# Assignment - 4

Date: [ ][ ][ ]

Title: GUI Programming

Problem Statement:
Transform - system from command line to GUI based application.

Objective:
Understand implementation of swing class.

Outcome:
After completion of this students can evaluate and analyze the problem and understand GUI concepts in Java.

Requirements
64 bit Fedora 17, JDK, IDE

Theory:
Swings:
Java swing is a part of Java Foundation class (JFC) that is used to create window-based applications. It is built on top of the AWT API and entirely written in java.

Unlike AWT, swings provide platform independent and light weight components.

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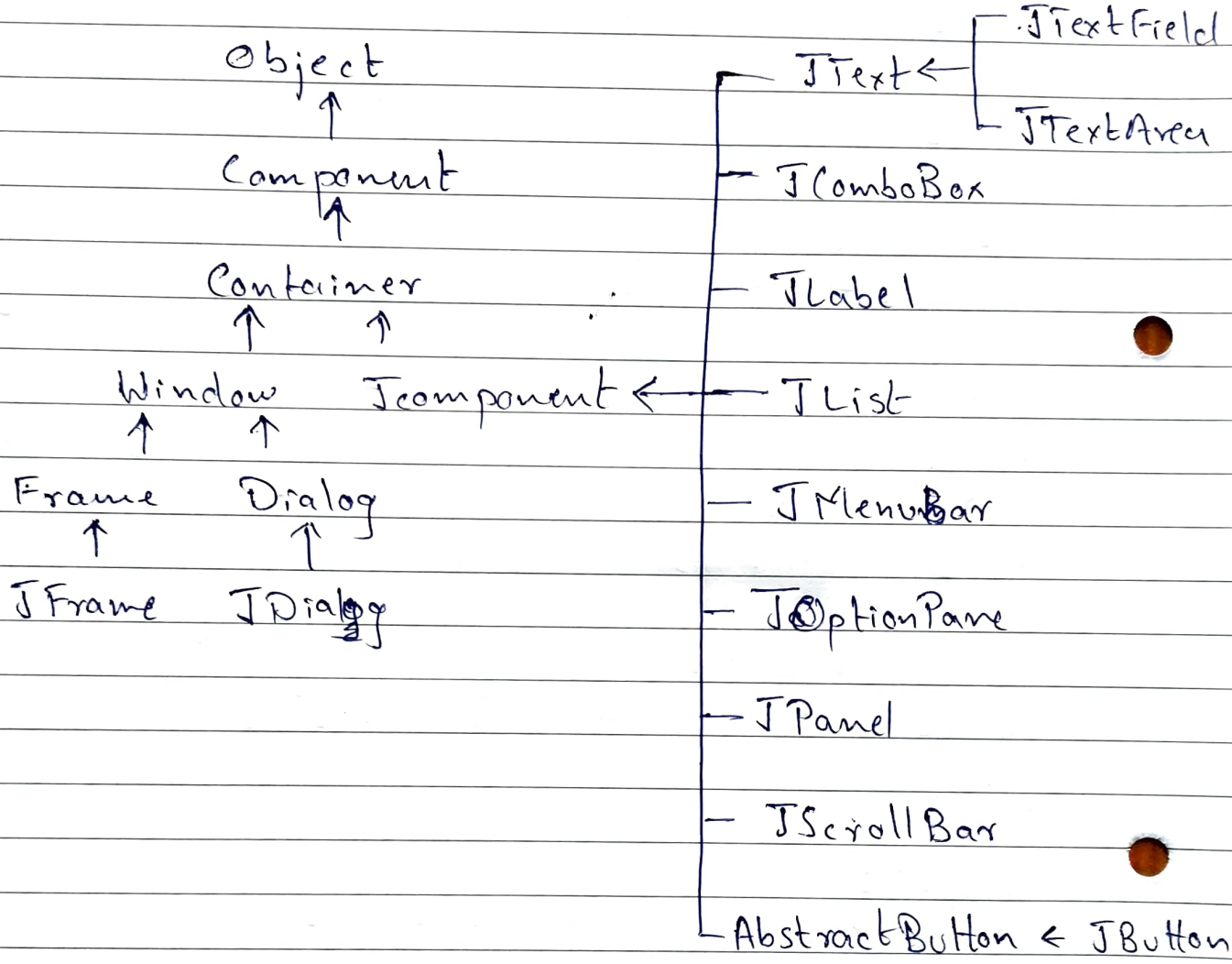
Swing class heirarchy diagram :




Container Class :
These are classes that can have other components on it. So far creating a GUI, we need at least on container class object.

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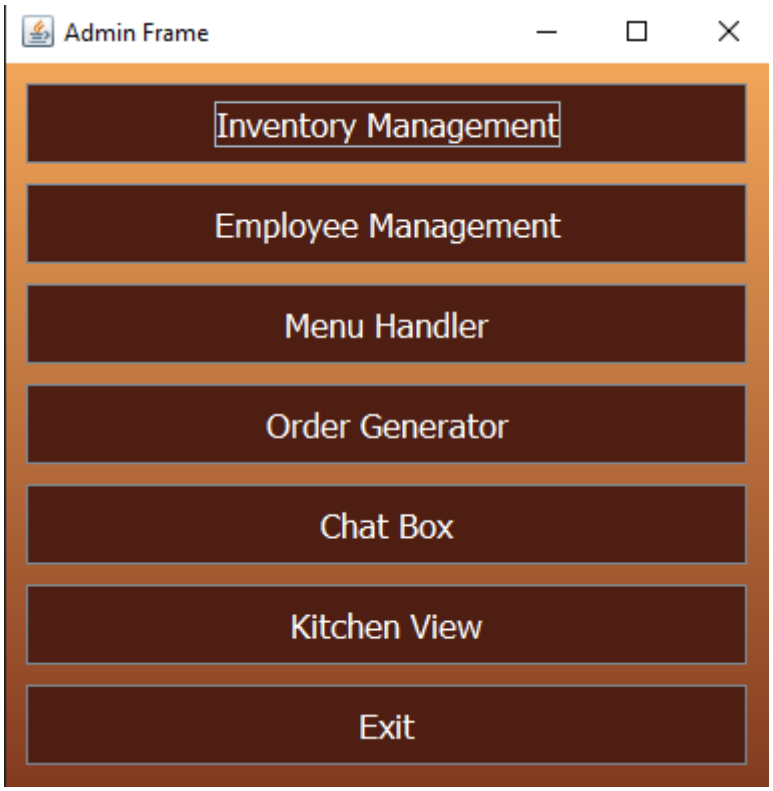
- Panel : It is a pure container and is not a window in itself.

- Frame : It is a fully functioning window with its own title and icons.

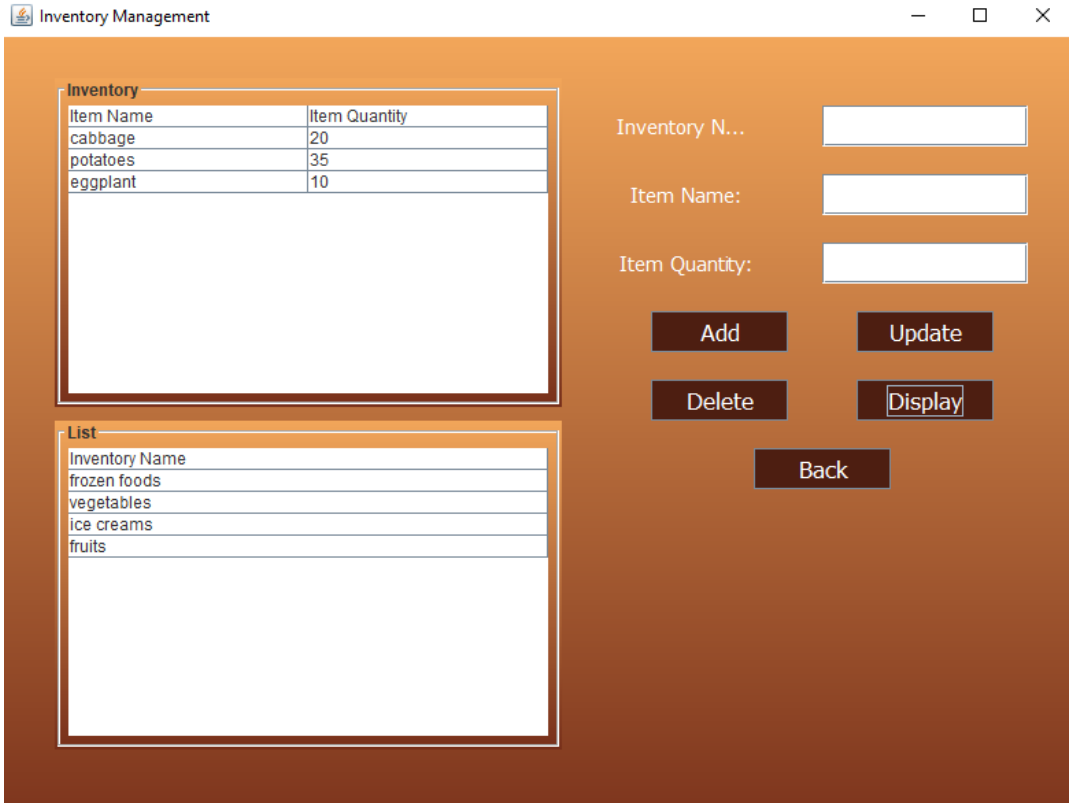
SAMRAT
Where Quality Rules

# Output

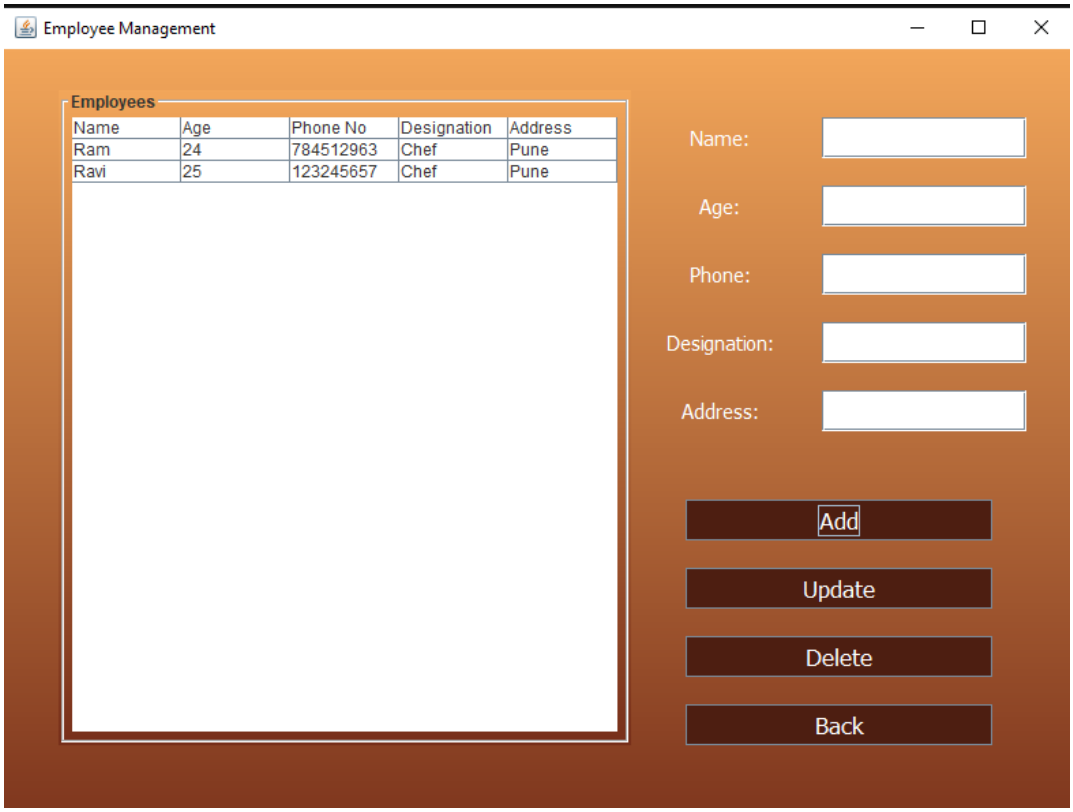
Admin Menu:



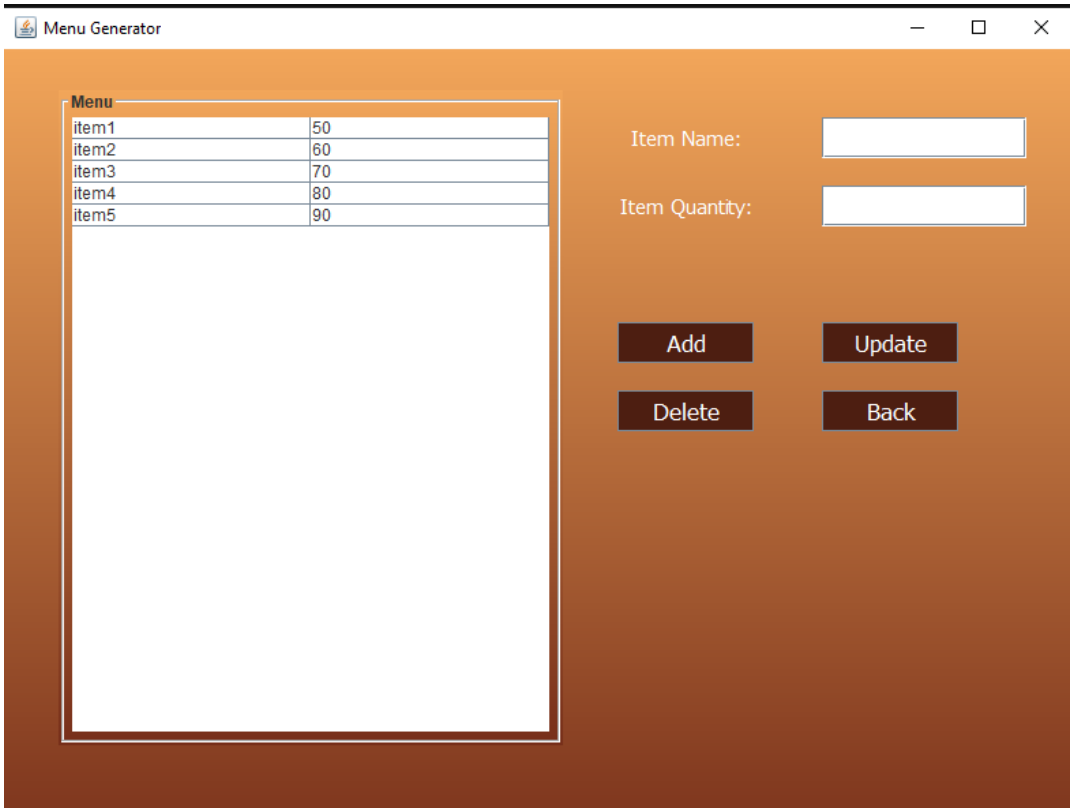

Inventory Management:



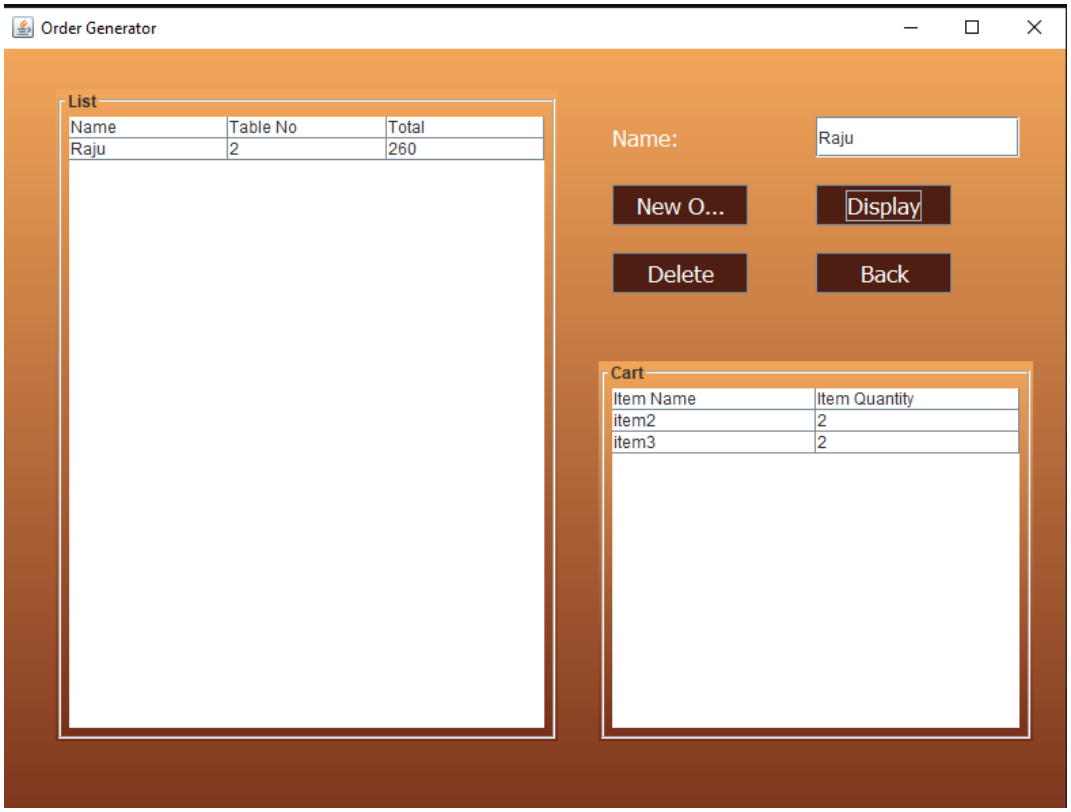
## Employee Management:

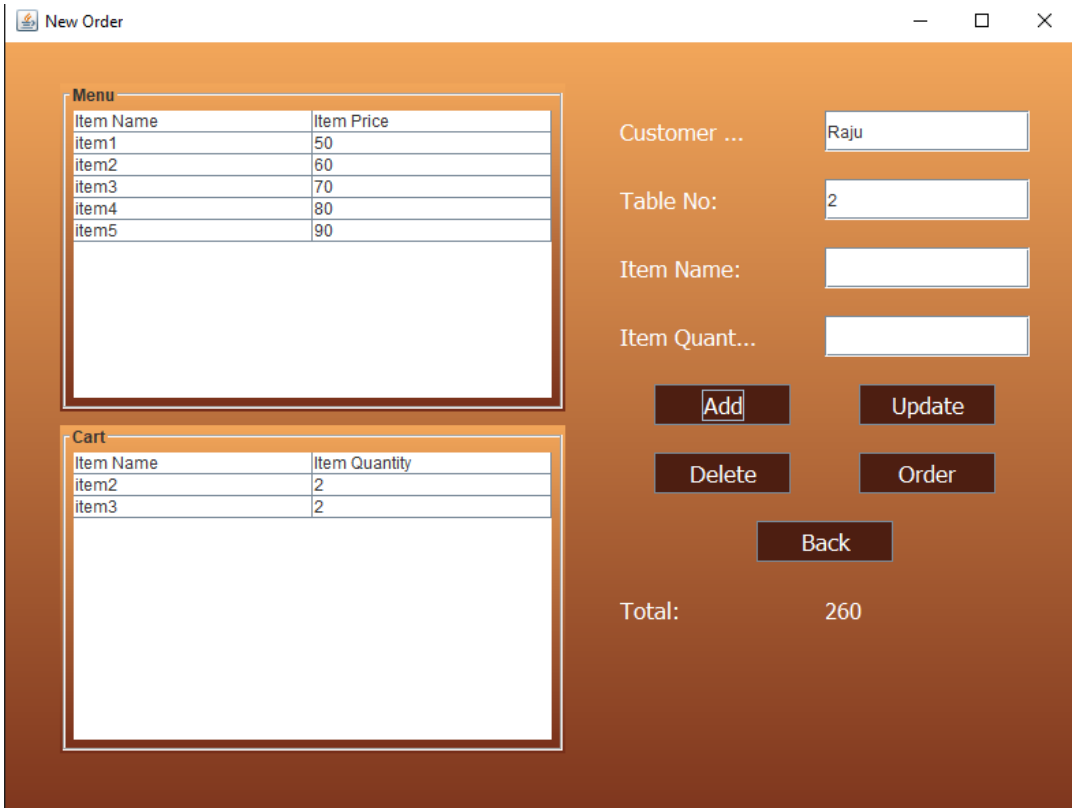



## Menu Handler:

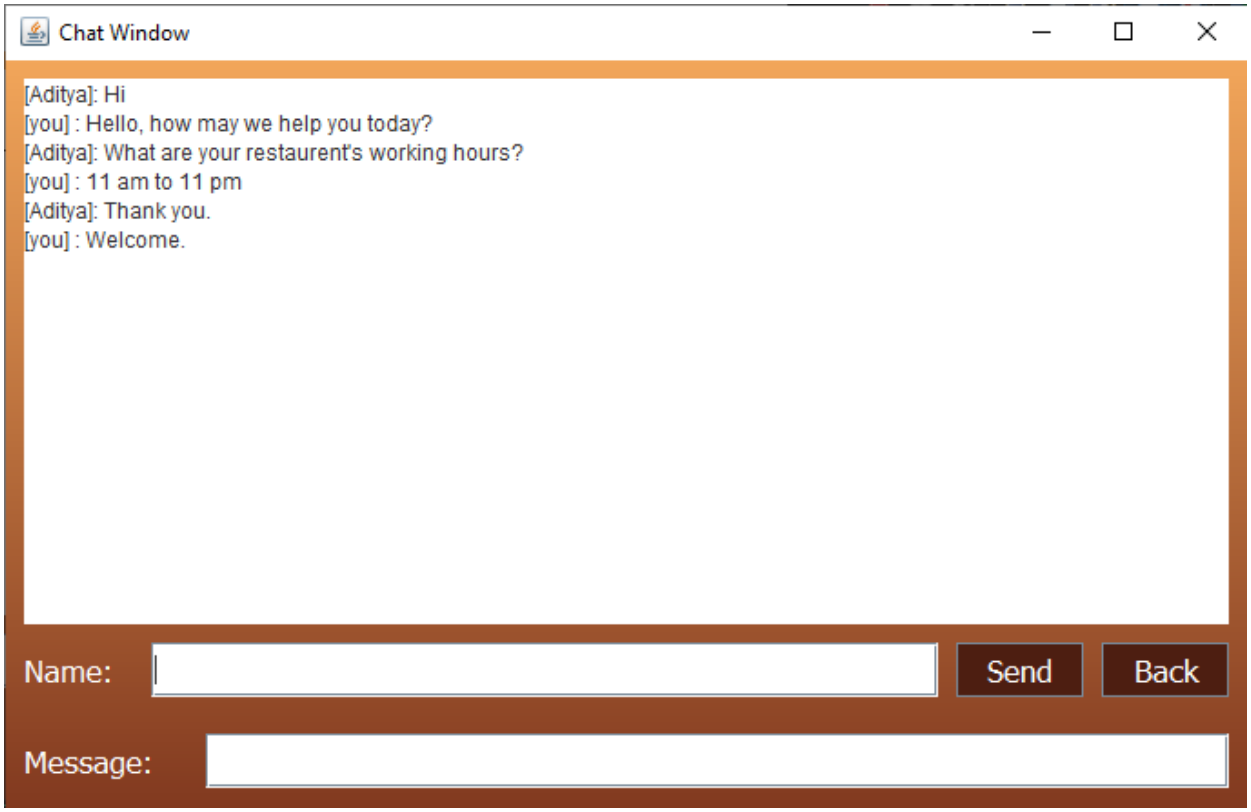


## Order Generator:

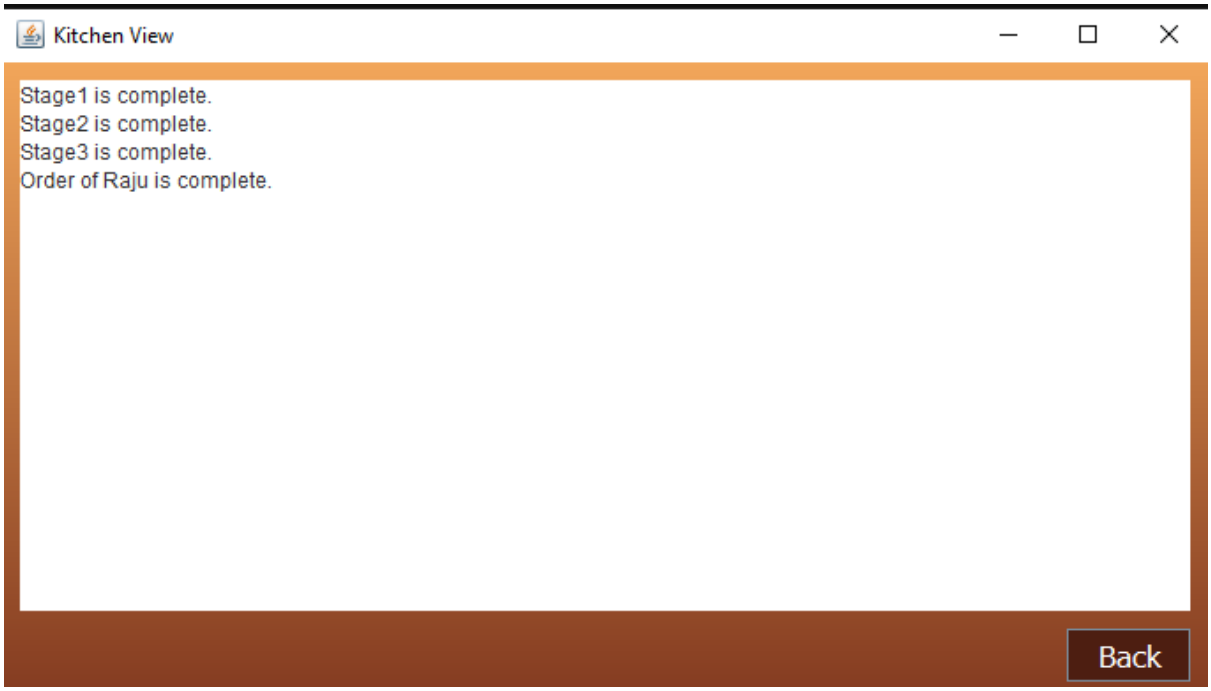


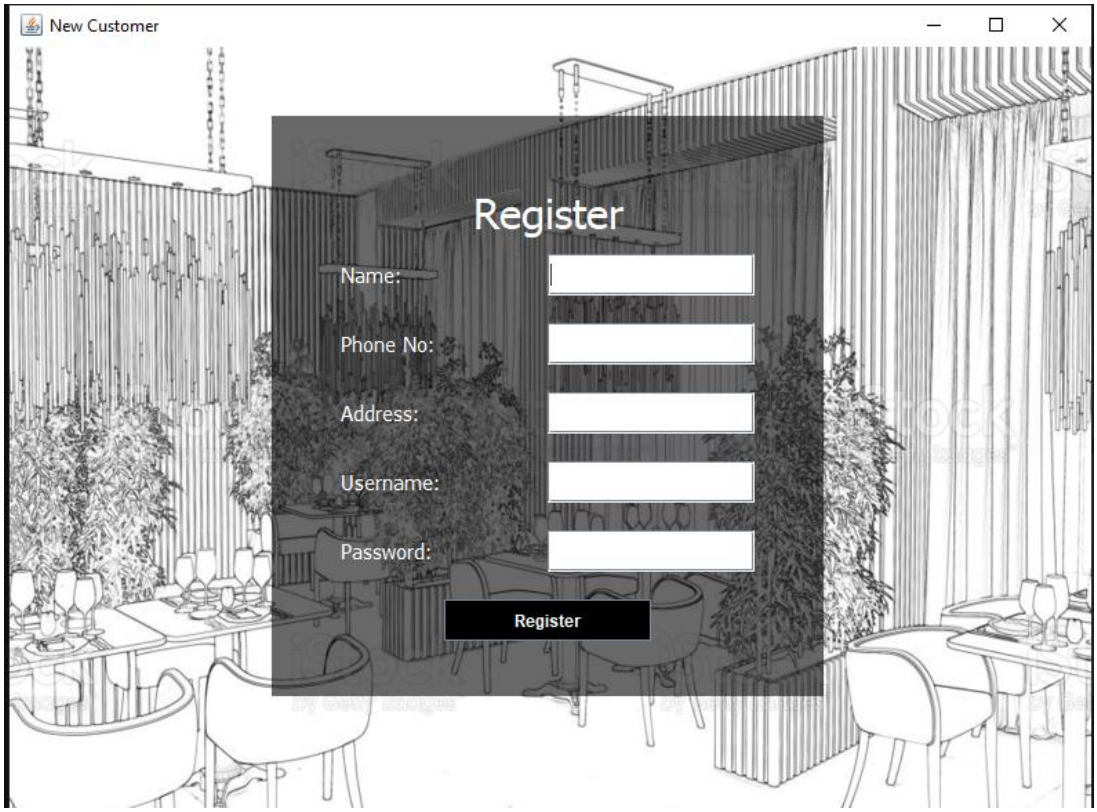
Chat Window:



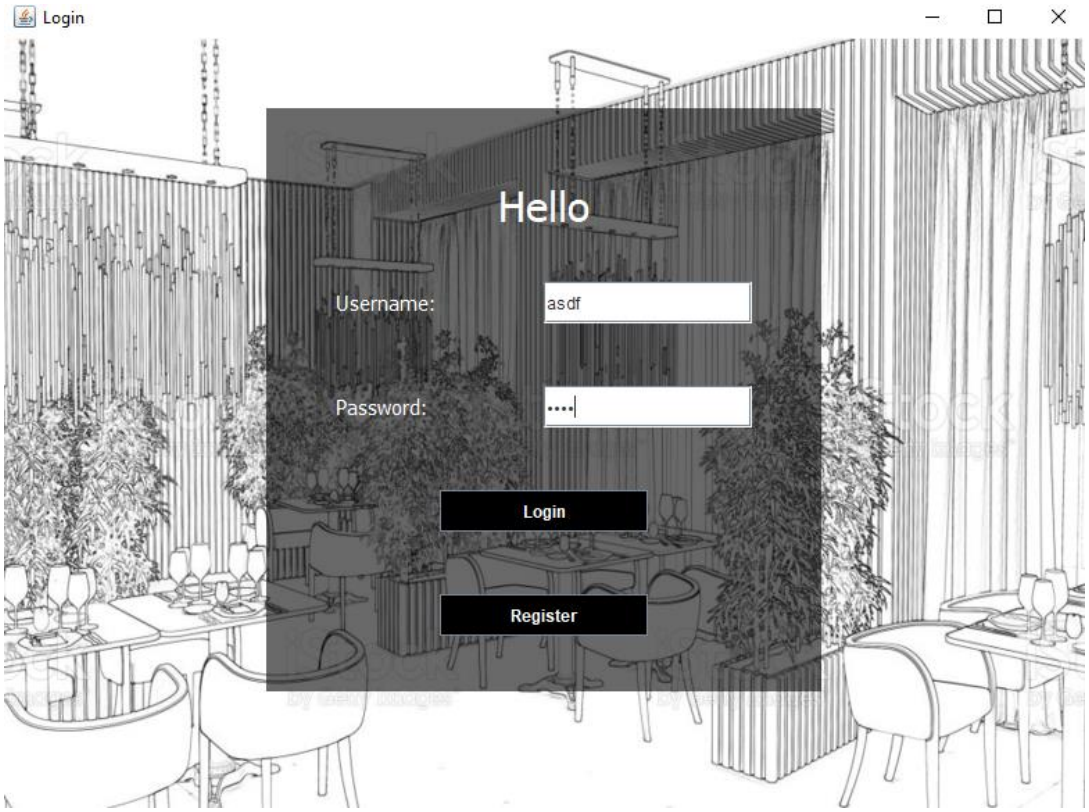

Kitchen View:



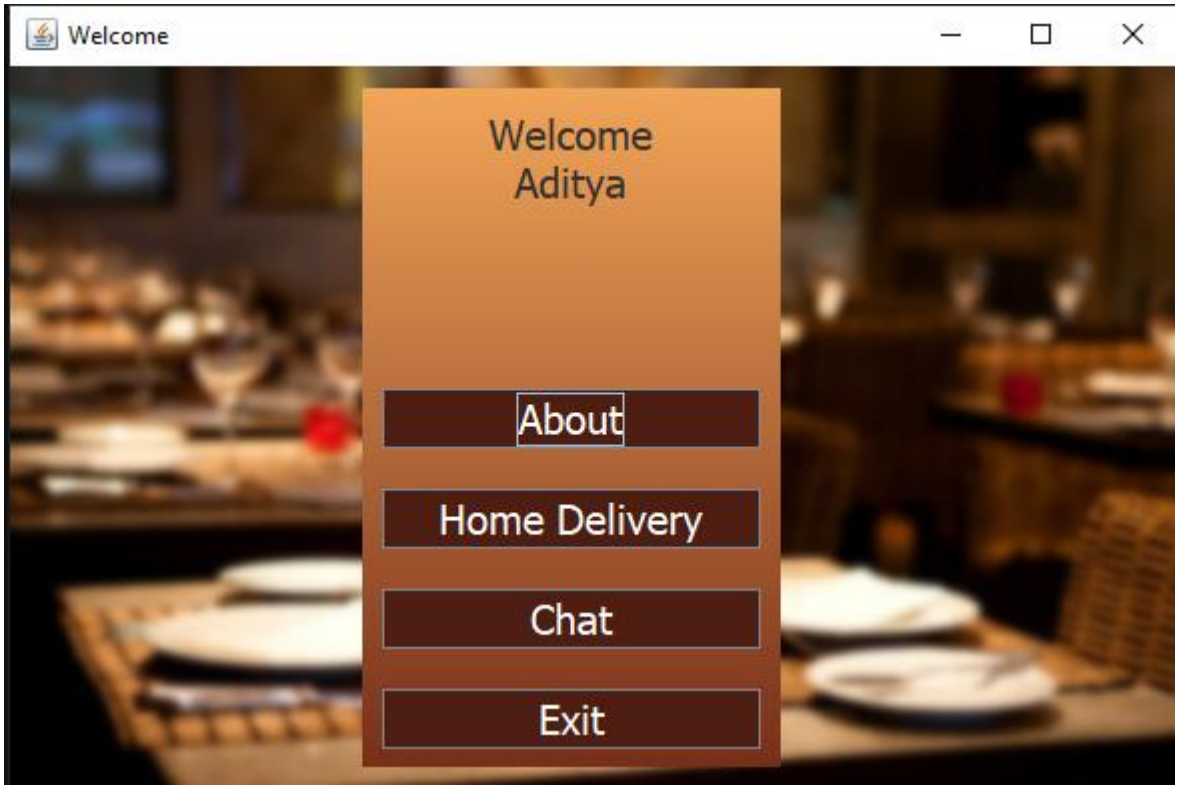
Client Registration:



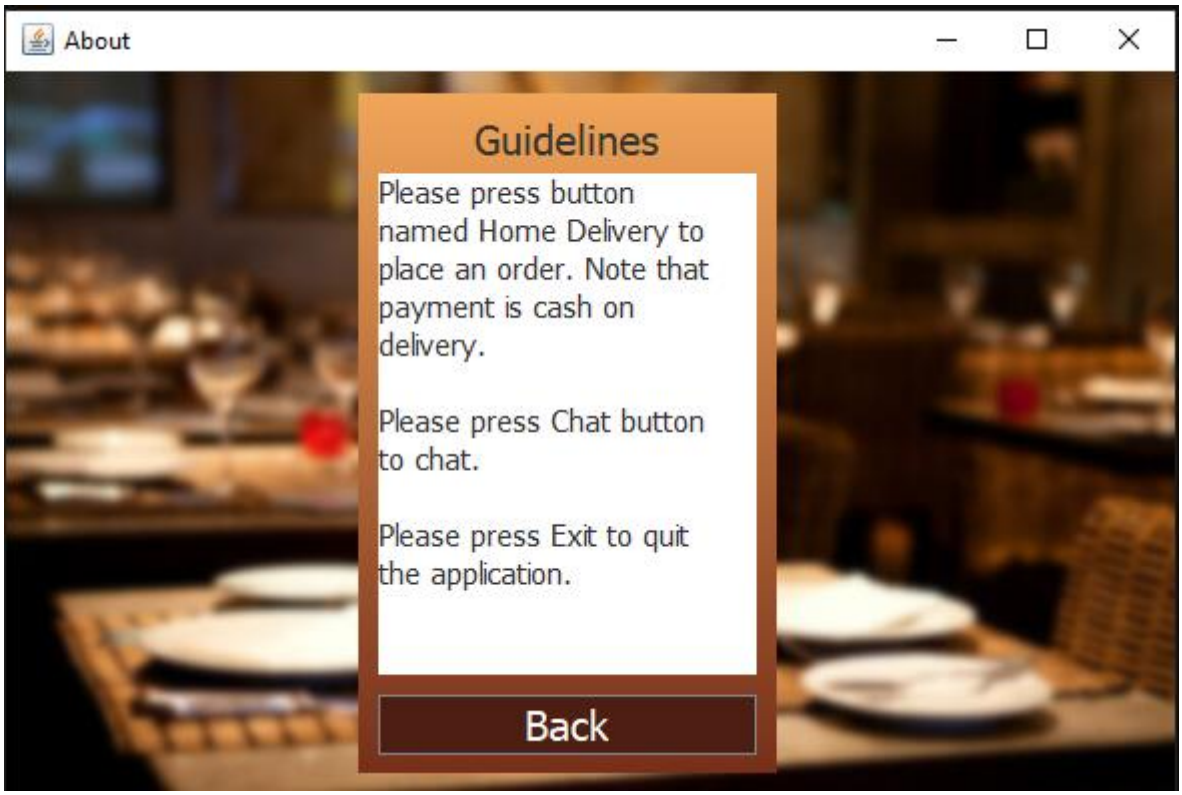

Client Login:



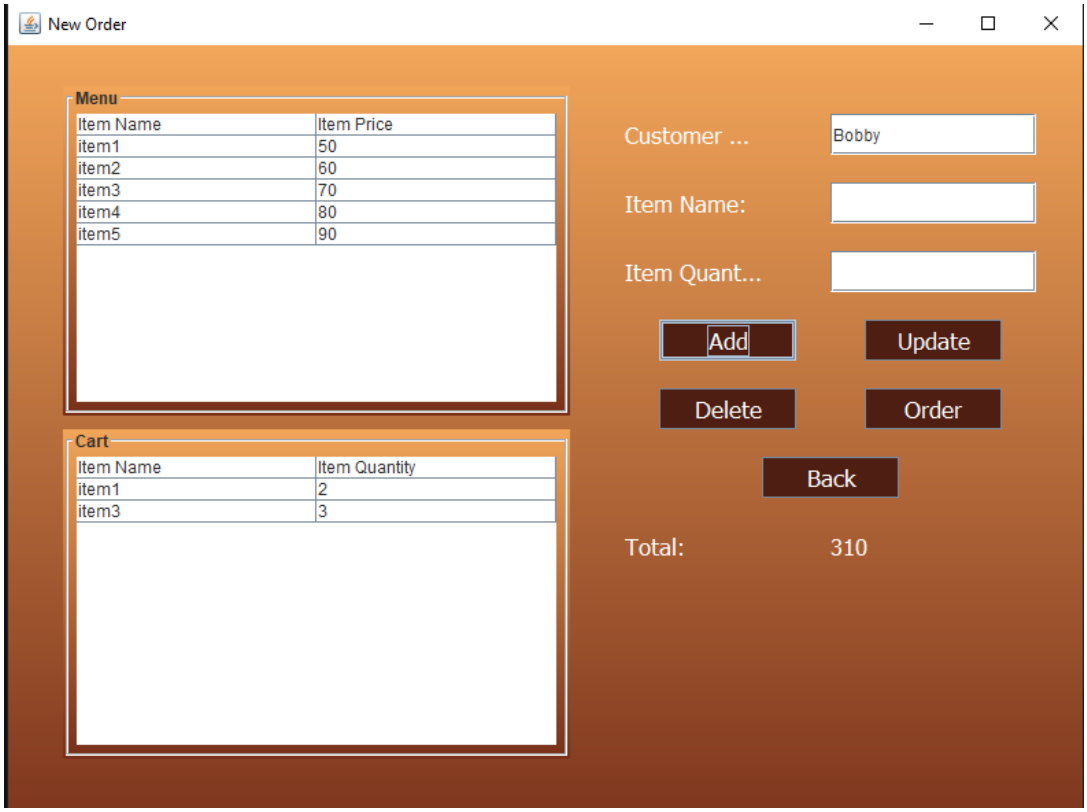
Client Menu:



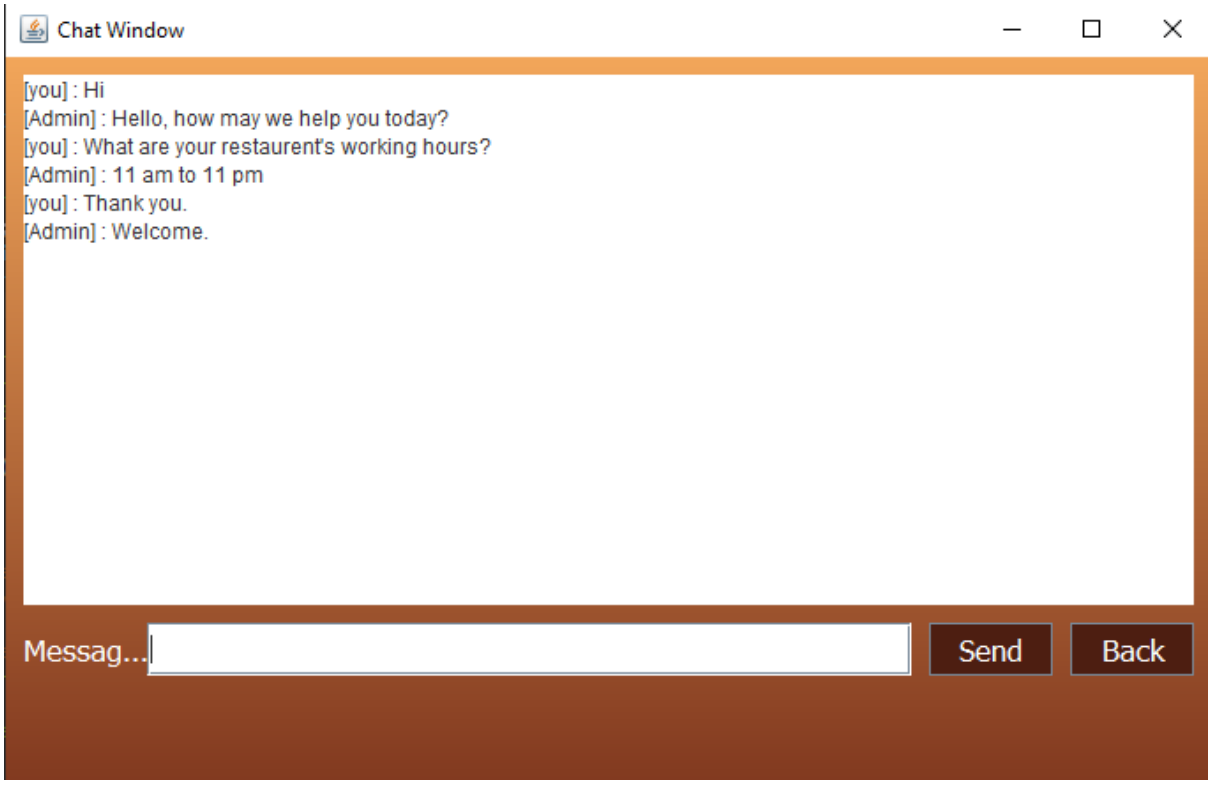

About Frame:



Home Delivery Frame:




Chat Window:



## Conclusion:

Thus we have successfully converted our system from command line to GUI.