Crave Programmer's Manual

This manual attempts to detail the functionality of each Java class used to create our restaurant menu database application and final project, Crave.

# User Interfaces

The user interface classes all extend the JFrame class in Java's Swing package, each making up a different interface of our application. These windows, with the exception of the CraveGUI class, all share a similar composition with two main functions:

1. addComponentsToPane() – This is an original function which abstracts the process of adding and arranging all Swing components to the window. This includes the organization of all labels, buttons, text boxes, and the like into JPanels, which are then added to the top level content pane.

1. actionPerformed(ActionEvent e) – This function is necessary as part of all classes that implement the "ActionListener" class in order to respond to button clicks.

The behaviors of each window's implementation of these functions are different, but in general they are how each interface open's subsequent windows or allow the functionality detailed in the class descriptions below.

## CraveGUI – This class is the only exception within the user interface related classes that does not require the two aforementioned functions. Its purpose is to serve as the top level interface manager that directs the opening and closing of subsequently opened windows in the interface. As such, it maintains the references to important classes like "DBAccess" and "QueryManager" that allow communication with the database.

* LoginWindow – This class is the first interface of the application and allows a user to login or open the registration interface if they do not have a username. Will notify user of invalid credentials when necessary.