



**Oakridge**  
International  
School

**Hyderabad**

*A Project Report on*

# **GAME STORE APPLICATION**

*By*

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# CERTIFICATE

Certified that this is Project work done by  
Ms./Mr. TEJA SAI DHONDU of Class XII, Roll  
No..... in the Informatics Practices  
Department of Oakridge International School for the  
year 2016-2017.

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Signature of External Examiner

Examiner Code:

## ACKNOWLEDGEMENT

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*Under his guidance, we have successfully completed this project as a practical fulfillment for the completion of the course well within the stipulated period of time.*

*We are also thankful to our co-ordinator **Ms. Anuradha Vanta***

# Front End Application Software



## Back-End Data base



## *AIM*

*The purpose of the project is to create an application that provides information about all the games in a Video Game store. We can easily view all the information of the games and platforms in stock in the game store. Ability to search records based on different selection criteria is supported. There is support for two different users. User “chairman” is the power user. Ability to add records, update records and delete records is provided for the power user “chairman”.*

## **ABSTRACT**

This tool requires an RDBMS, which is used to store the information and MySQL is the preferred software for maintaining the data. It maintains the information in the table form so that it can be accessed easily.

In this client side we will be using Java Net beans 8.1 providing the user interface. The requests of the client are made in the interface, which connect to the tables created in MySQL for getting the current information

**The basic structure and contents of the tables are as follows:**

```
drop database ipproject;  
create database ipproject;
```

```
use ipproject;  
create table login  
(username varchar(20) primary key,  
password varchar(20));
```

```
insert into login values  
("bilal","bilal"),  
("chairman","chairman"),  
("drake","drake"),  
("guest","guest"),  
("teja","teja");
```

```
create table platforms  
(Platform_Type varchar(30) primary key,  
Xbox_One char(1),  
PS4 char(1),  
PC chair(1));
```

```
insert into platforms values  
("ALL","Y","Y","Y"),  
("PCE","N","N","Y"),  
("PSE","N","Y","N"),  
("PSPC","N","Y","Y"),  
("XBE","Y","N","N"),  
("XBPC","Y","N","Y"),  
("XBPS","Y","Y","N");
```

```
create table games  
(Sno int primary key,  
Game_Name varchar(30),  
Studio varchar(30),  
Genre varchar(30),
```



```

Release_Year int,
Price int,
Platform_Type varchar(30),
foreign key(Platform_Type) references platforms(Platform_Type)
on delete cascade
on update cascade);

insert into games values
(101,"Bloodborne","From Software","Role Playing Game",2015,2100,"PSE"),
(102,"Demon's Souls","From Software","Role Playing Game",2009,1000,"PSE"),
(103,"Dark Souls III","From Software","Role Playing Game",2016,2600,"XBPC"),
(104,"Dark Souls II","From Software","Role Playing Game",2014,1400,"ALL"),
(105,"Uncharted 4","Naughty Dog","Action Adventure",2016,2600,"XBPS"),
(106,"Uncharted 3","Naughty Dog","Action Adventure",2013,1000,"PSE"),
(107,"Uncharted 2","Naughty Dog","Action Adventure",2009,500,"PSE"),
(108,"Uncharted","Naughty Dog","Action Adventure",2007,500,"PSE"),
(109,"Dark Souls","From Software","Role Playing Game",2010,1000,"PSPC"),
(110,"Halo 5","343 Industries","First Person Shooter",2015,3000,"XBE"),
(111,"Call of Duty Advanced Warfare","Activision","First Person
Shooter",2014,2000,"ALL"),
(112,"Call of Duty Infinite Warfare","Activision","First Person
Shooter",2016,4000,"PSPC"),
(113,"Call of Duty Black Ops 3","Activision","First Person
Shooter",2015,3000,"ALL"),
(114,"Call of Ghosts","Activision","First Person Shooter",2013,1000,"XBPC"),
(115,"The Witcher 3","CD Project Red","Role Playing Game",2015,2000,"PSPC"),
(116,"Skyrim","Bethesda","Role Playing Game",2011,2000,"PCE"),
(117,"Metal Gear Solid V","Kojima Productions","Action
Stealth",2015,2000,"PCE"),
(118,"Minecraft","Mojang","Builder",2010,100,"PCE");

```

```
mysql> select * from login;
```

| username | password |
|----------|----------|
| bilal    | bilal    |
| chairman | chairman |
| drake    | drake    |
| guest    | guest    |
| teja     | teja     |

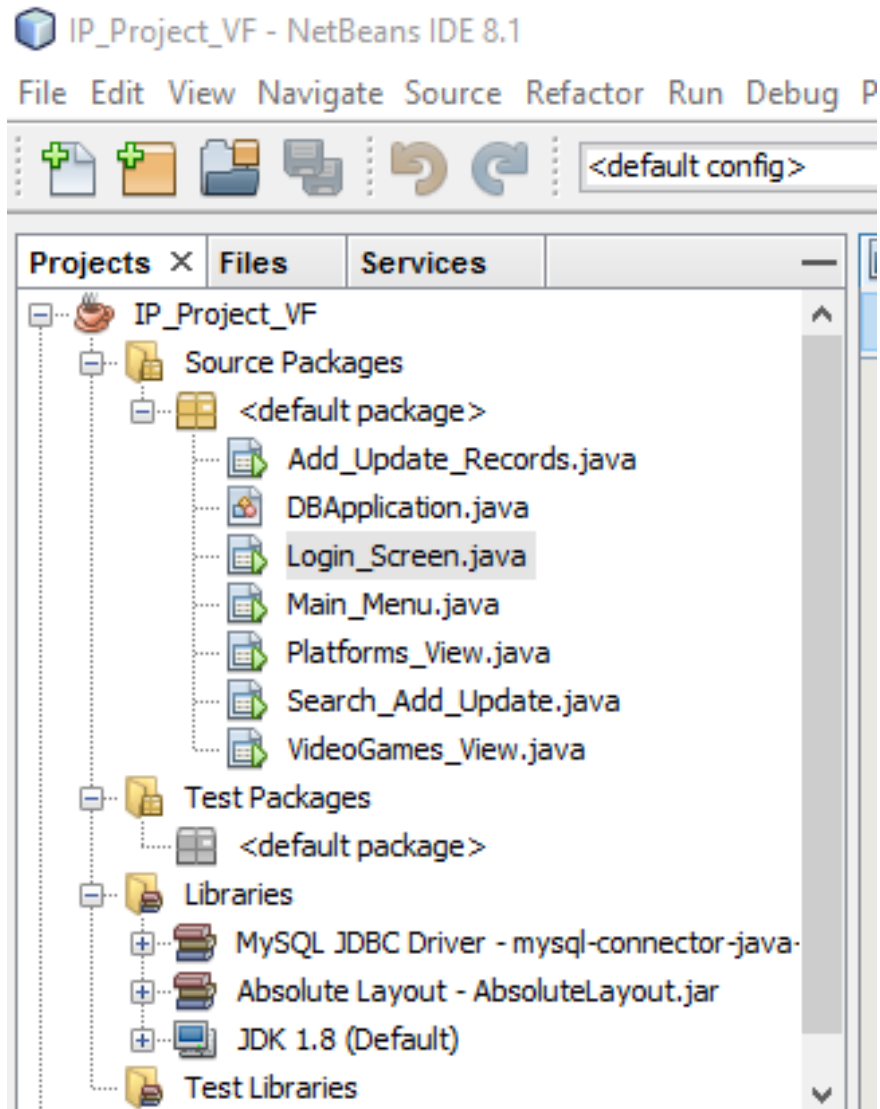
```
mysql> select * from platforms;
```

| Platform_Type | Xbox_One | PS4 | PC |
|---------------|----------|-----|----|
| ALL           | Y        | Y   | Y  |
| PCE           | N        | N   | Y  |
| PSE           | N        | Y   | N  |
| PSPC          | N        | Y   | Y  |
| XBE           | Y        | N   | N  |
| XBPC          | Y        | N   | Y  |
| XBPS          | Y        | Y   | N  |

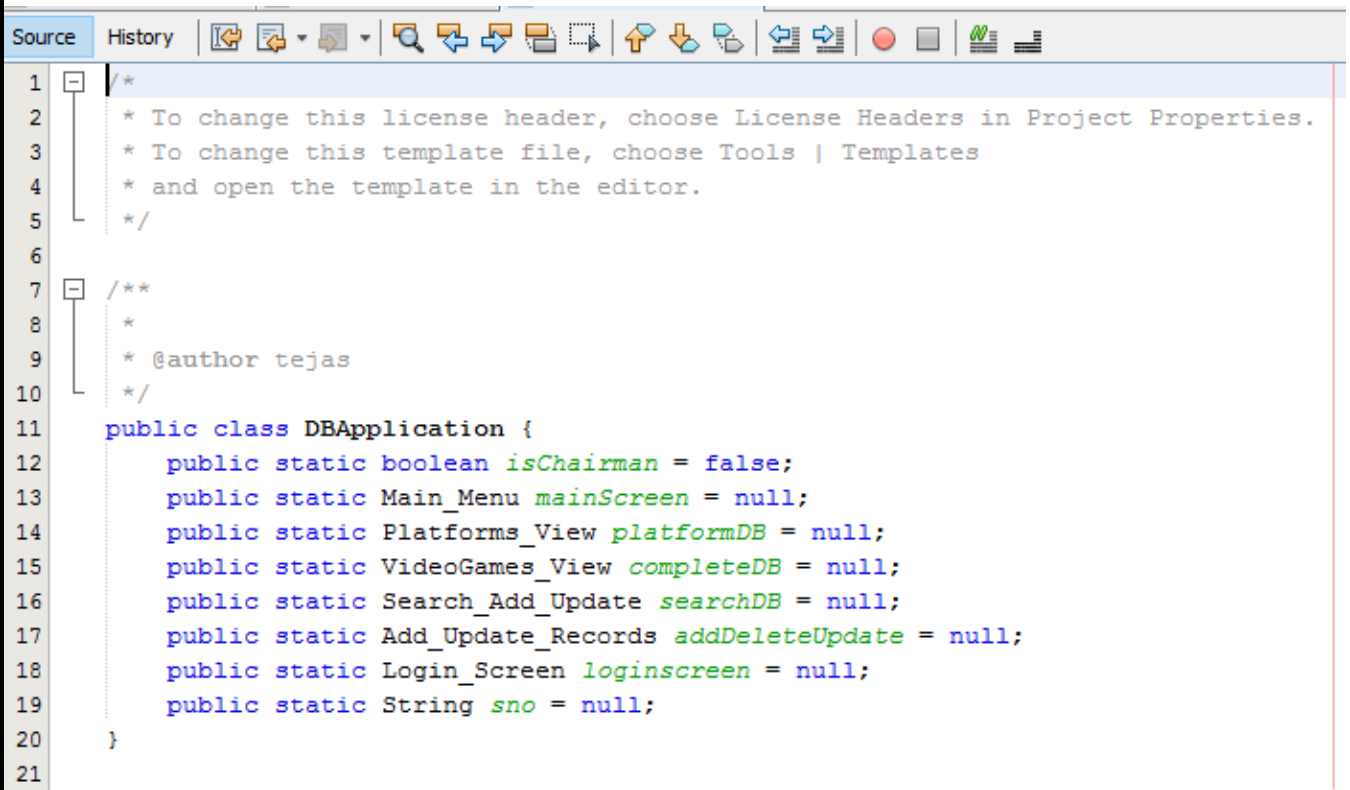
```
mysql> select * from games;
```

| Sno | Game_Name                     | Studio             | Genre                | Release_Year | Price | Platform_Type |
|-----|-------------------------------|--------------------|----------------------|--------------|-------|---------------|
| 101 | Bloodborne                    | From Software      | Role Playing Game    | 2015         | 2100  | PSE           |
| 102 | Demon's Souls                 | From Software      | Role Playing Game    | 2009         | 1000  | PSE           |
| 103 | Dark Souls III                | From Software      | Role Playing Game    | 2016         | 2600  | XBPC          |
| 104 | Dark Souls II                 | From Software      | Role Playing Game    | 2014         | 1400  | ALL           |
| 105 | Uncharted 4                   | Naughty Dog        | Action Adventure     | 2016         | 2600  | XBPS          |
| 106 | Uncharted 3                   | Naughty Dog        | Action Adventure     | 2013         | 1000  | PSE           |
| 107 | Uncharted 2                   | Naughty DOg        | Action Adventure     | 2009         | 500   | PSE           |
| 108 | Uncharted                     | Naughty DOg        | Action Adventure     | 2007         | 500   | PSE           |
| 109 | Dark Souls                    | From Software      | Role Playing Game    | 2007         | 1000  | PSPC          |
| 110 | Halo 5                        | 343 Industries     | First Person Shooter | 2015         | 3000  | XBE           |
| 111 | Call of Duty Advanced Warfare | Activision         | First Person Shooter | 2014         | 2000  | ALL           |
| 112 | Call of Duty Infinite Warfare | Activision         | First Person Shooter | 2016         | 4000  | PSPC          |
| 113 | Call of Duty Black Ops 3      | Activision         | First Person Shooter | 2015         | 3000  | ALL           |
| 114 | Call of Duty Ghosts           | Activision         | First Person Shooter | 2013         | 1000  | XBPC          |
| 115 | The Witcher 3                 | CD Project Red     | Role Playing Game    | 2015         | 2000  | PSPC          |
| 116 | Skyrim                        | Bethesda           | Role Playing Game    | 2011         | 2000  | PCE           |
| 117 | Metal Gear Solid V            | Kojima Productions | Action Stealth       | 2015         | 2000  | PCE           |
| 118 | Minecraft                     | Mojang             | Builder              | 2010         | 100   | PCE           |

# Project Explorer

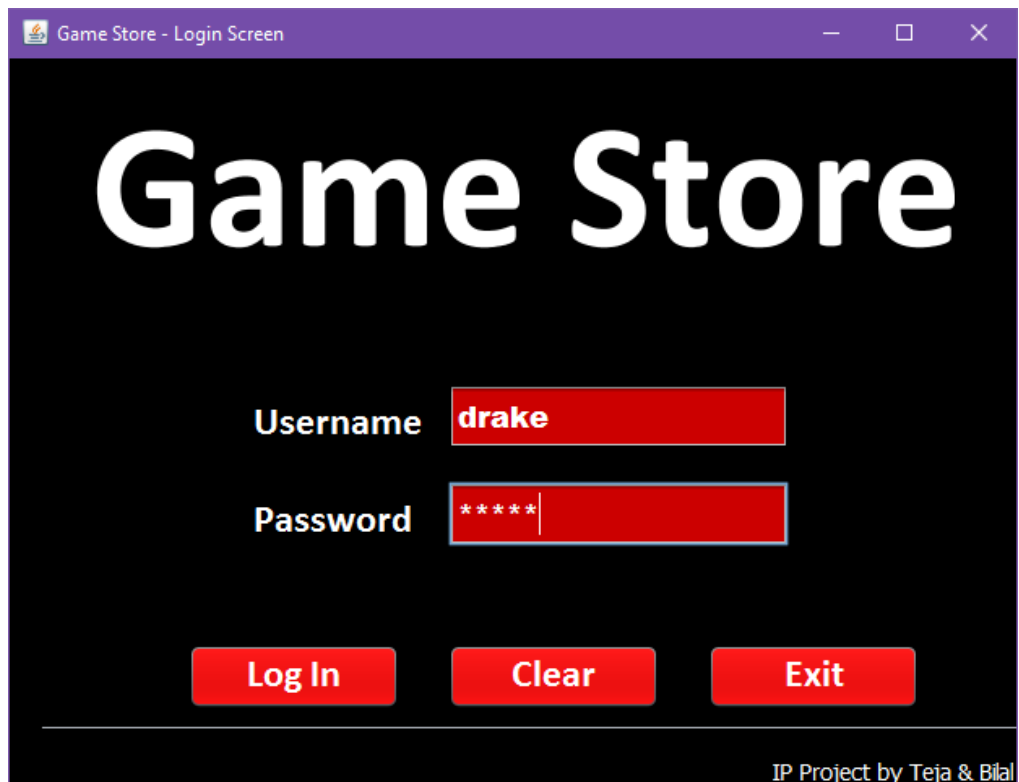
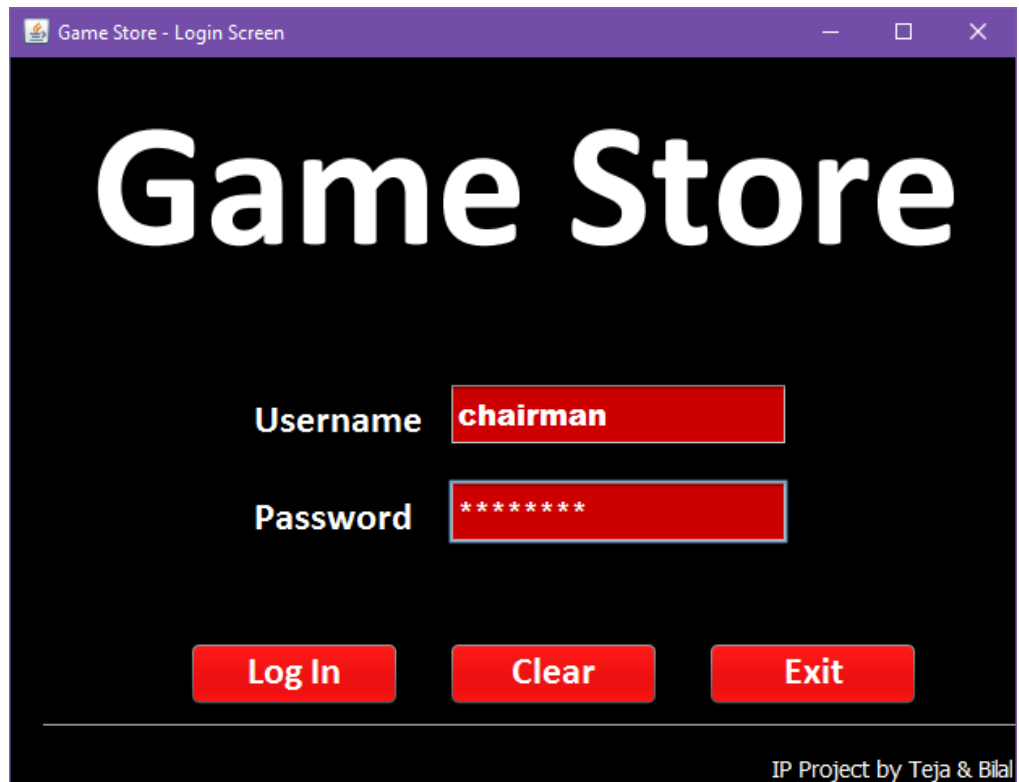


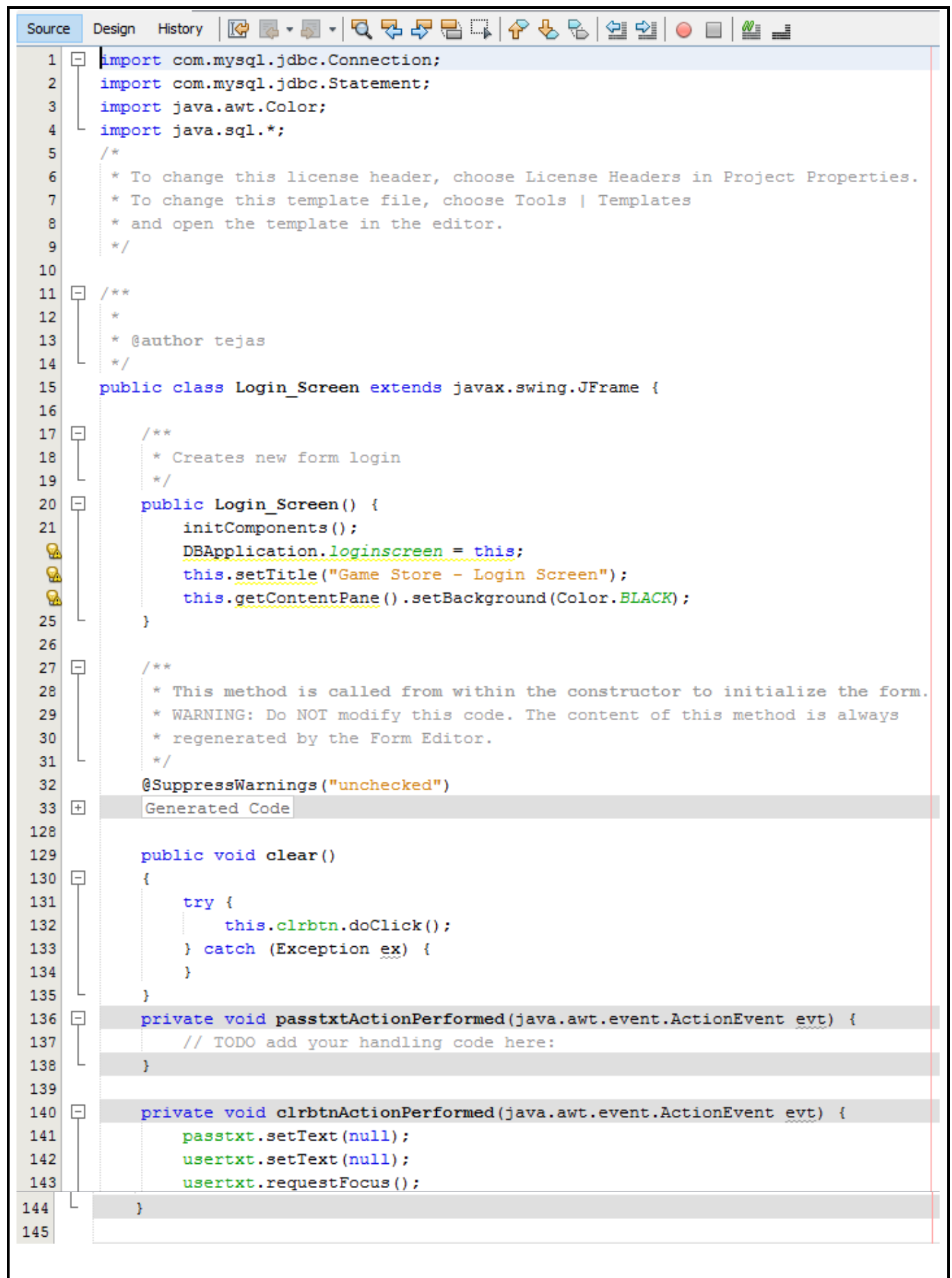
# DBApplication.java



```
1  /*
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6
7  /**
8   *
9   * @author tejas
10  */
11  public class DBApplication {
12      public static boolean isChairman = false;
13      public static Main_Menu mainScreen = null;
14      public static Platforms_View platformDB = null;
15      public static VideoGames_View completeDB = null;
16      public static Search_Add_Update searchDB = null;
17      public static Add_Update_Records addDeleteUpdate = null;
18      public static Login_Screen loginscreen = null;
19      public static String sno = null;
20  }
21
```

## Login Screen.java





```
1 import com.mysql.jdbc.Connection;
2 import com.mysql.jdbc.Statement;
3 import java.awt.Color;
4 import java.sql.*;
5
6 /*
7  * To change this license header, choose License Headers in Project Properties.
8  * To change this template file, choose Tools | Templates
9  * and open the template in the editor.
10 */
11
12 /**
13  *
14  * @author tejas
15  */
16 public class Login_Screen extends javax.swing.JFrame {
17
18     /**
19      * Creates new form login
20      */
21     public Login_Screen() {
22         initComponents();
23         DBApplication.loginscreen = this;
24         this.setTitle("Game Store - Login Screen");
25         this.getContentPane().setBackground(Color.BLACK);
26     }
27
28     /**
29      * This method is called from within the constructor to initialize the form.
30      * WARNING: Do NOT modify this code. The content of this method is always
31      * regenerated by the Form Editor.
32      */
33     @SuppressWarnings("unchecked")
34     Generated Code
35
36     public void clear()
37     {
38         try {
39             this.clrbtn.doClick();
40         } catch (Exception ex) {
41
42         }
43     }
44
45     private void passtxtActionPerformed(java.awt.event.ActionEvent evt) {
46         // TODO add your handling code here:
47     }
48
49     private void clrbtnActionPerformed(java.awt.event.ActionEvent evt) {
50         passtxt.setText(null);
51         usertxt.setText(null);
52         usertxt.requestFocus();
53     }
54 }
```

```

146 private void loginbtnActionPerformed(java.awt.event.ActionEvent evt) {
147     String pass = passtxt.getText();
148     String user = usertxt.getText();
149     String str = null;
150     Statement stmt = null;
151     ResultSet rs = null;
152     Main_Menu m = null;
153     try
154     {
155         Class.forName("java.sql.Driver");
156         String database = "jdbc:mysql://localhost:3306/ipproject";
157         Connection conn = (Connection) DriverManager.getConnection(database,
158             "root", "mysql2016");
159         stmt = (Statement) conn.createStatement();
160         String sql = "select * from login where username = '" + user + "'";
161         rs = stmt.executeQuery(sql);
162         rs.next();
163         str = rs.getString("password");
164         rs.close();
165         stmt.close();
166         conn.close();
167         if(str.equals(pass))
168         {
169             if(user.equals("chairman"))
170                 DBApplication.isChairman = true;
171             else
172                 DBApplication.isChairman = false;
173
174             if (DBApplication.mainScreen == null)
175                 DBApplication.mainScreen = new Main_Menu();
176
177             DBApplication.mainScreen.setVisible(true);
178             this.setVisible(false);
179         }
180         else
181         {
182             passtxt.setText(null);
183             JOptionPane.showMessageDialog(this, "Incorrect username or"
184                 + "password. Please try again.");
185             passtxt.requestFocus();
186         }
187     }
188     catch (Exception e)
189     {
190         passtxt.setText(null);
191         JOptionPane.showMessageDialog(this, "Incorrect username or"
192             + "password. Please try again.");
193         passtxt.requestFocus();

```

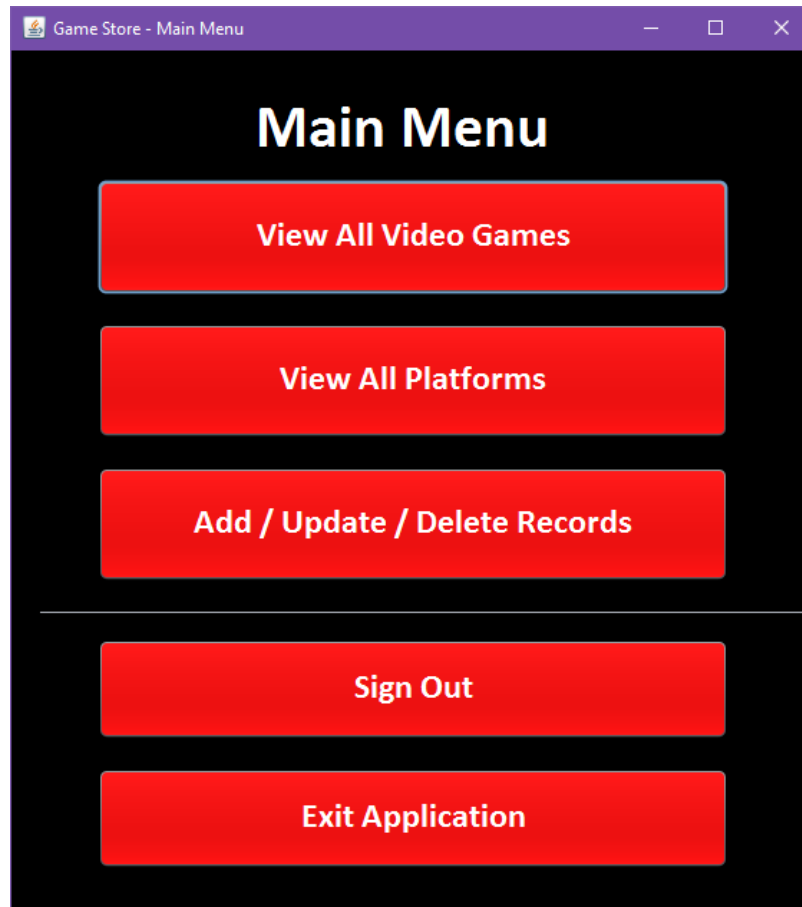
```

194     }
195 }
196
197 private void exitbtnActionPerformed(java.awt.event.ActionEvent evt) {
198     int res = JOptionPane.showConfirmDialog(this,
199         "Are you sure you want to exit?");
200     if (res == JOptionPane.YES_OPTION)
201         System.exit(0);
202 }
203
204 /**
205  * @param args the command line arguments
206  */
207 public static void main(String args[]) {
208     /* Set the Nimbus look and feel */
209     Look and feel setting code (optional)
210     //</editor-fold>
211
212     /* Create and display the form */
213     java.awt.EventQueue.invokeLater(new Runnable() {
214         public void run() {
215             new Login_Screen().setVisible(true);
216         }
217     });
218 }
219
220 // Variables declaration - do not modify
221 private javax.swing.JButton clrbtn;
222 private javax.swing.JButton exitbtn;
223 private javax.swing.JLabel jLabel1;
224 private javax.swing.JLabel jLabel2;
225 private javax.swing.JLabel jLabel3;
226 private javax.swing.JLabel jLabel4;
227 private javax.swing.JOptionPane JOptionPane1;
228 private javax.swing.JScrollPane jScrollPane1;
229 private javax.swing.JSeparator jSeparator1;
230 private javax.swing.JTextArea jTextArea1;
231 private javax.swing.JButton loginbtn;
232 private javax.swing.JPasswordField passtxt;
233 private javax.swing.JTextField usertxt;
234 // End of variables declaration
235 }

```



# Main\_Menu.java



```
1  import java.awt.Color;
2
3  /**
4   * To change this license header, choose License Headers in Project Properties.
5   * To change this template file, choose Tools | Templates
6   * and open the template in the editor.
7   */
8
9  /**
10   *
11   * @author tejas
12   */
13  public class Main_Menu extends javax.swing.JFrame {
14
15      /**
16       * Creates new form main
17       */
18      public Main_Menu() {
19          initComponents();
20          this.setTitle("Game Store - Main Menu");
21          this.getContentPane().setBackground(Color.BLACK);
22      }
```

```

23
24 /**
25  * This method is called from within the constructor to initialize the form.
26  * WARNING: Do NOT modify this code. The content of this method is always
27  * regenerated by the Form Editor.
28  */
29 @SuppressWarnings("unchecked")
30 Generated Code
110
111 private void odbbtnActionPerformed(java.awt.event.ActionEvent evt) {
112     if (DBApplication.completeDB == null)
113         DBApplication.completeDB = new VideoGames_View();
114
115     DBApplication.completeDB.clear();
116     DBApplication.completeDB.setVisible(true);
117     this.setVisible(false);
118 }
119
120 private void signoutbtnActionPerformed(java.awt.event.ActionEvent evt) {
121     int res = JOptionPane.showConfirmDialog(this, "Are you sure "
122         + "you want to log out?");
123     if (res == JOptionPane.YES_OPTION) {
124
125         if (DBApplication.loginscreen == null)
126             DBApplication.loginscreen = new Login_Screen();
127
128         DBApplication.loginscreen.clear();
129         DBApplication.loginscreen.setVisible(true);
130         this.setVisible(false);
131     }
132
133 private void exitbtnActionPerformed(java.awt.event.ActionEvent evt) {
134     int res = JOptionPane.showConfirmDialog(this, "Are you sure "
135         + "you want to exit?");
136     if (res == JOptionPane.YES_OPTION)
137         System.exit(0);
138
139 }
140
141 private void pdbbtnActionPerformed(java.awt.event.ActionEvent evt) {
142     if (DBApplication.platformDB == null)
143         DBApplication.platformDB = new Platforms_View();
144
145     DBApplication.platformDB.clear();
146     DBApplication.platformDB.setVisible(true);
147     this.setVisible(false);
148 }
149
150 private void search_chg_btnActionPerformed(java.awt.event.ActionEvent evt) {
151     if (DBApplication.isChairman == true) {
152         if (DBApplication.searchDB == null)
153             DBApplication.searchDB = new Search_Add_Update();

```

```

154         DBApplication.searchDB.setVisible(true);
155         this.setVisible(false);
156     }
157     else
158         jOptionPanel.showMessageDialog(this, "This functionality is enabled"
159             + " for Chairman only.");
160 }
161
162
163 /**
164  * @param args the command line arguments
165  */
166 public static void main(String args[]) {
167     /* Set the Nimbus look and feel */
168     Look and feel setting code (optional)
169     //</editor-fold>
170
171     /* Create and display the form */
172     java.awt.EventQueue.invokeLater(new Runnable() {
173         public void run() {
174             new Main_Menu().setVisible(true);
175         }
176     });
177 }
178
179 // Variables declaration - do not modify
180 private javax.swing.JButton cdbbtn;
181 private javax.swing.JButton exitbtn;
182 private javax.swing.JLabel jLabel1;
183 private javax.swing.JLabel jLabel2;
184 private javax.swing.JOptionPane jOptionPanel1;
185 private javax.swing.JSeparator jSeparator1;
186 private javax.swing.JButton pdbbtn;
187 private javax.swing.JButton search_chg_btn;
188 private javax.swing.JButton signoutbtn;
189 // End of variables declaration
190 }

```

# VideoGames View.java

| Game Store - View All Video Games |                               |                    |                      |                 |       |               |          |     |    |
|-----------------------------------|-------------------------------|--------------------|----------------------|-----------------|-------|---------------|----------|-----|----|
| Sno                               | Game Name                     | Studio             | Genre                | Year of Release | Price | Platform Type | Xbox One | PS4 | PC |
| 101                               | Bloodborne                    | From Software      | Role Playing Game    | 2015            | 2100  | PSE           | N        | Y   | N  |
| 102                               | Demon's Souls                 | From Software      | Role Playing Game    | 2009            | 1000  | PSE           | N        | Y   | N  |
| 103                               | Dark Souls III                | From Software      | Role Playing Game    | 2016            | 2600  | XBPC          | Y        | N   | Y  |
| 104                               | Dark Souls II                 | From Software      | Role Playing Game    | 2014            | 1400  | ALL           | Y        | Y   | Y  |
| 105                               | Uncharted 4                   | Naughty Dog        | Action Adventure     | 2016            | 2600  | XBPS          | Y        | Y   | N  |
| 106                               | Uncharted 3                   | Naughty Dog        | Action Adventure     | 2013            | 1000  | PSE           | N        | Y   | N  |
| 107                               | Uncharted 2                   | Naughty DOg        | Action Adventure     | 2009            | 500   | PSE           | N        | Y   | N  |
| 108                               | Uncharted                     | Naughty DOg        | Action Adventure     | 2007            | 500   | PSE           | N        | Y   | N  |
| 109                               | Dark Souls                    | From Software      | Role Playing Game    | 2007            | 1000  | PSPC          | N        | Y   | Y  |
| 110                               | Halo 5                        | 343 Industries     | First Person Shooter | 2015            | 3000  | XBE           | Y        | N   | N  |
| 111                               | Call of Duty Advanced Warfare | Activision         | First Person Shooter | 2014            | 2000  | ALL           | Y        | Y   | Y  |
| 112                               | Call of Duty Infinite Warfare | Activision         | First Person Shooter | 2016            | 4000  | PSPC          | N        | Y   | Y  |
| 113                               | Call of Duty Black Ops 3      | Activision         | First Person Shooter | 2015            | 3000  | ALL           | Y        | Y   | Y  |
| 114                               | Call of Duty Ghosts           | Activision         | First Person Shooter | 2013            | 1000  | XBPC          | Y        | N   | Y  |
| 115                               | The Witcher 3                 | CD Project Red     | Role Playing Game    | 2015            | 2000  | PSPC          | N        | Y   | Y  |
| 116                               | Skyrim                        | Bethesda           | Role Playing Game    | 2011            | 2000  | PCE           | N        | N   | Y  |
| 117                               | Metal Gear Solid V            | Kojima Productions | Action Stealth       | 2015            | 2000  | PCE           | N        | N   | Y  |
| 118                               | Minecraft                     | Mojang             | Builder              | 2010            | 100   | PCE           | N        | N   | Y  |

Display All Records

Return To Main Menu

```

1  import java.awt.Color;
2  import java.sql.Connection;
3  import java.sql.DriverManager;
4  import java.sql.Statement;
5  import java.sql.ResultSet;
6  import javax.swing.table.DefaultTableModel;
7  import javax.swing.JOptionPane;
8  /*
9   * To change this license header, choose License Headers in Project Properties.
10  * To change this template file, choose Tools | Templates
11  * and open the template in the editor.
12  */
13
14  /**...4 lines */
18  public class VideoGames_View extends javax.swing.JFrame {
19
20      /** Creates new form complete_database ...3 lines */
23      public VideoGames_View() {
24          initComponents();
25          completedb.getTableHeader().setFont(new java.awt.Font("Calibri", 1, 14));
26          this.setTitle("Game Store - View All Video Games");
27          this.getContentPane().setBackground(Color.BLACK);
28      }

```

```

29
30  /** This method is called from within the constructor to initialize the form
35  @SuppressWarnings("unchecked")
36  Generated Code
85
86  public void clear()
87  {
88      try {
89          DefaultTableModel model = (DefaultTableModel) completedb.getModel();
90          model.setRowCount(0);
91      } catch (Exception ex) {
92      }
93  }
94
95  private void displaybtnActionPerformed(java.awt.event.ActionEvent evt) {
96      try {
97          DefaultTableModel model = (DefaultTableModel) completedb.getModel();
98          model.setRowCount(0);
99          Class.forName("java.sql.Driver");
100          Connection con = DriverManager.getConnection(
101              "jdbc:mysql://localhost/ipproject","root","mysql2016");
102          Statement stmt = con.createStatement();
103          String query = "Select Sno, Game_Name, Studio, Genre, Release_Year,"
104              + " Price, Platform_Type, Xbox_One, PS4, PC from games "
105              + "natural join platforms order by Sno;";
106          ResultSet rs = stmt.executeQuery(query);
107          while (rs.next()) {
108              String sno = rs.getString("Sno");
109              String gname = rs.getString("Game_Name");
110              String studio = rs.getString("Studio");
111              String genre = rs.getString("Genre");
112              String ryear = rs.getString("Release_Year");
113              String price = rs.getString("Price");
114              String platform = rs.getString("Platform_Type");
115              String xbone = rs.getString("Xbox_one");
116              String ps4 = rs.getString("PS4");
117              String pc = rs.getString("PC");
118              model.addRow(new Object[] {sno, gname, studio, genre, ryear,
119                  price, platform, xbone, ps4, pc});
120          } rs.close();
121          stmt.close();
122          con.close();
123      } catch (Exception ex) {
124          JOptionPane.showMessageDialog(null, "Error in connectivity");
125      }
126  }
127

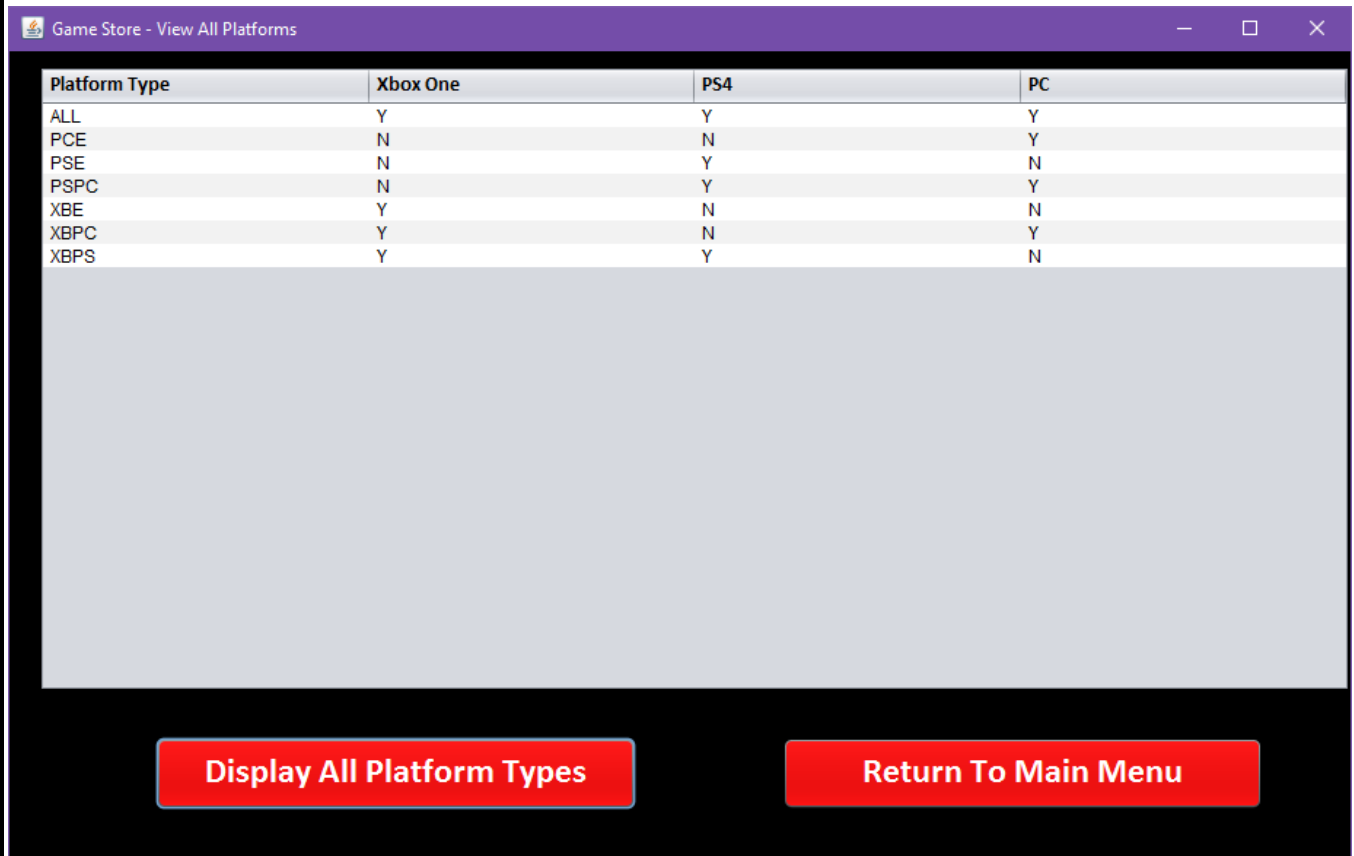
```

```

128 private void returnbtnActionPerformed(java.awt.event.ActionEvent evt) {
129     if (DBApplication.mainScreen == null)
130         DBApplication.mainScreen = new Main_Menu();
131
132     DBApplication.mainScreen.setVisible(true);
133     this.setVisible(false);
134 }
135
136 /**
137  * @param args the command line arguments
138  */
139 public static void main(String args[]) {
140     /* Set the Nimbus look and feel */
141     Look and feel setting code (optional)
142     //</editor-fold>
143
144     /* Create and display the form */
145     java.awt.EventQueue.invokeLater(new Runnable() {
146         public void run() {
147             new VideoGames_View().setVisible(true);
148         }
149     });
150 }
151
152 // Variables declaration - do not modify
153 private javax.swing.JTable completeddb;
154 private javax.swing.JButton displaybtn;
155 private javax.swing.JScrollPane jScrollPane1;
156 private javax.swing.JSeparator jSeparator1;
157 private javax.swing.JButton returnbtn;
158 // End of variables declaration
159 }
160

```

## Platforms View.java



```
1  import java.awt.Color;
2  import java.sql.Connection;
3  import java.sql.DriverManager;
4  import java.sql.Statement;
5  import java.sql.ResultSet;
6  import javax.swing.table.DefaultTableModel;
7  import javax.swing.JOptionPane;
8  /*
9   * To change this license header, choose License Headers in Project Properties.
10  * To change this template file, choose Tools | Templates
11  * and open the template in the editor.
12  */
13
14  /**
15   *
16   * @author tejas
17   */
18  public class Platforms_View extends javax.swing.JFrame {
19
20      /**
21       * Creates new form platform_database
22       */
23      public Platforms_View() {
24          initComponents();
25      }
26  }
```



```

25 platformdb.getTableHeader().setFont(new java.awt.Font("Calibri", 1, 14));
26 this.setTitle("Game Store - View All Platforms");
27 this.getContentPane().setBackground(Color.BLACK);
28 }
29
30 /**
31  * This method is called from within the constructor to initialize the form.
32  * WARNING: Do NOT modify this code. The content of this method is always
33  * regenerated by the Form Editor.
34  */
35 @SuppressWarnings("unchecked")
36 Generated Code
37
85 public void clear()
86 {
87     try {
88         DefaultTableModel model = (DefaultTableModel) platformdb.getModel();
89         model.setRowCount(0);
90     } catch (Exception ex) {
91     }
92 }
93 private void displaybtnActionPerformed(java.awt.event.ActionEvent evt) {
94     try {
95         DefaultTableModel model = (DefaultTableModel) platformdb.getModel();
96         model.setRowCount(0);
97         Class.forName("java.sql.Driver");
98         Connection con = DriverManager.getConnection(
99             "jdbc:mysql://localhost/ipproject","root","mysql2016");
100         Statement stmt = con.createStatement();
101         String query = "Select Platform_Type, Xbox_One, PS4, "
102             + "PC from platforms;";
103         ResultSet rs = stmt.executeQuery(query);
104         while (rs.next()) {
105             String platform = rs.getString("Platform_Type");
106             String xboxone = rs.getString("Xbox_one");
107             String ps4 = rs.getString("PS4");
108             String pc = rs.getString("PC");
109             model.addRow(new Object[] {platform, xboxone, ps4, pc});
110         } rs.close();
111         stmt.close();
112         con.close();
113     } catch (Exception ex) {
114         JOptionPane.showMessageDialog(null, "Error in connectivity");
115     }
116 }
117
118 private void returnbtnActionPerformed(java.awt.event.ActionEvent evt) {
119     if (DBApplication.mainScreen == null)
120         DBApplication.mainScreen = new Main_Menu();

```



```

121
122     DBApplication.mainScreen.setVisible(true);
123     this.setVisible(false);
124 }
125
126 /**
127  * @param args the command line arguments
128  */
129 public static void main(String args[]) {
130     /* Set the Nimbus look and feel */
131     Look and feel setting code (optional)
132     //</editor-fold>
133
134     /* Create and display the form */
135     java.awt.EventQueue.invokeLater(new Runnable() {
136         public void run() {
137             new Platforms_View().setVisible(true);
138         }
139     });
140 }
141
142 // Variables declaration - do not modify
143 private javax.swing.JButton displaybtn;
144 private javax.swing.JScrollPane jScrollPane1;
145 private javax.swing.JSeparator jSeparator1;
146 private javax.swing.JTable platformdb;
147 private javax.swing.JButton returnbtn;
148 // End of variables declaration
149 }
150

```

# Search/ Add / Update / Delete

## View all records (no selection criteria provided)

Game Store - Add/Update/Delete Records

**Search Criteria:**

Game Name

Year of Release

Studio

Price in between

to

Genre

Platforms

☐ Xbox One

☐ PS4

☐ PC

Search Records

Clear

| S.No | Game Name      | Studio         | Genre          | Year of Rel... | Price | Platform T... | Xbox One | PS4 | PC | Select                   |
|------|----------------|----------------|----------------|----------------|-------|---------------|----------|-----|----|--------------------------|
| 101  | Bloodborne     | From Soft...   | Role Playin... | 2015           | 2100  | PSE           | N        | Y   | N  | <input type="checkbox"/> |
| 102  | Demon's S...   | From Soft...   | Role Playin... | 2009           | 1000  | PSE           | N        | Y   | N  | <input type="checkbox"/> |
| 103  | Dark Souls III | From Soft...   | Role Playin... | 2016           | 2600  | XBPC          | Y        | N   | Y  | <input type="checkbox"/> |
| 104  | Dark Souls II  | From Soft...   | Role Playin... | 2014           | 1400  | ALL           | Y        | Y   | Y  | <input type="checkbox"/> |
| 105  | Uncharted 4    | Naughty Dog    | Action Adv...  | 2016           | 2600  | XBPS          | Y        | Y   | N  | <input type="checkbox"/> |
| 106  | Uncharted 3    | Naughty Dog    | Action Adv...  | 2013           | 1000  | PSE           | N        | Y   | N  | <input type="checkbox"/> |
| 107  | Uncharted 2    | Naughty D...   | Action Adv...  | 2009           | 500   | PSE           | N        | Y   | N  | <input type="checkbox"/> |
| 108  | Uncharted      | Naughty D...   | Action Adv...  | 2007           | 500   | PSE           | N        | Y   | N  | <input type="checkbox"/> |
| 109  | Dark Souls     | From Soft...   | Role Playin... | 2007           | 1000  | PSPC          | N        | Y   | Y  | <input type="checkbox"/> |
| 110  | Halo 5         | 343 Indust...  | First Perso... | 2015           | 3000  | XBE           | Y        | N   | N  | <input type="checkbox"/> |
| 111  | Call of Dut... | Activision     | First Perso... | 2014           | 2000  | ALL           | Y        | Y   | Y  | <input type="checkbox"/> |
| 112  | Call of Dut... | Activision     | First Perso... | 2016           | 4000  | PSPC          | N        | Y   | Y  | <input type="checkbox"/> |
| 113  | Call of Dut... | Activision     | First Perso... | 2015           | 3000  | ALL           | Y        | Y   | Y  | <input type="checkbox"/> |
| 114  | Call of Dut... | Activision     | First Perso... | 2013           | 1000  | XBPC          | Y        | N   | Y  | <input type="checkbox"/> |
| 115  | The Witch...   | CD Project ... | Role Playin... | 2015           | 2000  | PSPC          | N        | Y   | Y  | <input type="checkbox"/> |
| 116  | Skyrim         | Bethesda       | Role Playin... | 2011           | 2000  | PCE           | N        | N   | Y  | <input type="checkbox"/> |

Add Game

Update Game

Delete Game(s)

Return To Main Menu

## Search for games based on Platforms

**Search Criteria:**

Game Name

Year of Release

Studio

Price in between

to

Genre

Platforms

☒ Xbox One

☐ PS4

☒ PC

Search Records

Clear

| S.No | Game Name       | Studio        | Genre          | Year of Rel... | Price | Platform Ty... | Xbox One | PS4 | PC | Select                   |
|------|-----------------|---------------|----------------|----------------|-------|----------------|----------|-----|----|--------------------------|
| 103  | Dark Souls III  | From Softw... | Role Playin... | 2016           | 2600  | XBPC           | Y        | N   | Y  | <input type="checkbox"/> |
| 114  | Call of Duty... | Activision    | First Perso... | 2013           | 1000  | XBPC           | Y        | N   | Y  | <input type="checkbox"/> |

## Search for games based on [Game Name](#)

### Search Criteria:

|           |                                     |                  |                      |  |   |
|-----------|-------------------------------------|------------------|----------------------|--|---|
| Game Name | <input type="text" value="Skyrim"/> | Year of Release  | <input type="text"/> | <b>Platforms</b><br><input type="checkbox"/> Xbox One<br><input type="checkbox"/> PS4<br><input type="checkbox"/> PC | <input type="button" value="Search Records"/><br><input type="button" value="Clear"/> |
| Studio    | <input type="text"/>                | Price in between | <input type="text"/> |  |   |
| Genre     | <input type="text"/>                | to               | <input type="text"/> |  |   |

| S.No | Game Name | Studio   | Genre         | Year of Rel... | Price | Platform T... | Xbox One | PS4 | PC | Select                   |
|------|-----------|----------|---------------|----------------|-------|---------------|----------|-----|----|--------------------------|
| 116  | Skyrim    | Bethesda | Role Playi... | 2011           | 2000  | PCE           | N        | N   | Y  | <input type="checkbox"/> |

## Search for games based on [Studio](#)

### Search Criteria:

|           |   |                  |                      |  |   |
|-----------|---|------------------|----------------------|--|---|
| Game Name | <input type="text"/>                    | Year of Release  | <input type="text"/> | <b>Platforms</b><br><input type="checkbox"/> Xbox One<br><input type="checkbox"/> PS4<br><input type="checkbox"/> PC | <input type="button" value="Search Records"/><br><input type="button" value="Clear"/> |
| Studio    | <input type="text" value="Activision"/> | Price in between | <input type="text"/> |  |   |
| Genre     | <input type="text"/>                    | to               | <input type="text"/> |  |   |

| S.No | Game Name                 | Studio     | Genre         | Year of R... | Price | Platform ... | Xbox One | PS4 | PC | Select                   |
|------|---------------------------|------------|---------------|--------------|-------|--------------|----------|-----|----|--------------------------|
| 111  | Call of Duty Advance...   | Activision | First Pers... | 2014         | 2000  | ALL          | Y        | Y   | Y  | <input type="checkbox"/> |
| 112  | Call of Duty Infinite ... | Activision | First Pers... | 2016         | 4000  | PSPC         | N        | Y   | Y  | <input type="checkbox"/> |
| 113  | Call of Duty Black Ops 3  | Activision | First Pers... | 2015         | 3000  | ALL          | Y        | Y   | Y  | <input type="checkbox"/> |
| 114  | Call of Duty Ghosts       | Activision | First Pers... | 2013         | 1000  | XBPC         | Y        | N   | Y  | <input type="checkbox"/> |

## Search for games based on [Genre & Year](#)

### Search Criteria:

|           |  |                  |                                   |  |   |
|-----------|--|------------------|-----------------------------------|--|---|
| Game Name | <input type="text"/>                     | Year of Release  | <input type="text" value="2015"/> | <b>Platforms</b><br><input type="checkbox"/> Xbox One<br><input type="checkbox"/> PS4<br><input type="checkbox"/> PC | <input type="button" value="Search Records"/><br><input type="button" value="Clear"/> |
| Studio    | <input type="text"/>                     | Price in between | <input type="text"/>              |  |   |
| Genre     | <input type="text" value="Role Playir"/> | to               | <input type="text"/>              |  |   |

| S.No | Game Name     | Studio         | Genre             | Year of ... | Price | Platform... | Xbox One | PS4 | PC | Select                   |
|------|---------------|----------------|-------------------|-------------|-------|-------------|----------|-----|----|--------------------------|
| 101  | Bloodborne    | From Software  | Role Playing Game | 2015        | 2100  | PSE         | N        | Y   | N  | <input type="checkbox"/> |
| 115  | The Witcher 3 | CD Project Red | Role Playing Game | 2015        | 2000  | PSPC        | N        | Y   | Y  | <input type="checkbox"/> |

## Delete games (by selecting multiple rows)

Game Store - Add/Update/Delete Records

**Search Criteria:**

Game Name

Year of Release

Studio

Price in between

Genre

Platforms

☐ Xbox One

☐ PS4

☐ PC

Search Records

Clear

| S.No | Game Name                     | Studio         | Genre                | Year of ... | Price | Platform Type | Xbox ... | PS4 | PC | Select                              |
|------|-------------------------------|----------------|----------------------|-------------|-------|---------------|----------|-----|----|-------------------------------------|
| 101  | Bloodborne                    | From Software  | Role Playing Game    | 2015        | 2100  | PSE           | N        | Y   | N  | <input type="checkbox"/>            |
| 102  | Demon's Souls                 | From Software  | Role Playing Game    | 2009        | 1000  | PSE           | N        | Y   | N  | <input checked="" type="checkbox"/> |
| 103  | Dark Souls III                | From Software  | Role Playing Game    | 2016        | 2100  | KBPC          | Y        | N   | Y  | <input checked="" type="checkbox"/> |
| 104  | Dark Souls II                 | From Software  | Role Playing Game    | 2014        | 2100  | ALL           | Y        | Y   | Y  | <input type="checkbox"/>            |
| 105  | Uncharted 4                   | Naughty Dog    | Action Adventure     | 2017        | 4000  | KBPS          | Y        | Y   | N  | <input type="checkbox"/>            |
| 106  | Uncharted 3                   | Naughty Dog    | Action Adventure     | 2015        | 4000  | PSE           | N        | Y   | N  | <input type="checkbox"/>            |
| 107  | Uncharted 2                   | Naughty Dog    | Action Adventure     | 2011        | 4000  | PSE           | N        | Y   | N  | <input type="checkbox"/>            |
| 108  | Uncharted                     | Naughty Dog    | Action Adventure     | 2007        | 4000  | PSE           | N        | Y   | N  | <input type="checkbox"/>            |
| 109  | Dark Souls                    | From Software  | Role Playing Game    | 2012        | 2100  | PSPC          | N        | Y   | Y  | <input type="checkbox"/>            |
| 110  | Halo 5                        | 343 Industries | First Person Shooter | 2015        | 3000  | KBPC          | Y        | N   | N  | <input type="checkbox"/>            |
| 111  | Call of Duty Advanced Warfare | Activision     | First Person Shooter | 2017        | 4000  | ALL           | Y        | Y   | Y  | <input type="checkbox"/>            |
| 112  | Call of Duty Infinite Warfare | Activision     | First Person Shooter | 2016        | 4000  | PSPC          | N        | Y   | Y  | <input checked="" type="checkbox"/> |
| 113  | Call of Duty Black Ops 3      | Activision     | First Person Shooter | 2015        | 3000  | ALL           | Y        | Y   | Y  | <input checked="" type="checkbox"/> |
| 114  | Call of Duty Ghosts           | Activision     | First Person Shooter | 2013        | 1000  | XBPC          | Y        | N   | Y  | <input type="checkbox"/>            |
| 115  | The Witcher 3                 | CD Project Red | Role Playing Game    | 2015        | 2000  | PSPC          | N        | Y   | Y  | <input type="checkbox"/>            |
| 116  | Skyrim                        | Bethesda       | Role Playing Game    | 2011        | 2000  | PCE           | N        | N   | Y  | <input type="checkbox"/>            |

Add Game

Update Game

Delete Game(s)

Return To Main Menu

## Add Game

Game Store - Add/Update/Delete Records

### Search Criteria:

Game Name
Year of Release
Studio
Price in between
to
Genre

**Platforms**
☐ Xbox One
☐ PS4
☐ PC

Search Records

Clear

| S.No | Game Name                     | Studio         | Genre                | Year of ... | Price | Platform Type | Xbox ... | PS4 | PC | Select |
|------|-------------------------------|----------------|----------------------|-------------|-------|---------------|----------|-----|----|--------|
| 101  | Bloodborne                    | From Software  | Role Playing Game    | 2015        | 2100  | PSE           | N        | Y   | N  |        |
| 102  | Demon's Souls                 | From Software  | Role Playing Game    | 2009        | 1000  | PSE           | N        | Y   | N  |        |
| 103  | Dark Souls III                | From Software  | Role Playing Game    | 2016        | 2600  | XBPC          | Y        | N   | Y  |        |
| 104  | Dark Souls II                 | From Software  | Role Playing Game    | 2014        | 1400  | ALL           | Y        | Y   | Y  |        |
| 105  | Uncharted 4                   | Naughty Dog    | Action Adventure     | 2016        | 2600  | XBPS          | Y        | Y   | N  |        |
| 106  | Uncharted 3                   | Naughty Dog    | Action Adventure     | 2013        | 1000  | PSE           | N        | Y   | N  |        |
| 107  | Uncharted 2                   | Naughty DOg    | Action Adventure     | 2009        | 500   | PSE           | N        | Y   | N  |        |
| 108  | Uncharted                     | Naughty DOg    | Action Adventure     | 2007        | 500   | PSE           | N        | Y   | N  |        |
| 109  | Dark Souls                    | From Software  | Role Playing Game    | 2007        | 1000  | PSPC          | N        | Y   | Y  |        |
| 110  | Halo 5                        | 343 Industries | First Person Shooter | 2015        | 3000  | XBE           | Y        | N   | N  |        |
| 111  | Call of Duty Advanced Warfare | Activision     | First Person Shooter | 2014        | 2000  | ALL           | Y        | Y   | Y  |        |
| 112  | Call of Duty Infinite Warfare | Activision     | First Person Shooter | 2016        | 4000  | PSPC          | N        | Y   | Y  |        |
| 113  | Call of Duty Black Ops 3      | Activision     | First Person Shooter | 2015        | 3000  | ALL           | Y        | Y   | Y  |        |
| 114  | Call of Duty Ghosts           | Activision     | First Person Shooter | 2013        | 1000  | XBPC          | Y        | N   | Y  |        |
| 115  | The Witcher 3                 | CD Project Red | Role Playing Game    | 2015        | 2000  | PSPC          | N        | Y   | Y  |        |
| 116  | Skyrim                        | Bethesda       | Role Playing Game    | 2011        | 2000  | PCE           | N        | N   | Y  |        |

Add Game
Update Game
Delete Game(s)

Return To Main Menu

Game Store - Add Game

Game Name
Studio
Genre
Year of Release
Price

**Platforms**
☒ Xbox One
☐ PS4
☐ PC

Add Game
Clear

Return

## Update Game

Game Store - Add/Update/Delete Records

**Search Criteria:**

Game Name

Year of Release

2016

Studio

Price in between

to

Genre

Platforms

☐ Xbox One

☐ PS4

☐ PC

Search Records

Clear

| S.No | Game Name                     | Studio        | Genre                | Year of R... | Price | Platform ... | Xbox ... | PS4 | PC | Select                              |
|------|-------------------------------|---------------|----------------------|--------------|-------|--------------|----------|-----|----|-------------------------------------|
| 103  | Dark Souls III                | From Software | Role Playing Game    | 2016         | 2600  | XBPC         | Y        | N   | Y  | <input type="checkbox"/>            |
| 105  | Uncharted 4                   | Naughty Dog   | Action Adventure     | 2016         | 2600  | XBPS         | Y        | Y   | N  | <input checked="" type="checkbox"/> |
| 112  | Call of Duty Infinite Warfare | Activision    | First Person Shooter | 2016         | 4000  | PSPC         | N        | Y   | Y  | <input type="checkbox"/>            |

Add Game

Update Game

Delete Game(s)

Return To Main Menu

Game Store - Update Game

Game Name

Uncharted 4

Studio

Naughty Dog

Genre

Action Adventure

Year of Release

2016

Price

2600

Platforms

☒ Xbox One

☒ PS4

☐ PC

Update Game

Clear

Return

## Search Update.java

```
1  import java.awt.Color;
2  import java.sql.Connection;
3  import java.sql.DriverManager;
4  import java.sql.SQLException;
5  import java.sql.Statement;
6  import java.sql.ResultSet;
7  import java.util.logging.Level;
8  import java.util.logging.Logger;
9  import javax.swing.table.DefaultTableModel;
10 import javax.swing.JOptionPane;
11
12  /*
13   * To change this license header, choose License Headers in Project Properties.
14   * To change this template file, choose Tools | Templates
15   * and open the template in the editor.
16   */
17  /**...4 lines */
21  public class Search_Add_Update extends javax.swing.JFrame {
22
23      /** Creates new form search ...3 lines */
26      public Search_Add_Update() {
27          initComponents();
28          searchdb.getTableHeader().setFont(new java.awt.Font("Calibri", 1, 14));
29          this.setTitle("Game Store - Add/Update/Delete Records");
30          this.getContentPane().setBackground(Color.BLACK);
31      }
32
33      public void doSearch() {
34          searchbtn.doClick();
35      }
36
37      /**
38       * This method is called from within the constructor to initialize the form.
39       * WARNING: Do NOT modify this code. The content of this method is always
40       * regenerated by the Form Editor.
41       */
42      @SuppressWarnings("unchecked")
43      Generated Code
266
267      public void clear()
268      {
269          try {
270              this.clearBtn.doClick();
271          } catch (Exception ex) {
272              }
273      }
274      private void returnbtnActionPerformed(java.awt.event.ActionEvent evt) {
275          if (DBApplication.mainScreen == null)
276              DBApplication.mainScreen = new Main Menu();
```

```

277         DBApplication.mainScreen.setVisible(true);
278         this.setVisible(false);
279     }
280
281
282     private void yeartxtActionPerformed(java.awt.event.ActionEvent evt) {
283         // TODO add your handling code here:
284     }
285
286     private void gametxtActionPerformed(java.awt.event.ActionEvent evt) {
287         // TODO add your handling code here:
288     }
289
290     private void searchbtnActionPerformed(java.awt.event.ActionEvent evt) {
291         try
292         {
293             DefaultTableModel model = (DefaultTableModel) searchdb.getModel();
294             model.setRowCount(0);
295             Class.forName("java.sql.Driver");
296             try
297             {
298                 Connection con = DriverManager.getConnection(
299                     "jdbc:mysql://localhost/ipproject", "root", "mysql2016");
300                 Statement stmt=con.createStatement();
301
302                 String gname = gametxt.getText();
303                 if(gname.equals(""))
304                     gname = "in (Game_Name)";
305                 else
306                     gname = "=" + "'" + gametxt.getText() + "'";
307
308                 String studio = studiotxt.getText();
309                 if(studio.equals(""))
310                     studio = "in (Studio)";
311                 else
312                     studio = "=" + "'" + studiotxt.getText() + "'";
313
314                 String genre = genretxt.getText();
315                 if(genre.equals(""))
316                     genre = "in (Genre)";
317                 else
318                     genre = "=" + "'" + genretxt.getText() + "'";
319
320                 String year = yeartxt.getText();
321                 if(year.equals(""))
322                     year = "in (Release_Year)";
323                 else
324                     year = "=" + yeartxt.getText();
325

```



```

326 String lprice = lpricetxt.getText();
327 if(lprice.equals(""))
328     lprice = "in ";
329 else
330     lprice = "between " + lpricetxt.getText();
331
332 String hprice = hpricetxt.getText();
333 if(hprice.equals(""))
334     hprice = "(Price)";
335 else
336     hprice = " and " + hpricetxt.getText();
337
338 String platform = "";
339 if(xbcb.isSelected() == true){
340     if(pscb.isSelected() == true){
341         if(pccb.isSelected() == true){
342             platform = "= \\ALL\\";
343         }
344         else{
345             platform = "= \\XBPS\\";
346         }
347     }
348     else{
349         if(pccb.isSelected() == true){
350             platform = "= \\XBPC\\";
351         }
352         else{
353             platform = "= \\XBE\\";
354         }
355     }
356 }
357 else{
358     if(pscb.isSelected() == true){
359         if(pccb.isSelected() == true){
360             platform = "= \\PSPC\\";
361         }
362         else{
363             platform = "= \\PSE\\";
364         }
365     }
366     else{
367         if(pccb.isSelected() == true){
368             platform = "= \\PCE\\";
369         }
370         else{
371             platform = "in (Platform_Type)";
372         }
373     }
374 }

```

```

375
376         String query = "Select * from games natural join platforms where"
377             + " Game_Name " + gname + " and Studio " + studio +
378             " and Genre " + genre + " and Release_Year " + year +
379             " and games.Platform_Type " + platform + " and Price " +
380             lprice + hprice + " order by sno;";
381
382         ResultSet rs=stmt.executeQuery(query);
383         while (rs.next())
384         {
385             String one = rs.getString("Sno");
386             String two = rs.getString("Game_Name");
387             String three = rs.getString("Studio");
388             String four = rs.getString("Genre");
389             String five = rs.getString("Release_Year");
390             String six = rs.getString("Price");
391             String seven = rs.getString("Platform_Type");
392             String eight = rs.getString("Xbox_one");
393             String nine = rs.getString("PS4");
394             String ten = rs.getString("PC");
395             model.addRow(new Object[] {one, two, three, four, five,
396                 six, seven, eight, nine, ten});
397         }
398         rs.close();
399         stmt.close();
400         con.close();
401     }
402     catch (SQLException ex)
403     {
404         Logger.getLogger(
405             Search_Add_Update.class.getName()).log(Level.SEVERE,
406             null, ex);
407         JOptionPane.showMessageDialog(this, "No records found.");
408     }
409 }
410 catch (ClassNotFoundException ex)
411 {
412     Logger.getLogger(Search_Add_Update.class.getName()).log(Level.SEVERE,
413         null, ex);
414     JOptionPane.showMessageDialog(this, "No records found.");
415 }
416
417 }
418
419 private void clearBtnActionPerformed(java.awt.event.ActionEvent evt) {
420     gametxt.setText(null);
421     studiotxt.setText(null);
422     genretxt.setText(null);
423     yeartxt.setText(null);

```

```

424         hpricetxt.setText(null);
425         lpricetxt.setText(null);
426         xbcbb.setSelected(false);
427         pscbb.setSelected(false);
428         pccbb.setSelected(false);
429
430         DefaultTableModel model = (DefaultTableModel) searchdb.getModel();
431         model.setRowCount(0);
432
433         gametxt.requestFocus();
434     }
435
436     private void deleteRecord(String sno) {
437         try
438         {
439             Class.forName("java.sql.Driver");
440             Connection con=DriverManager.getConnection(
441                 "jdbc:mysql://localhost/ipproject","root","mysql2016");
442             Statement stmt = con.createStatement();
443
444             String query = "delete from games where Sno = \"\" + sno + \"\" ";
445             stmt.executeUpdate(query);
446
447         }
448         catch(Exception e){
449             JOptionPane.showMessageDialog(this,"Error in table Deletion");
450         }
451     }
452
453     private void deletebtnActionPerformed(java.awt.event.ActionEvent evt) {
454         DefaultTableModel model = (DefaultTableModel)searchdb.getModel();
455         int rowCount = model.getRowCount();
456         boolean atleastOne = false;
457
458         if (rowCount >0) {
459             for(int i = 0; i < rowCount; i++) {
460                 Object isChecked = model.getValueAt(i, 10);
461                 if (isChecked != null && (boolean)isChecked == true) {
462                     if (atleastOne == false) {
463                         int res = JOptionPane.showConfirmDialog(this,
464                             "Are you sure you want to delete records?");
465                         if (res != JOptionPane.YES_OPTION)
466                             break;
467                     }
468                     String tmp = (String)model.getValueAt(i, 0);
469                     deleteRecord(tmp);
470                     atleastOne = true;
471                 }
472             }
473         }
474     }

```

```

473         if (atleastOne) {
474             // Refresh the table grid so that the user can see
475             // the deleted records have gone away
476             searchbtn.doClick();
477
478             // display message to tell the user that one or more records
479             // have been successfully deleted
480             JOptionPane.showMessageDialog(this,
481                 "Record(s) successfully deleted");
482         }
483     }
484 }
485
486 private void UpdateActionPerformed(java.awt.event.ActionEvent evt) {
487     DefaultTableModel model = (DefaultTableModel)searchdb.getModel();
488     int checked = 0;
489     int rowToUpdate = 0;
490     int rowCount = model.getRowCount();
491
492     for(int i = 0; i < rowCount; i++) {
493         Object isChecked = model.getValueAt(i, 10);
494         if (isChecked != null && (boolean)isChecked == true) {
495             checked++;
496             rowToUpdate = i;
497             if (checked > 1) {
498                 // Show message to the user that they can update
499                 // only one record at a time
500                 JOptionPane.showMessageDialog(this,
501                     "Please select only one record for update purpose");
502                 return;
503             }
504         }
505     }
506
507     // if no rows are present or no rows are selected, simply return
508     if (checked == 0)
509         return;
510
511     // retrieve the S.No of the row selected by the user and set
512     // the global SNo value to this retrieved value, so that we know
513     // Add operation is being performed
514     DBApplication.sno = (String)model.getValueAt(rowToUpdate, 0);
515
516     // Invoke the update screen
517     if (DBApplication.addDeleteUpdate == null)
518         DBApplication.addDeleteUpdate = new Add_Update_Records();
519
520     DBApplication.addDeleteUpdate.PopulateScreen();
521     DBApplication.addDeleteUpdate.setVisible(true);
522     this.setVisible(false);
523 }
524

```

```

525 private void AddGameActionPerformed(java.awt.event.ActionEvent evt) {
526     // Set the global SNo value to NULL, so that we know Add operation
527     // is being performed
528     DBApplication.sno = null;
529
530     if (DBApplication.addDeleteUpdate == null)
531         DBApplication.addDeleteUpdate = new Add_Update_Records();
532
533     DBApplication.addDeleteUpdate.PopulateScreen();
534     DBApplication.addDeleteUpdate.setVisible(true);
535     this.setVisible(false);
536 }
537
538 /**
539  * @param args the command line arguments
540  */
541 public static void main(String args[]) {
542     /* Set the Nimbus look and feel */
543     Look and feel setting code (optional)
544     //</editor-fold>
545
546     /* Create and display the form */
547     java.awt.EventQueue.invokeLater(new Runnable() {
548         public void run() {
549             new Search_Add_Update().setVisible(true);
550         }
551     });
552 }
553
554 // Variables declaration - do not modify
555 private javax.swing.JButton AddGame;
556 private javax.swing.JButton Update;
557 private javax.swing.JButton clearBtn;
558 private javax.swing.JButton deletebtn;
559 private javax.swing.JTextField gametxt;
560 private javax.swing.JTextField genretxt;
561 private javax.swing.JTextField hpricetxt;
562 private javax.swing.JLabel jLabel1;
563 private javax.swing.JLabel jLabel2;
564 private javax.swing.JLabel jLabel3;
565 private javax.swing.JLabel jLabel4;
566 private javax.swing.JLabel jLabel5;
567 private javax.swing.JLabel jLabel6;
568 private javax.swing.JLabel jLabel7;
569 private javax.swing.JOptionPane jOptionPane1;
570 private javax.swing.JPanel jPanel1;
571 private javax.swing.JScrollPane jScrollPane1;
572 private javax.swing.JSeparator jSeparator1;

```

```
593     private javax.swing.JSeparator jSeparator2;
594     private javax.swing.JSeparator jSeparator3;
595     private javax.swing.JTextField lpricetxt;
596     private javax.swing.JCheckBox pccb;
597     private javax.swing.JCheckBox pscb;
598     private javax.swing.JButton returnbtn;
599     private javax.swing.JButton searchbtn;
600     private javax.swing.JTable searchdb;
601     private javax.swing.JTextField studiotxt;
602     private javax.swing.JCheckBox xbc;
603     private javax.swing.JTextField yeartxt;
604     // End of variables declaration
605 }
606
```

## Add Update Records.java

```
1  import java.awt.Color;
2  import java.sql.Connection;
3  import java.sql.DriverManager;
4  import java.sql.Statement;
5  import java.sql.ResultSet;
6
7  /**
8   * To change this license header, choose License Headers in Project Properties.
9   * To change this template file, choose Tools | Templates
10   * and open the template in the editor.
11   */
12
13  /**...4 lines */
17
18  public class Add_Update_Records extends javax.swing.JFrame {
19
20      /** Creates new form add_delete_update ...3 lines */
21
22      public Add_Update_Records() {
23          initComponents();
24          clrbtn.doClick();
25          PopulateScreen();
26          this.getContentPane().setBackground(Color.BLACK);
27      }
28
29
30      public void PopulateScreen() {
31          if (DBApplication.sno == null)
32          {
33              gametxt.setText(null);
34              studiotxt.setText(null);
35              genretxt.setText(null);
36              yeartxt.setText(null);
37              pricetxt.setText(null);
38              xbc.setSelected(false);
39              psc.setSelected(false);
40              pcc.setSelected(false);
41              gametxt.requestFocus();
42
43              // User is trying to perform an Add operation so hide
44              // the Update Btn and shown Add Btn
45              updatebtn.setVisible(false);
46              addbtn.setVisible(true);
47              this.setTitle("Game Store - Add Game");
48          }
49          else
50          {
51              // User is trying to perform an Update operation so hide
52              // Add Btn and shown Update Btn
53              updatebtn.setVisible(true);
54              addbtn.setVisible(false);
55          }
56      }
57  }
```



```

55         this.setTitle("Game Store - Update Game");
56
57         try
58         {
59             String query = "Select * from games natural join platforms "
60                 + "where sno = " + DBApplication.sno + ";";
61
62             Connection con = DriverManager.getConnection(
63                 "jdbc:mysql://localhost/ipproject", "root", "mysql2016");
64             Statement stmt=con.createStatement();
65             ResultSet rs=stmt.executeQuery(query);
66
67             while (rs.next())
68             {
69                 gametxt.setText(rs.getString("Game_Name"));
70                 studiotxt.setText(rs.getString("Studio"));
71                 genretxt.setText(rs.getString("Genre"));
72                 yeartxt.setText(rs.getString("Release_Year"));
73                 pricetxt.setText(rs.getString("Price"));
74                 String eight = rs.getString("Xbox_one");
75                 String nine = rs.getString("PS4");
76                 String ten = rs.getString("PC");
77
78                 if(eight.equals("Y"))
79                     xbc.setSelected(true);
80                 else
81                     xbc.setSelected(false);
82                 if(nine.equals("Y"))
83                     psc.setSelected(true);
84                 else
85                     psc.setSelected(false);
86                 if(ten.equals("Y"))
87                     pcc.setSelected(true);
88                 else
89                     pcc.setSelected(false);
90             }
91             rs.close();
92             stmt.close();
93             con.close();
94         }
95         catch(Exception e)
96         {
97             JOptionPane.showMessageDialog(this,"Error in table Deletion");
98         }
99     }
100 }
101 + /** This method is called from within the constructor to initialize the form
106 @SuppressWarnings("unchecked")
107 + Generated Code

```



```

107 + Generated Code
262
263 - private void gametxtActionPerformed(java.awt.event.ActionEvent evt) {
264     // TODO add your handling code here:
265 }
266
267 - private void yeartxtActionPerformed(java.awt.event.ActionEvent evt) {
268     // TODO add your handling code here:
269 }
270
271 - private void updatebtnActionPerformed(java.awt.event.ActionEvent evt) {
272     try
273     {
274         String gname = gametxt.getText();
275         String studio = studiotxt.getText();
276         String genre = genretxt.getText();
277         String year = yeartxt.getText();
278         String price = pricetxt.getText();
279         String query;
280
281         // Let's check to make sure none of the fields are left empty by the user
282         if (gname.equals("") || studio.equals("") || genre.equals("") ||
283             year.equals("") || price.equals("")){
284             JOptionPane.showMessageDialog(this, "Please do not leave any field"
285                 + " empty for update to succeed");
286             return;
287         }
288
289         Class.forName("java.sql.Driver");
290         Connection con=DriverManager.getConnection(
291             "jdbc:mysql://localhost/ipproject","root","mysql2016");
292         Statement stmt = con.createStatement();
293
294         if(xbcb.isSelected() == true){
295             if(pscb.isSelected() == true){
296                 if(pccb.isSelected() == true)
297                     query = "update games set Platform_Type = \"ALL\" "
298                         + "where sno = " + DBApplication.sno + ";";
299                 else
300                     query = "update games set Platform_Type = \"XBPS\" "
301                         + "where sno = " + DBApplication.sno + ";";
302             }
303             else{
304                 if(pccb.isSelected() == true)
305                     query = "update games set Platform_Type = \"XBPC\" "
306                         + "where sno = " + DBApplication.sno + ";";
307                 else
308                     query = "update games set Platform_Type = \"XBE\" "
309                         + "where sno = " + DBApplication.sno + ";";

```

```

310     }
311 }
312 else{
313     if(pscb.isSelected() == true){
314         if(pccb.isSelected() == true)
315             query = "update games set Platform_Type = \"PSPC\" "
316                   + "where sno = " + DBApplication.sno + ";";
317         else
318             query = "update games set Platform_Type = \"PSE\" "
319                   + "where sno = " + DBApplication.sno + ";";
320     }
321     else{
322         if(pccb.isSelected() == true)
323             query = "update games set Platform_Type = \"PCE\" "
324                   + "where sno = " + DBApplication.sno + ";";
325         else{
326             JOptionPane.showMessageDialog(this,"Do not leave Platform "
327                   + "field empty for update to succeed");
328             return;
329         }
330     }
331 }
332 stmt.executeUpdate(query);
333
334 query = "update games set Game_Name = \"\" + gname + "\"" where "
335       + "sno = " + DBApplication.sno + ";";
336 stmt.executeUpdate(query);
337
338 query = "update games set Studio = \"\" + studio + "\"" where "
339       + "sno = " + DBApplication.sno + ";";
340 stmt.executeUpdate(query);
341
342 query = "update games set Genre = \"\" + genre + "\"" where "
343       + "sno = " + DBApplication.sno + ";";
344 stmt.executeUpdate(query);
345
346 query = "update games set Release_Year = " + year + " where "
347       + "sno = " + DBApplication.sno + ";";
348 stmt.executeUpdate(query);
349
350 query = "update games set Price = " + price + " where "
351       + "sno = " + DBApplication.sno + ";";
352 stmt.executeUpdate(query);
353
354 JOptionPane.showMessageDialog(this,"Record Successfully Updated");
355 }
356 catch (Exception e){
357     JOptionPane.showMessageDialog(this,"Error in updating record");
358 }
359 }
360

```

```

361 private void clrbtnActionPerformed(java.awt.event.ActionEvent evt) {
362     gametxt.setText(null);
363     studiotxt.setText(null);
364     genretxt.setText(null);
365     yeartxt.setText(null);
366     pricetxt.setText(null);
367     xbc.setSelected(false);
368     psc.setSelected(false);
369     pcb.setSelected(false);
370     gametxt.requestFocus();
371 }
372
373 private void returnbtnActionPerformed(java.awt.event.ActionEvent evt) {
374     if (DBApplication.searchDB == null)
375         DBApplication.searchDB = new Search_Add_Update();
376
377     DBApplication.searchDB.doSearch();
378     DBApplication.searchDB.setVisible(true);
379     this.setVisible(false);
380 }
381
382 private void addbtnActionPerformed(java.awt.event.ActionEvent evt) {
383     try
384     {
385         Class.forName("java.sql.Driver");
386         Connection con=DriverManager.getConnection(
387             "jdbc:mysql://localhost/ipproject","root","mysql2016");
388         Statement stmt = con.createStatement();
389
390         String sql = "select max(Sno)+1 from games;";
391         ResultSet rs = stmt.executeQuery(sql);
392         rs.next();
393         String str = rs.getString("max(Sno)+1");
394
395         String gname = gametxt.getText();
396         String studio = studiotxt.getText();
397         String genre = genretxt.getText();
398         String year = yeartxt.getText();
399         String price = pricetxt.getText();
400         String platform = "";
401
402         if(xbc.isSelected() == true){
403             if(psc.isSelected() == true){
404                 if(pcb.isSelected() == true)
405                     platform = "ALL";
406                 else
407                     platform = "XBPS";
408             }
409             else{

```

```

410         if(pccb.isSelected() == true)
411             platform = "XBPC";
412         else
413             platform = "XBE";
414     }
415 } else {
416     if(pscb.isSelected() == true){
417         if(pccb.isSelected() == true)
418             platform = "PSPC";
419         else
420             platform = "PSE";
421     } else {
422         if(pccb.isSelected() == true)
423             platform = "PCE";
424         else
425             platform = "ALL";
426     }
427 }

428
429 String query = "insert into games values (" + str + ", \"\" + gname +
430     "\", \"\" + studio + "\", \"\" + genre + "\", \"\" + year + ", \"\" +
431     price + " , \"\" + platform + "\"";";
432 stmt.executeUpdate(query);
433 JOptionPane.showMessageDialog(this,"Record successfully added");
434 }
435 catch(Exception e){
436     JOptionPane.showMessageDialog(this,"Error in adding record");
437 }
438 }

439
440 /**
441  * @param args the command line arguments
442  */
443 public static void main(String args[]) {
444     /* Set the Nimbus look and feel */
445     Look and feel setting code (optional)
446     //</editor-fold>
447     //</editor-fold>
448     //</editor-fold>
449
450     /* Create and display the form */
451     java.awt.EventQueue.invokeLater(new Runnable() {
452         public void run() {
453             new Add_Update_Records().setVisible(true);
454         }
455     });
456 }
457

```

```
478 // Variables declaration - do not modify
479 private javax.swing.JButton addbtn;
480 private javax.swing.JButton clrbtn;
481 private javax.swing.JTextField gametxt;
482 private javax.swing.JTextField genretxt;
483 private javax.swing.JLabel jLabel1;
484 private javax.swing.JLabel jLabel2;
485 private javax.swing.JLabel jLabel3;
486 private javax.swing.JLabel jLabel4;
487 private javax.swing.JLabel jLabel5;
488 private javax.swing.JOptionPane jOptionPane1;
489 private javax.swing.JPanel jPanel1;
490 private javax.swing.JSeparator jSeparator1;
491 private javax.swing.JSeparator jSeparator2;
492 private javax.swing.JCheckBox pccb;
493 private javax.swing.JTextField pricetxt;
494 private javax.swing.JCheckBox psch;
495 private javax.swing.JButton returnbtn;
496 private javax.swing.JTextField studiotxt;
497 private javax.swing.JButton updatebtn;
498 private javax.swing.JCheckBox xbc;
499 private javax.swing.JTextField yeartxt;
500 // End of variables declaration
501 }
502
```

## **BIBLIOGRAPHY**

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