public class GUI {

//Each object represents something on the main login GUI screen

private Label lblScreen; // declare component Label

private TextUserF tfUser; // declare component Username Field

private TextPassF tfPass; // declare component Password Field

private Button1 btnLogin; // declare component Login Button

private Button2 btnCancel; // declare component Cancel Button

/\*\* Constructor to setup GUI components \*/

public GUIInterface () {

setLayout(new GuiLayout()); //"this" Frame sets its layout to //GuiLayout, which arranges the components

//from left-to-right, and flow to next row

//from top-to-bottom.

setTitle("Super Hospital Systems"); // "this" Frame sets title

setSize(width, height); // "this" Frame sets initial window size

setVisible(true); // "this" Frame shows

setUserName("Username"); // "this" Frame sets username field

setUserPass("Password"); // "this" Frame sets password field

}

}

//Method listens for User’s sign after entering username and

//password.

//Precondition: The User has entered the username and password

//Postcondition: The User is prompted with a message that notifies

//them if they have entered the correct or incorrect information

public class LoginListener implements ActionListener{

public void actionPerformed(ActionEvent event){

if(username.equals(txtUsername.getText())){

if(password.equals(txtPassword.getText())){

msg = "Login Granted!";

}else{

msg = "Access Denied";

}

}else{

msg = "Access Denied";

}

}

}

//Method listens for User to press cancel buttons

public class CancelListener implements ActionListener{

public void actionPerformed(ActionEvent event){

txtUsername.setText = " ";

txtPassword.setText = "";

txtUsername.requestFocus();

}

}

public String getUsername() {

return tfUser;

}

public String getUsername() {

return tfPass;

}