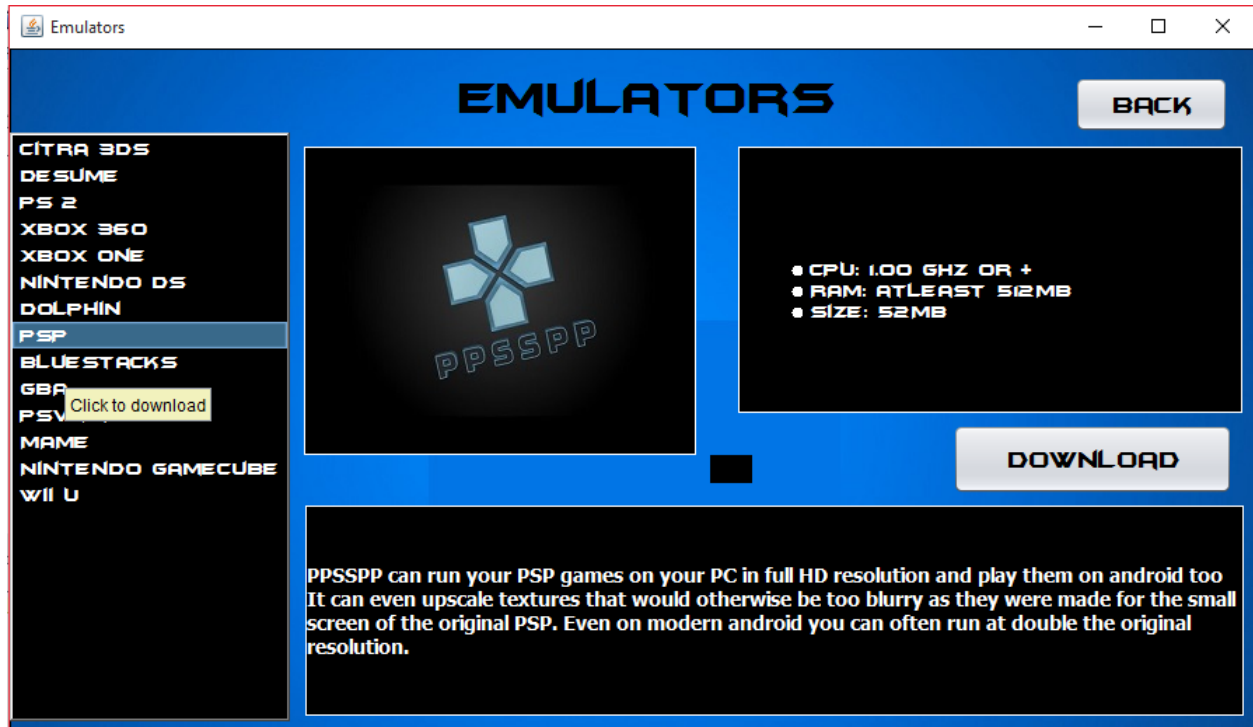
```
import javax.swing.ImageIcon;
```

```
import javax.swing.JOptionPane;
```

*/*To use a image as background, set the parent container(Frame, panel etc) to null*

Layout and keep the label(containing image) at lowest position using navigator window/*

EMULATORS



You can get to the emulators page from the 'emulator' button on the Home Page!

CODING FOR LIST:

```
int a=jList2.getSelectedIndex();

switch(a){

    //citra 3ds

case 0: img.setIcon(new ImageIcon("F:\\Project\\ic\\1-1.png"));

req.setText("<html>&nbsp; <ul><li>64-Bit OS running on a standard PC"

        + "<li>Graphic card that supports at least OpenGL 3.3"

        + "<li>Size: 53MB</ul></html>");

desc.setText("<html>Citra is an experimental open-source Nintendo 3DS

emulator/debugger written in C++. "

        + " It is written with portability in mind, with builds actively

maintained for Windows, Linux and macOS."
```



```
+ " Citra only emulates a subset of 3DS hardware"
+ " and therefore is generally only useful for running/debugging
homebrew applications"
```

```
+ "</html>"); break;
```

```
// Desume
```

```
case 1: img.setIcon(new ImageIcon("F:\\Project\\ic\\4.png"));
```

```
req.setText("<html>&nbsp; <ul><li>Operating system: AmigaOS 4,
Linux, OS X,"
```

```
+ " Windows, Xbox, Xbox 360, Wii.\n"
```

```
+ "<li>Size: 30 MB</html>");
```

```
desc.setText("<html> DeSmuME is a free and open-source Nintendo DS emulator
for Linux,"
```

```
+ " OS X, Wii, AmigaOS 4, and Windows. "
```

```
+ " Its name is derived from emu, DS and ME."
```

```
+ " Stable release: 0.9.11 / April 15, 2015; 2 years ago\n" +
```

```
"Preview release: August 4, 2016"
```

```
+ "</html>"); break;
```

```
//PS 2
```

```
case 2: img.setIcon(new ImageIcon("F:\\Project\\ic\\3-3.png"));
```

```
req.setText("<html>&nbsp; <ul><li> Memory: 32 MB of RDRAM
(system RAM); "
```

```
+ "4 MB of eDRAM (video RAM)\n" +
```

```
"<li>Date introduced: 4 March 2000\n" +
```

```
"<li>CPU: \"Emotion Engine\" @ 300 MHz\n" +
```

```
"<li>Storage: 40 GB hard drive (add-on)"
```

```
+ "<li>Size: 32 MB</ul></html>");  
desc.setText("<html> The PlayStation 2 is a home video game console that was  
developed by Sony Computer Entertainment. "  
+ " It is the successor to the PlayStation,"  
+ " and is the second installment in the PlayStation lineup of  
consoles."  
+ "</html>"); break;
```

//Xbox 360

```
case 3: img.setIcon(new ImageIcon("F:\\Project\\ic\\11.jpg"));  
req.setText("<html>&nbsp; <ul><li>Platform: Windows 8 and + "  
+ "<li>Online Service: Xbox Live</ul>"  
+ "</html>");  
desc.setText("<html> The Xbox 360 is a home video game console developed by  
Microsoft."  
+ " As the successor to the original Xbox, it is the second console  
in the Xbox series."  
+ " Xbox 360 is the sixth-best-selling video game console '84  
million units sold'."  
+ "</html>"); break;
```

//Xbox One

```
case 4: img.setIcon(new ImageIcon("F:\\Project\\ic\\12.jpg"));  
req.setText("<html>&nbsp; <ul><li>Platform: Windows 10"  
+ "<li>Online Service: Xbox Live</ul>"  
+ "</html>");
```

```
desc.setText("<html> Xbox One is a line of eighth generation home video game  
consoles developed by Microsoft. "
```

```
    + " Announced in May 2013, it is the successor to Xbox 360 and  
the third console in the Xbox family.</html>"); break;
```

```
//Nintendo DS
```

```
case 5: img.setIcon(new ImageIcon("F:\\Project\\ic\\13.jpg"));
```

```
    req.setText("<html>&nbsp; <ul><li>CPU: 1.00 GHz or + "
```

```
        + "<li>RAM: atleast 512MB"
```

```
        + "<li>Size: 7MB</ul>"
```

```
        + "</html>");
```

```
desc.setText("<html> NDS! is a Nintendo DS emulator for PC that lets you play all  
the games from this"
```

```
    + " impressive hand-held gaming console from Nintendo. ..."
```

```
    + " As usual, NDS! doesn't come with any roms</html>"); break;
```

```
// Dolphin
```

```
case 6: img.setIcon(new ImageIcon("F:\\Project\\ic\\14.png"));
```

```
    req.setText("<html>&nbsp; <ul><li>Platforms: x86-64, ARM architecture"
```

```
+ "<li>Operating system: Windows 7 or later, OS X 10.10 or later,"
```

```
        + " Linux, Android 5.0 or later"
```

```
        + "<li>Size: 38MB"
```

```
        + "<li>Written in: C++ </ul>" + "</html>");
```

```
desc.setText("<html> Dolphin is a video game console emulator for the  
GameCube and Wii that runs on Windows, Linux, macOS, and Android. "
```

```
    + " It had its inaugural release in 2003 as freeware for Windows."
```

```
    + "Developer(s): Dolphin Emulator Project\n"
```

```
+ "</html>"); break;
```

```
//PSP
```

```
case 7: img.setIcon(new ImageIcon("F:\\Project\\ic\\6.jpg"));
```

```
req.setText("<html>&nbsp; <ul><li>CPU: 1.00 GHz or + "
```

```
+ "<li>RAM: atleast 512MB"
```

```
+ "<li>Size: 52MB</ul>"
```

```
+ "</html>");
```

```
desc.setText("<html>PPSSPP can run your PSP games on your PC in full HD  
resolution and play them on android too"
```

```
+ " It can even upscale textures that would otherwise be too blurry  
as they were made for the small "
```

```
+ "screen of the original PSP. Even on modern android you can  
often run at double the original"
```

```
+ " resolution."
```

```
+ "</html>"); break;
```

```
//Bluestacks
```

```
case 8: img.setIcon(new ImageIcon("F:\\Project\\ic\\2.jpg"));
```

```
req.setText("<html>&nbsp; <ul><li>OS:Windows XP or + "
```

```
+ "MacOS X or + "
```

```
+ "<li>Platform:IA-32"
```

```
+ "<li>Size: 307 MB</ul>"
```

```
+ "</html>");
```

```
desc.setText("<html> Bluestacks is an American technology company that  
produces the Bluestacks app player and other cloud-based"
```

+ " cross-platform products. The Bluestacks app is designed to enable android applications to run on PCs running"

+ " The company was founded in 2009 by Jay Vaishnav, Suman Saraf, Rosen Sharma former CTO at McAfee and board"

+ " member of cloud.com ."

+ "</html>"); break;

//GBA

case 9: img.setIcon(new ImageIcon("F:\\Project\\ic\\15.jpg"));

req.setText("<html> OS: Windows XP or + "

+ "Linux or Mac"

+ "Size: 1.4 - 1.9 MB"

+ "Written In: C, C++"

+ "</html>");

desc.setText("<html> VisualBoy Advance is a free emulator of the Game Boy. Game Boy Color, and Game Boy Advance"

+ " handheld game consoles as well as of Super Game Boy and Super Game Boy 2."

+ "</html>"); break;

// PSVita

case 10: img.setIcon(new ImageIcon("F:\\Project\\ic\\9.jpg"));

req.setText("<html> Operating system: AmigaOS 4, Linux, OS X,"

+ " Windows, Xbox, Xbox 360, Wii.\\n"

+ "Size: 30 MB</html>");

```
desc.setText("<html>It is a new video game console developed and produced by Sony."
```

```
    + "This console can be used to play the games that were produced to run on it."
```

```
    + "</html>"); break;
```

```
//Mame
```

```
case 11: img.setIcon(new ImageIcon("F:\\Project\\ic\\17.png"));
```

```
    req.setText("<html>&nbsp; <ul><li>OS: Windows, macOS, Linux."
```

```
        + "<li>Original author: Nicola SImoria"
```

```
        + "<li>Size: 103 MB"
```

```
        + "</html>");
```

```
desc.setText("<html> MAME is a free and open source emulator designed to recreate the hardware of "
```

```
    + " arcade game systems in software on modern personal computers and other platforms."
```

```
    + "</html>"); break;
```

```
//Nintendo Gamecube
```

```
case 12: img.setIcon(new ImageIcon("F:\\Project\\ic\\10.jpg"));
```

```
req.setText("<html>&nbsp; <ul><li>Platforms: x86-64, ARM architecture"
```

```
    + "<li>Operating system: Windows 7 or +, "
```

```
    + "OS X 10.10, Linux, "
```

```
    + "<li>Size: 38MB"
```

```
    + "<li>Written in: C++ </ul>" + "</html>");
```

```
desc.setText("<html>It is a video game console emulator for the Nintendo DS and Wii that runs on Windows, Linux, macOS, and Android. "
```

```

        + " It had its inaugural release in 2003 as freeware for Windows."
        + "Developers: Dolphin Emulator Project"
        + "</html>"); break;

//Wii
case 13: img.setIcon(new ImageIcon("F:\\Project\\ic\\16.jpg"));
        req.setText("<html>>&nbsp; <ul><li>OS: Windows, macOS, Linux."
        + "<li>CPU: 1.0 GHz or +"
        + "<li>Size: 73 MB"
        + "</html>");

desc.setText("<html> Wii U is a free and open source emulator designed to
recreate the hardware of "

        + "arcade game systems in software on modern perosnal
computers and other platforms.</html>"); break;

}

```

CODING FOR DOWNLOAD BUTTON:

```

s3.setBackground(black);

s3.setOpaque(true);

ac.jLabelXRight(500,630, 20, 1, s3);

int a= s3.getX();

if(a==630){

dwd();

}

/*

AnimationClass ac=new AnimationClass();

Put this in the constructor.

*/

```



```
private void dwd(){
OptionPane.showMessageDialog(null, "Thx");
    int b= JOptionPane.OK_OPTION;
    if(b==JOptionPane.OK_OPTION){
        s3.setBackground(black);
        ac.jLabelXLeft(630,500, 20, 10, s3); }
    }
```

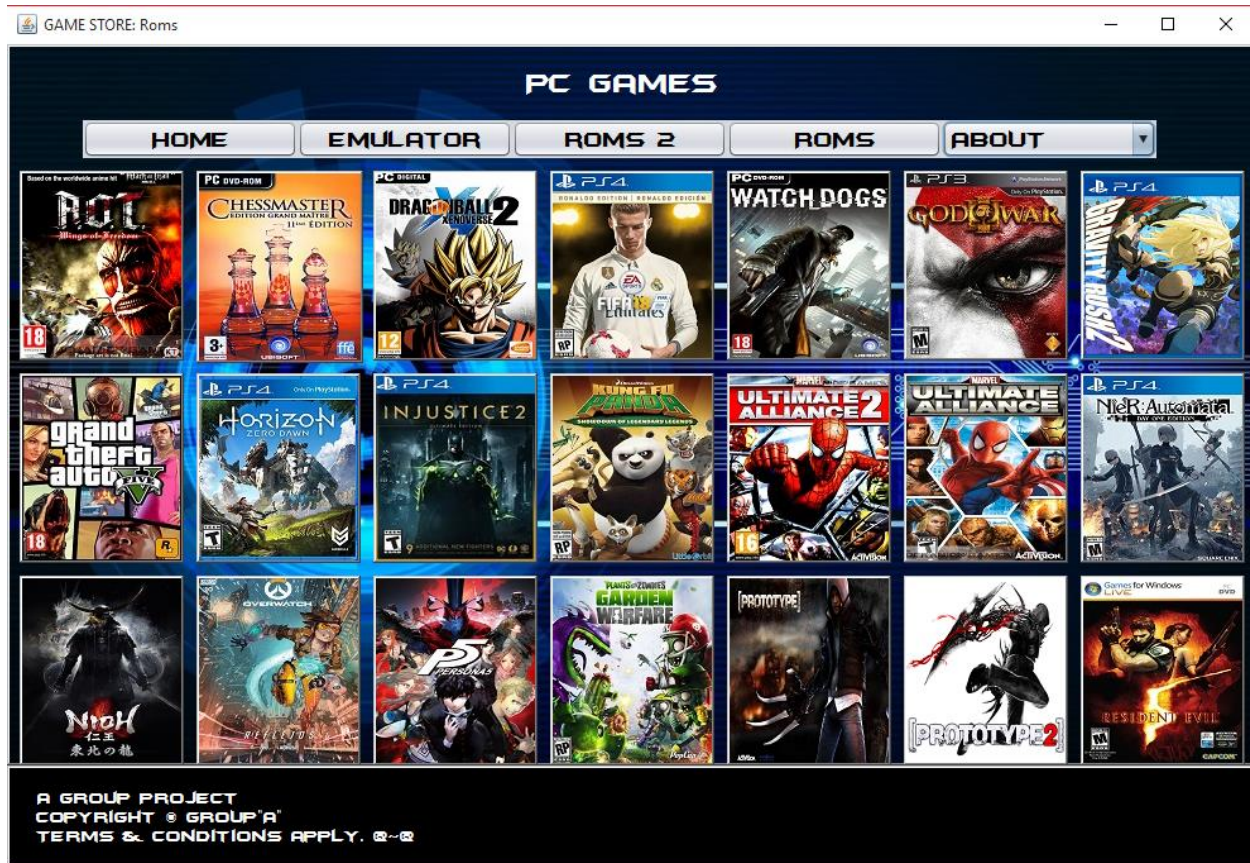
CODING FOR BACK BUTTON:

```
new main().setVisible(true);
this.dispose();
```

IMPORTS:

```
import javax.swing.ImageIcon;
import javax.swing.JOptionPane;
import AppPackage.AnimationClass;
import static java.awt.Color.black;
```

PC GAMES



You can reach this page from the Home Page!

This page consists of a lot of buttons, 21 buttons show the icons and name of the games. Yes, they're buttons not labels. The upper panel works as a navigation channel used for connecting other pages to this one!

CODING FOR 'HOME' BUTTON:

```
new main().setVisible(true);
```

```
this.dispose();
```

CODING FOR 'EMULATORS' BUTTON:

```
new Emu().setVisible(true);
```

```
this.dispose();
```

CODING FOR 'ROMS 2' BUTTON:

```
new ROMS_2().setVisible(true);
```

```
this.dispose();
```

CODING FOR 'ROMS' BUTTON:

```
new ROMS().setVisible(true);
```

```
this.dispose();
```

CODING FOR 'ABOUT' COMBOBOX:

```
int cb=jComboBox2.getSelectedIndex();
```

```
if(cb==0) {
```

```
    new Abt().setVisible(true);
```

```
    this.dispose();
```

```
}
```

```
else {
```

```
    new LOGIN_PAGE().setVisible(true);
```

```
    this.dispose();
```

```
}
```

CODING FOR BUTTONS WITH IMAGES OF GAMES:

#'AOT' BUTTON:

```
desc.setText("<html>Levil, Isabel and Furlan escape from the thugs, they start  
being persecuted by members of the Army. Levi guesses that they are part of the  
Survey. Corps because they are way more skillful than the Military Police. Levi  
and this friends try to evade them by splitting them up, but his friends are finally  
trapped by two soldiers and Levi by Erwin Smith and Mike Zacharias.</html>");
```

```
title.setText("Aot wings of freedom");
```

```
img.setIcon(new ImageIcon("F:\\Project\\Aot wings of freedom\\1.jpg"));
```

```
jDialog1.setVisible(true);
```

#'GTA' BUTTON:

```
desc.setText("<html>Grand Theft Auto V is an action-adventure video game  
developed by Rockstar North and published by Rockstar Games. It was released in  
September 2013 for PlayStation 3 and Xbox 360, in November 2014 for
```

PlayStation 4 and Xbox One, and in April 2015 for Microsoft Windows. Set within the fictional state of San Andreas. </html>");

```
title.setText("GTA 5");
```

```
img.setIcon(new ImageIcon("F:\\Project\\gta 5\\1.jpg"));
```

```
jDialog1.setVisible(true);
```

#NIOH BUTTON:

desc.setText("<html>Nioh is an action role-playing game developed by Team Ninja for the PlayStation 4. It was released worldwide in February 2017, and was published by Koei Tecmo in Japan and Sony Entertainment internationally. Gameplay revolves around navigating levels and defeating monsters that have infested an area. </html>");

```
title.setText("NIOH");
```

```
img.setIcon(new ImageIcon("F:\\Project\\nioh\\1.jpg"));
```

```
jDialog1.setVisible(true);
```

```
/******
```

```
**
```

Similarly all the Buttons containing images of buttons are coded!

They've been skipped due to space-conservation reasons!

```
**
```

```
*****/
```

All the Gaming buttons highlight or grow in size when the cursor is hovered over them. This can be done through mouse events. You've to set mouse entered and exited event for each button. A sample is shown below:

MOUSE EVENTS:

```
private void jButton27MouseClicked(java.awt.event.MouseEvent evt) {
```

```
jButton27.setSize(132,152);}
```

```
private void jButton27MouseExited(java.awt.event.MouseEvent evt) {  
jButton27.setSize(130,150); }  
  
/*****
```

In the same way, the code for mouse events is done for all the '21' buttons present on this page!

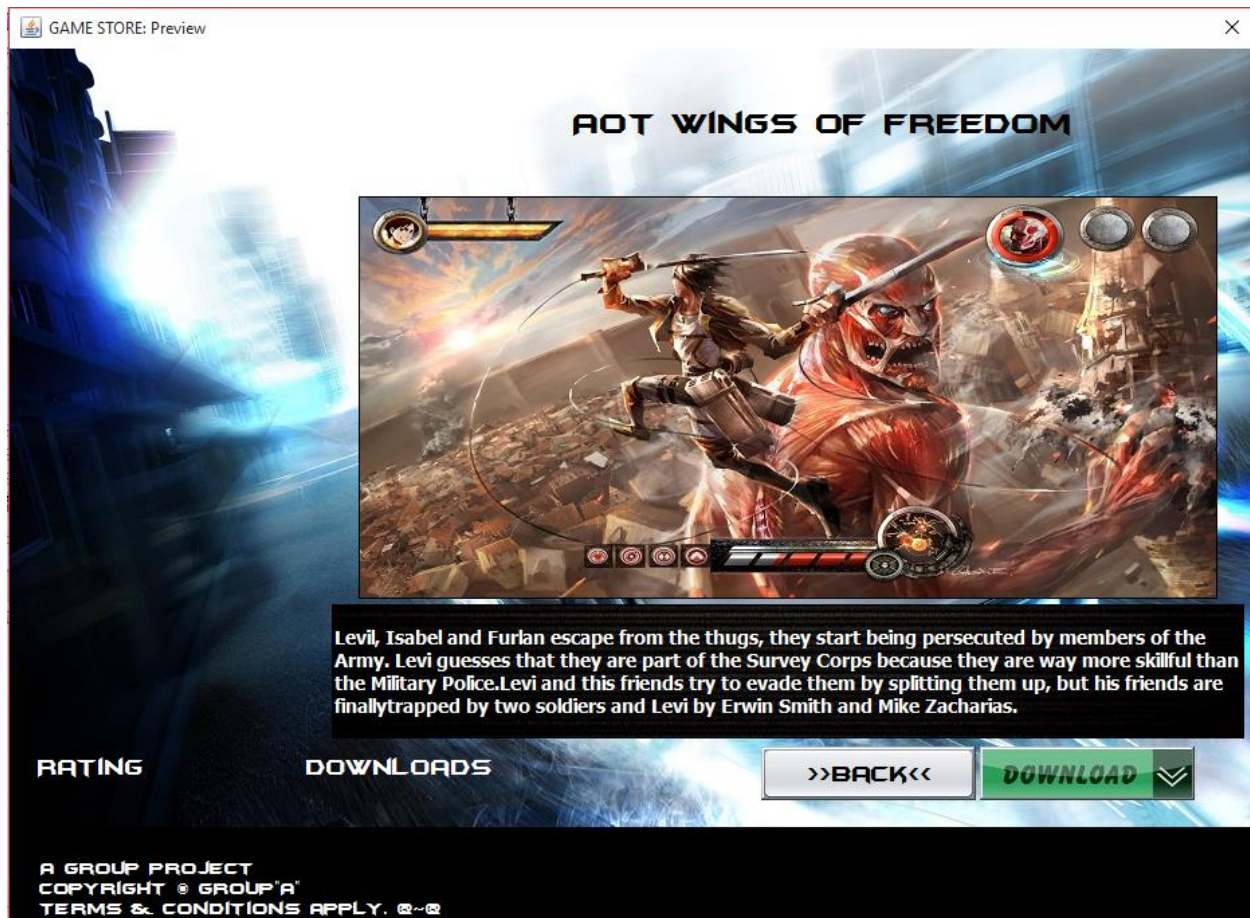
```
*****/
```

IMPORTS:

```
import java.sql.Connection;  
import java.sql.DriverManager;  
import java.sql.Statement;  
import javax.swing.ImageIcon;  
import javax.swing.JOptionPane;
```

Note: *Just like our Home Page, this page also contains two internal dialogs. They are similar in code but different in data. Since, the games here are different from the ones on Home Page! Only the screenshots are shown because of similar code as in the dialogs of Home page.*

DIALOG-1

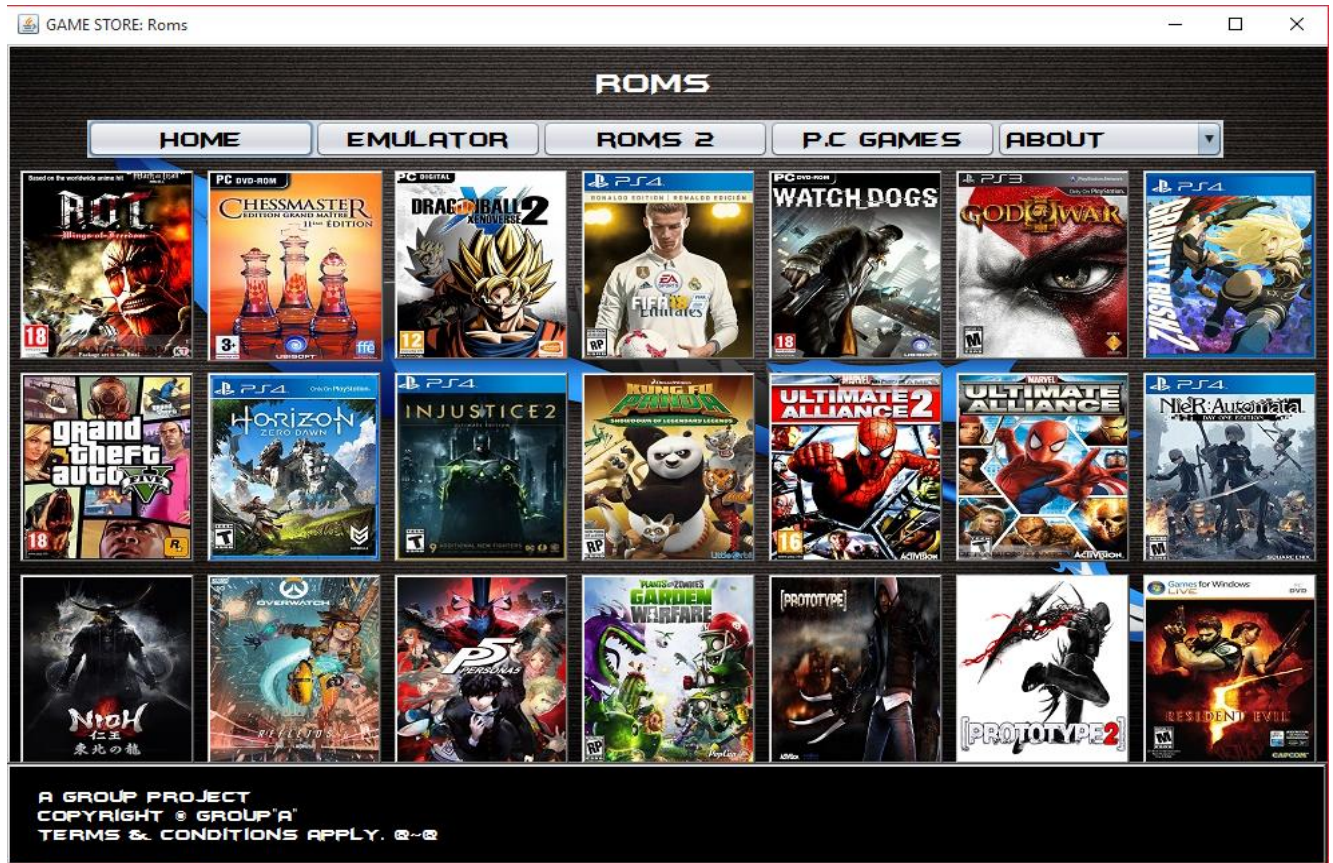


After clicking on the AOT button from the PC games page!

DIALOG-2

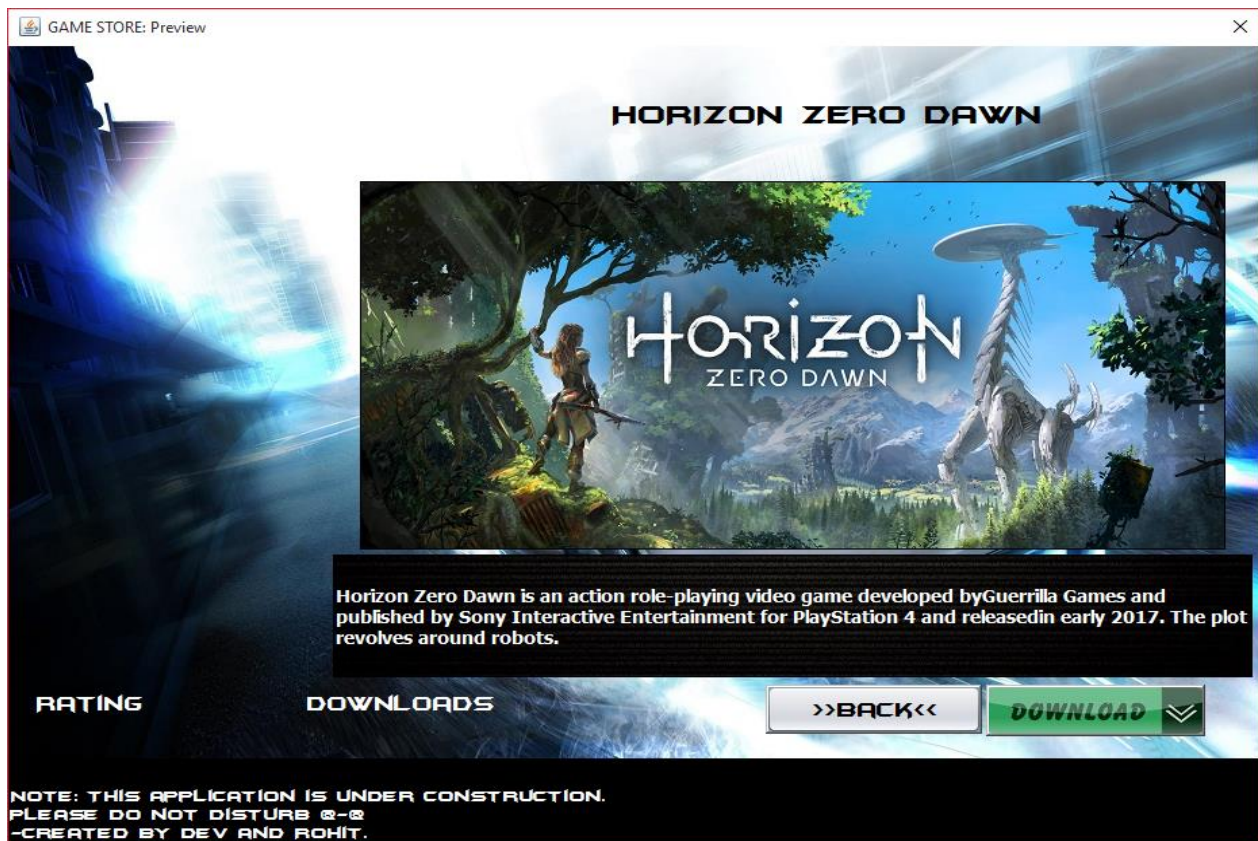


ROMS

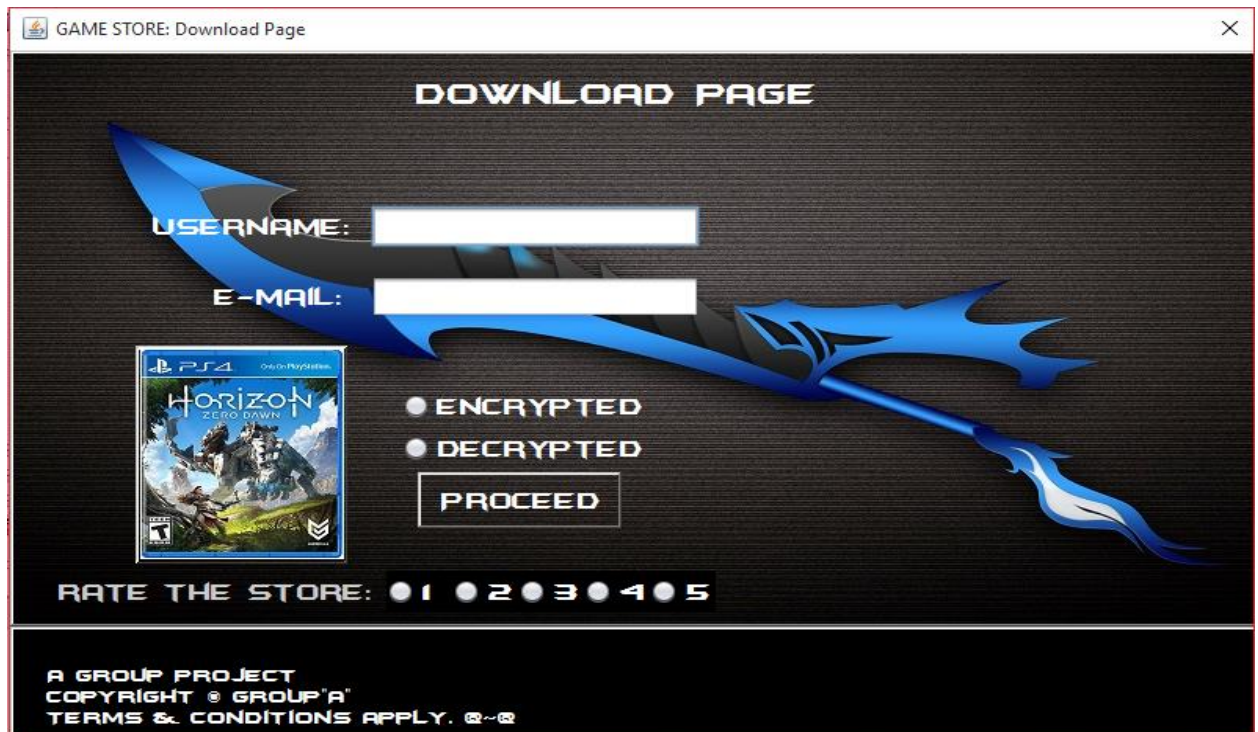


The Roms, Roms2 and PC games are similar in structure and code; therefore, the code is not shown and only screenshots are attached!

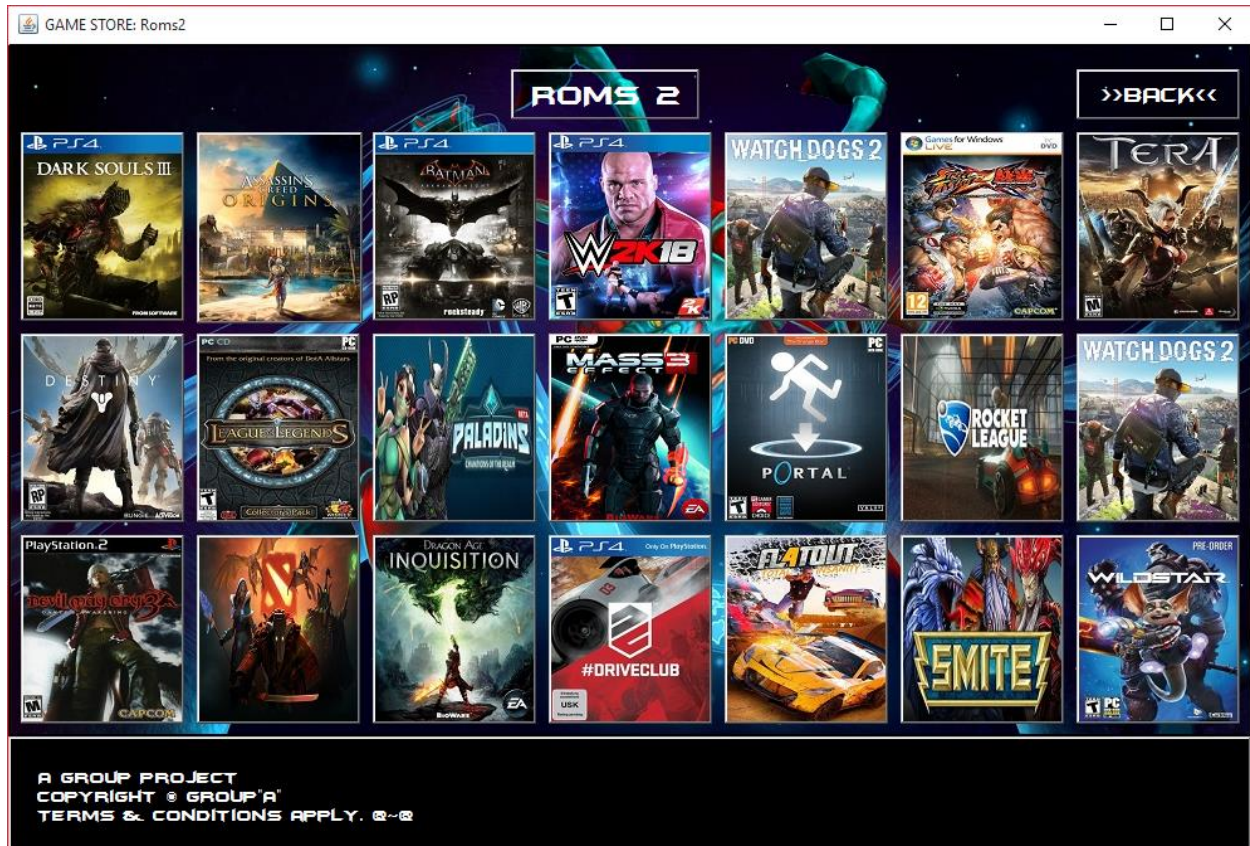
All these pages contain same internal dialogs as shown earlier!



Dialog01 for Roms.



ROMS2



CODING FOR BACK BUTTON:

```
new ROMS().setVisible(true);
```

```
this.dispose();
```

The code for the gaming buttons is the same as described earlier only the data is different!

STREETFIGHTER X TEKKEN



StreetFighter X Tekken is a crossover fighting game developed by Capcom and released in March 2012 for the PlayStation 3 and Xbox 360 in May for the PC and in October for the PlayStation Vita. The game features characters from both the Street Fighter franchise and Namco's Tekken series.

RATING

DOWNLOADS

>>BACK<<

DOWNLOAD

A GROUP PROJECT
COPYRIGHT © GROUP'A
TERMS & CONDITIONS APPLY. @~@

DOWNLOAD PAGE

USERNAME:

E-MAIL:



● ENCRYPTED

● DECRYPTED

PROCEED

RATE THE STORE: ● 1 ● 2 ● 3 ● 4 ● 5

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HELP



CODING FOR 'REQUEST HELP' BUTTON:

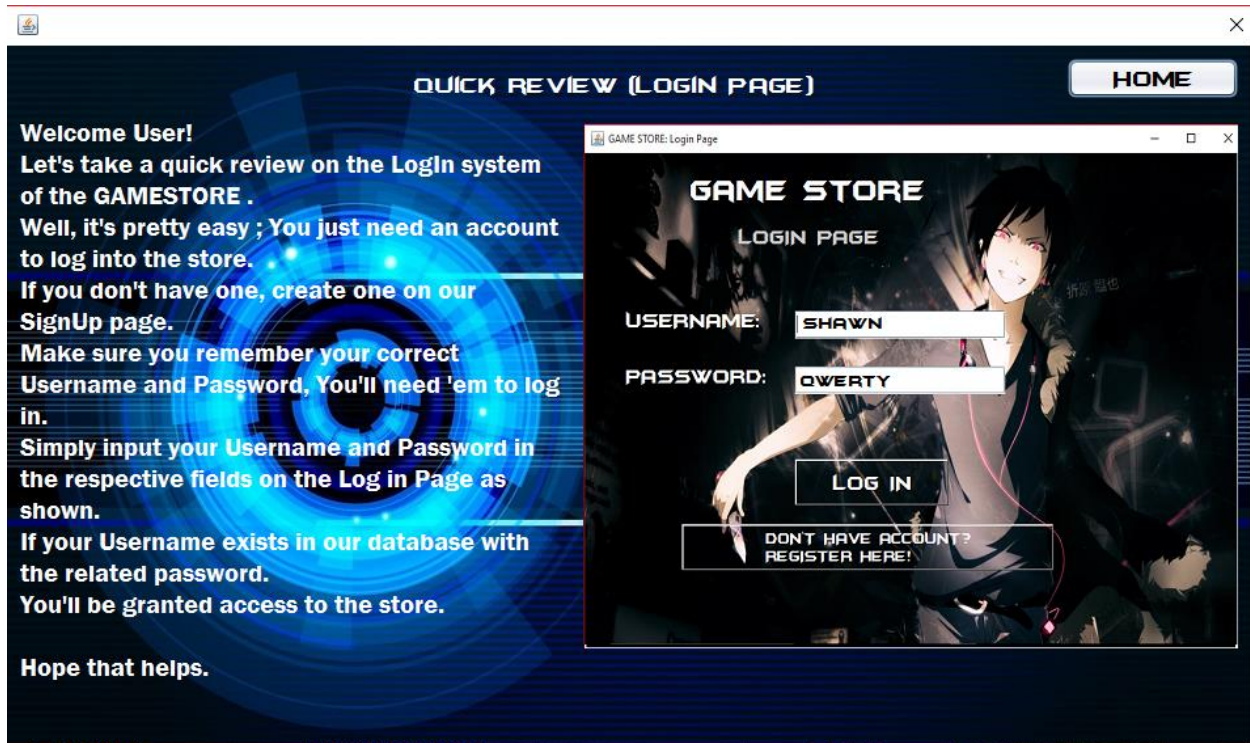
```
if(r1.isSelected()){  
    jDialog1.setVisible(true);  
}  
  
if(r2.isSelected()){  
    jDialog4.setVisible(true);  
}  
  
if(r3.isSelected()){  
    jDialog3.setVisible(true);  
}
```

CODING FOR 'GO BACK' BUTTON:

```
new main().setVisible(true);  
this.dispose();
```

The Help Page(Frame) contains 3 internal dialogs:

DIALOG-1:



The dialogs in the help frame are only for displaying information, hence, no additional code is needed other than for the Home button.

CODING FOR 'HOME' BUTTON:

```
new main().setVisible(true);
```

```
jDialog1.setVisible(false);
```

DIALOG-2:



CODING FOR 'HOME' BUTTON:

```
new main().setVisible(true);
```

```
jDialog4.setVisible(false);
```

IMPORTS:

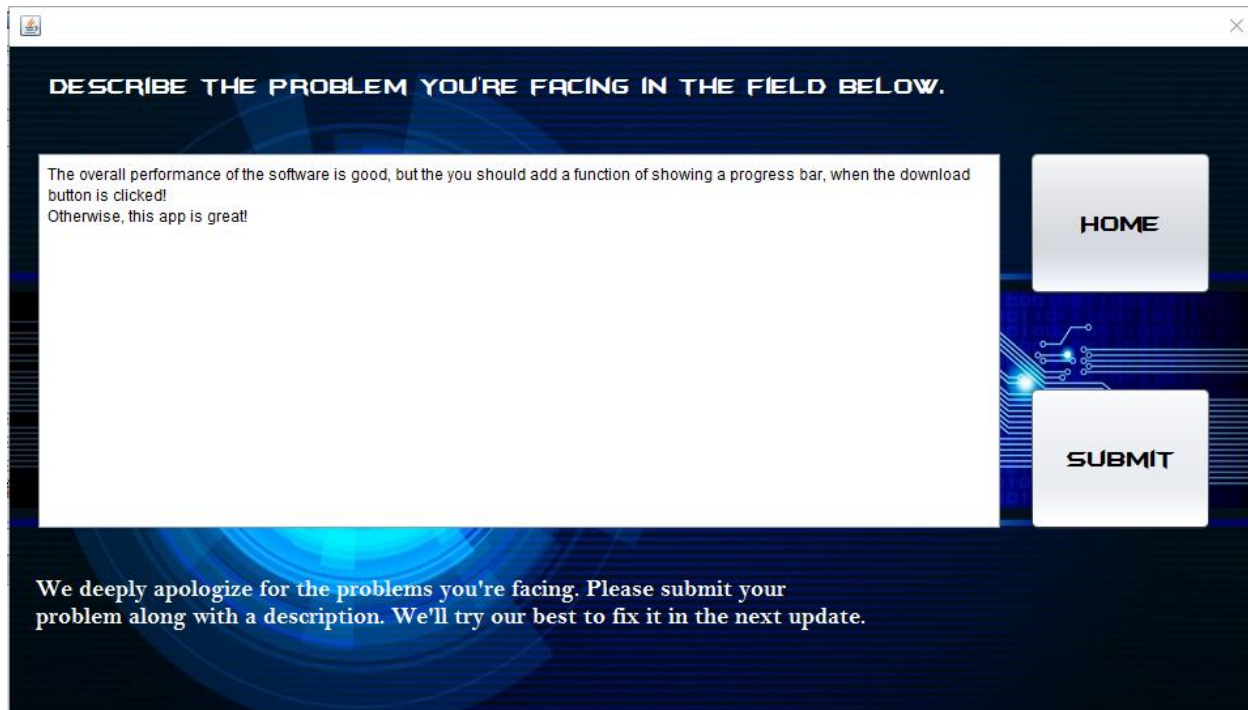
```
import java.sql.Connection;
```

```
import java.sql.DriverManager;
```

```
import java.sql.Statement;
```

```
import javax.swing.JOptionPane;
```

DIALOG-3



CODING FOR 'HOME' BUTTON:

```
new main().setVisible(true);  
jDialog3.setVisible(false);
```

CODING FOR 'SUBMIT' BUTTON:

```
String txt=ta.getText();  
if(txt.isEmpty()){  
JOptionPane.showMessageDialog(null, "Please describe your problem \n in the  
respective field. ");  
}  
else{  
    try{  
        Class.forName("com.mysql.jdbc.Driver");
```

Connection

```
conn=DriverManager.getConnection("jdbc:mysql://localhost:3306/g_store","root",  
"lol");
```

```
String sql="insert into feed(Query) values('"+txt+"');";
```

```
Statement st=conn.createStatement();
```

```
int i= st.executeUpdate(sql);
```

```
JOptionPane.showMessageDialog(null, "Successfully submitted.");
```

```
}
```

```
catch(Exception e){ }
```

```
ta.setText("");
```

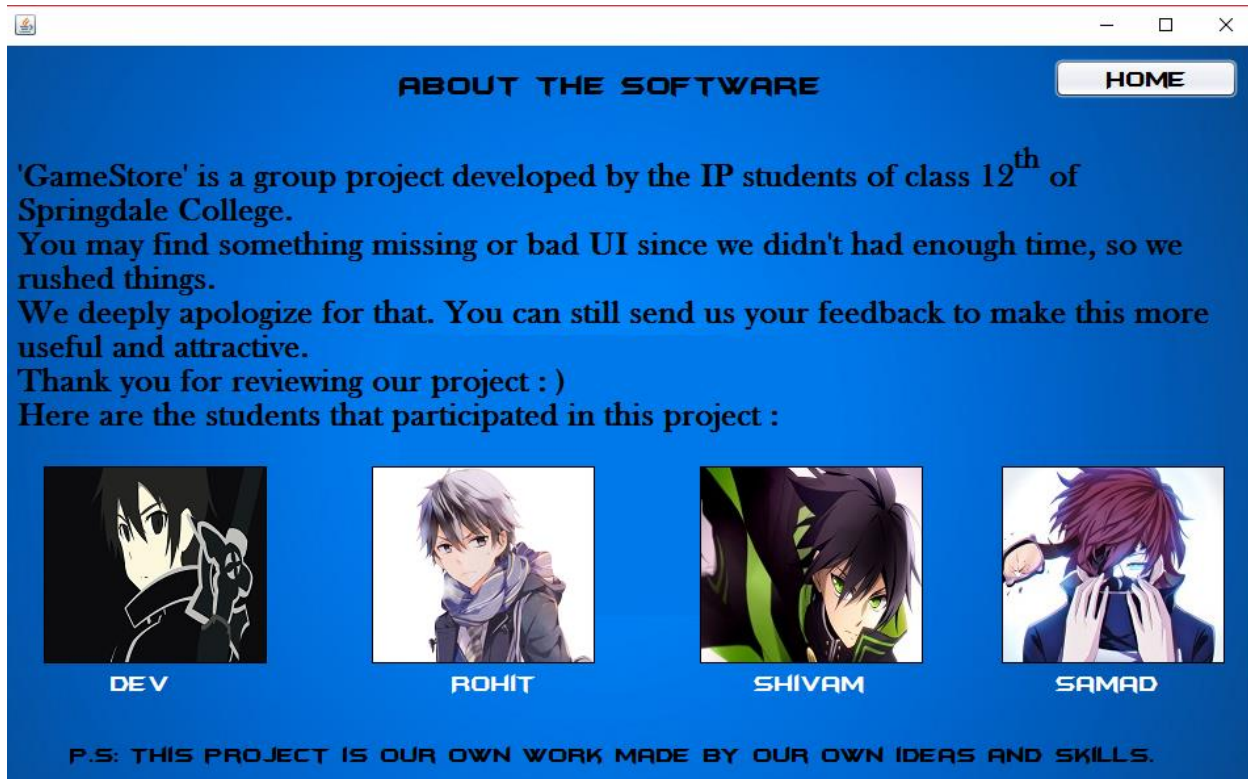
```
inf.setText("<html>Thank you for submitting your query. <br>We'll look into the  
matter and the issue will probably be solved in <br>the next update of the  
software.");}
```

Back-end:

For the back-end, the same mysql database 'g_store' with a new table 'feed' was used containing two columns.

```
mysql> show tables;  
+-----+  
| Tables_in_g_store |  
+-----+  
| download1         |  
| feed               |  
| signup            |  
+-----+  
3 rows in set (0.16 sec)  
  
mysql> desc feed;  
+-----+-----+-----+-----+-----+-----+  
| Field | Type  | Null | Key | Default | Extra |  
+-----+-----+-----+-----+-----+-----+  
| srno  | char(1) | YES  |     | *       |       |  
| Query | text   | YES  |     | NULL    |       |  
+-----+-----+-----+-----+-----+-----+  
2 rows in set (0.02 sec)
```


ABOUT



CODING FOR 'HOME' BUTTON:

```
new main().setVisible(true);
```

```
this.dispose();
```

At various parts of this project, HTML has been used for displaying information in a suitable way.

REFERENCE

- ❖ www.stackoverflow.com
- ❖ www.w3schools.com
- ❖ www.wallpapercrafts.com
- ❖ www.alphacoders.net
- ❖ Wikipedia

The above mentioned website along with our text-book were used for reference and collection of data of games!