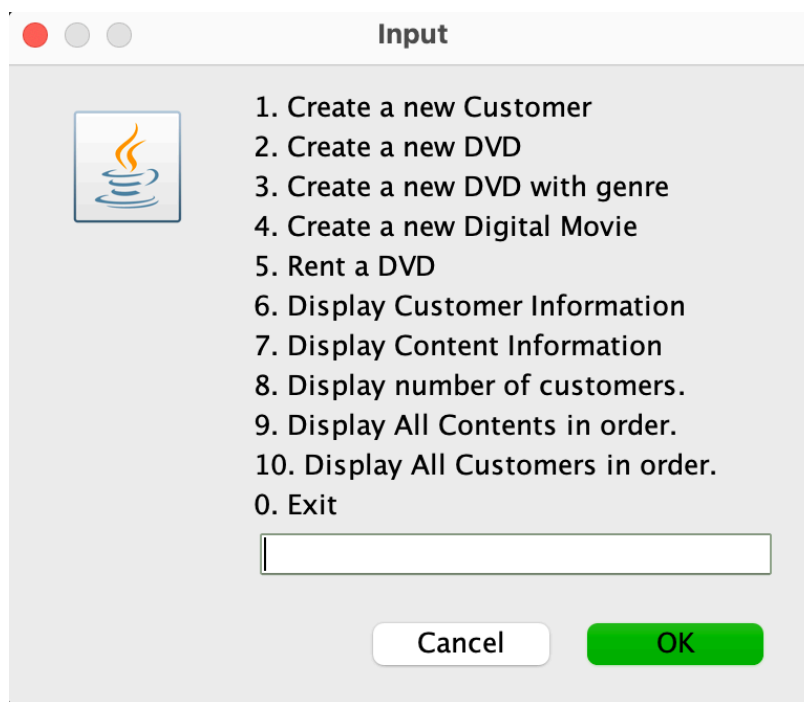CSE212

SOFTWARE DEVELOPMENT METHODOLOGIES

SPRING 2024

LABWORK 10 - SECTION 1 & 2

Below, you can find the description of your labwork for today. You can also find the expected output of this code in the Application Walkthrough section.

You are going to improve your Rental System on top of your previous week's labwork by incorporating GUI functionality.

For displaying the menu items and gathering input from the user, you should be using the *showInputDialog()* method in `javax.swing.JOptionPane`. Additionally, to show simple information messages without any input, you can use the *showMessageDialog()* method. You can see examples in detail below.

Printing Menu:

Creating Customer (or Content):

Input

Enter id

1000

Cancel   OK

Input

Enter name

John

Cancel   OK

Input

Enter surname

Blake

Cancel   OK

Input

Enter age

25
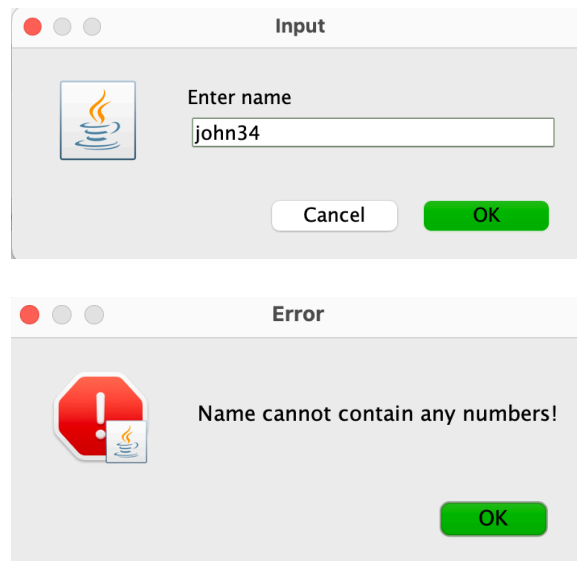
Cancel   OK

Input

Enter postal code

34724

Cancel   OK

Input

Enter email

johnblake@gmail.com

Cancel   OK

Handling Exceptions and "Not Found" Cases:

Input

Enter name

john34

Cancel   OK

Error

Name cannot contain any numbers!

OK

Display Information:

Customer Info

id:1000
name:John
surname:Blake
age:25
postal code:34724
email:johnblake@gmail.com

OK