

# **Sports Equipment Inventory and Borrowing Management System**

**Bachelor of Science in Information Technology  
CN: 48117**

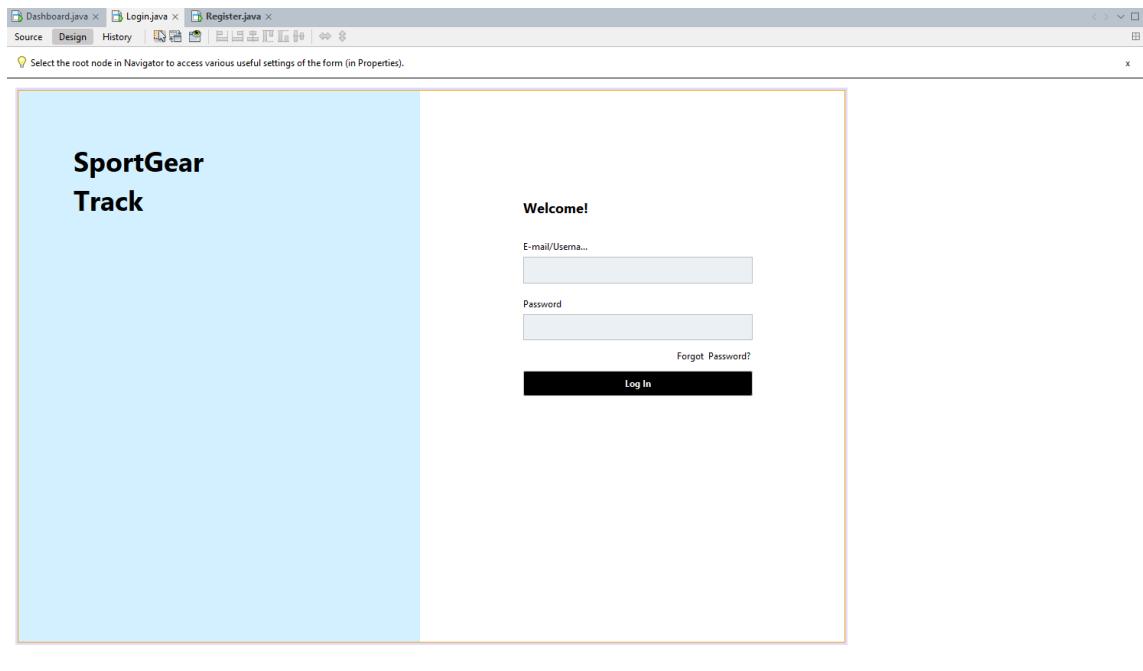
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## Screenshots

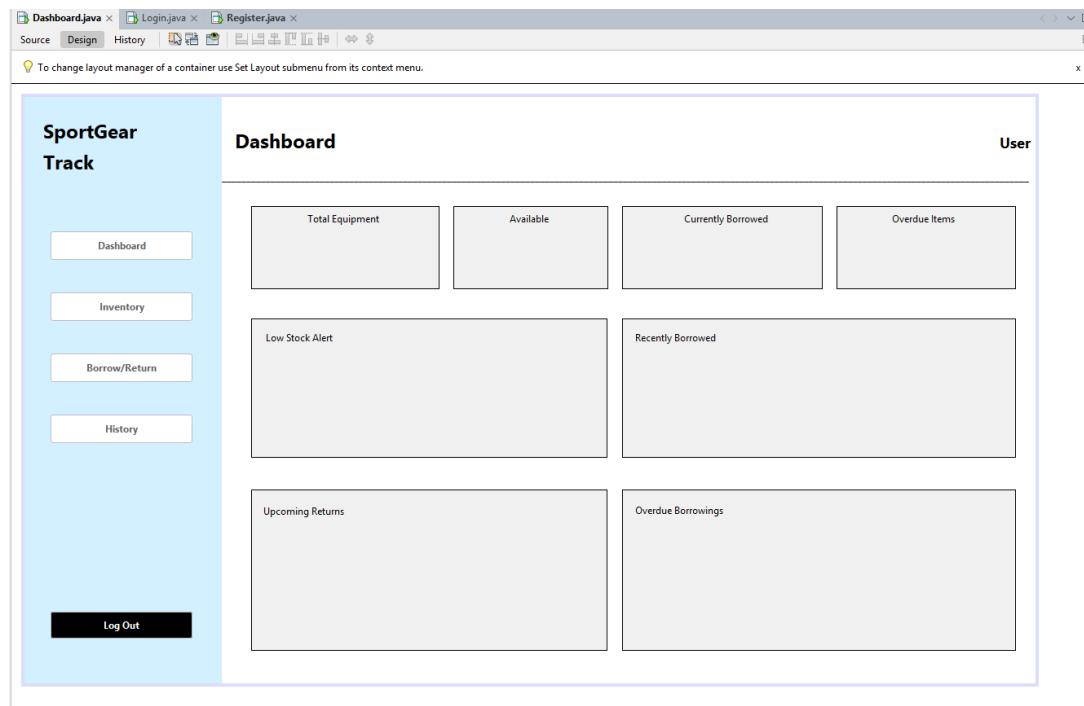
### Log In

- Admin can login their account



### Dashboard

- Admin/Staff can view the dashboard



## Code Snippets for Authentication and Session Management

```
String username = Email_Username.getText();
String password = Password.getText();

try {

    String sql = "SELECT * FROM user_login WHERE username=? AND password=?";
    Connection conn = SQLConnection.connect();
    PreparedStatement pst = conn.prepareStatement(sql);

    pst.setString(1, username);
    pst.setString(2, password);

    ResultSet rs = pst.executeQuery();

    if (rs.next()) {
        JOptionPane.showMessageDialog(this, "Login Successful! 😊");

        // Open Dashboard
        Dashboard dash = new Dashboard();
        dash.setVisible(true);

        // Close Login
        this.dispose();
    } else {
        JOptionPane.showMessageDialog(this, "Incorrect Email or Password!");
    }
}
```

Github Link: [meiineeis/IPT-Lab-3](#)

## Conclusion

In this laboratory 3, We successfully created a login system and dashboard for our project. The login system works correctly with the right username and password, and the dashboard displays after logging in. This activity helped us understand how to connect a simple database with the interface.