Library System (Part 1)

Assume that the Library at Marymount University has asked you to develop a simple program which allows a clerk to perform the following tasks. The program must allow the clerk to add a new book to your library's database.

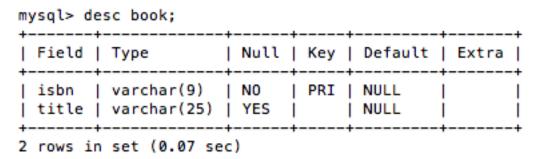
To develop the program, please follow the steps below.

1. Create a Java GUI class, "MULibrary". The GUI must contain the components as shown below. However, the layout can be different. You can come up with your own design.



2. Create a database named "mulibrary" and a table named "book" that contains ISBN and title fields for the text fields appeared on MU Library GUI.

Structure of "book" table

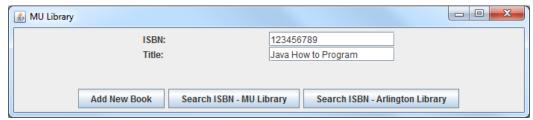


Note: Submit the commands you use to create database and table by using Notepad or MS Words.

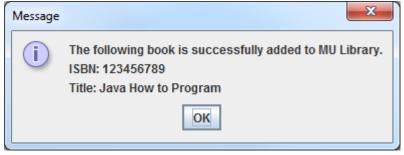
3. Modify "MULibrary.java" so that when the "Add New Book" button is clicked, it gathers information from the GUI and saves data into the "mulibrary" database you create above.

Sample Run:

a. Enter new book information into the text fields in the GUI



b. When "Add New Book" is clicked, a pop up box shows up.

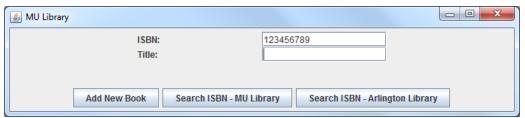


c. The new book information is saved in the "mulibrary" database.

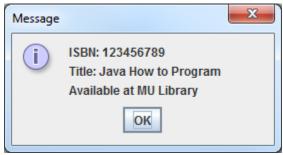
4. Modify "MULibrary.java" so that when the "Search ISBN – MU Library" button is clicked, it performs a search into the "mulibrary" database you create above.

Sample Run:

a. Enter an ISBN in the ISBN text field.



b. When "Search ISBN – MU Library" is clicked and the ISBN is found in "mulibrary" database, a pop up with a successful message including the title of the book is shown.



c. If the ISBN is not found, the following message is popped up.

