

com.interaction

# Class UserInterface

java.lang.Object  
com.interaction.UserInterface

```
public class UserInterface
extends java.lang.Object
```

This class is displays the first menu of the system. Allows the user to login, signup or quit the program.

## Field Summary

### Fields

Modifier and Type	Field and Description
private java.io.Console	<b>cons1</b> Console object to use the standard input from the console.
private java.util.Scanner	<b>in</b> Scanner object to use the standard input from the console.
private <b>UserController</b>	<b>uc</b> UserInterface requires the UserController class for the functionality and processing.

## Constructor Summary

### Constructors

Constructor and Description
<b>UserInterface</b> ( ) Default constructor

## Method Summary

### Methods

Modifier and Type	Method and Description
private void	<b>displayLoginChoices</b> ( ) Displays the initial flight system interface allowing the user to login, signup or quit the program.
void	<b>login</b> ( ) The login function that is called to enter the login credentials and process the login.
void	<b>signUp</b> ( )

`void`

Signup function that is called to create a new profile.

`start()`

Starts the process of this class after instantiation.

## Methods inherited from class `java.lang.Object`

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`, `toString`, `wait`, `wait`, `wait`

## Field Detail

### **uc**

```
private UserController uc
```

UserInterface requires the UserController class for the functionality and processing.

### **consl**

```
private java.io.Console consl
```

Console object to use the standard input from the console.

### **in**

```
private java.util.Scanner in
```

Scanner object to use the standard input from the console.

## Constructor Detail

### **UserInterface**

```
public UserInterface()
```

Default constructor

## Method Detail

### **displayLoginChoices**

```
private void displayLoginChoices()
```

Displays the initial flight system interface allowing the user to login, signup or quit the program.

### **login**