

RestaurantRegistration/

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├── User.java --> (Model class: user details, getters/setters, constructor)

├── Database.java --> (Handles connection to Database and saving User objects)

├── RegistrationForm.java --> (User Interface - Form to input Username, Phone, Email, etc.)

└── Main.java --> (Main method to start the program)

File	What it does	Notes
User.java	Create the User class with private fields like username, email, phone, etc.	Include getter/setter methods and a constructor to set data.
Database.java	Connect to your database (e.g., MySQL). Insert user data after validation.	Will need JDBC code (Java Database Connectivity).
RegistrationForm.java	Create the Graphical User Interface (GUI) with JFrame, JLabel, JTextField, JButton.	When user clicks Register , validate fields and create User object.
Main.java	Start the program by opening the RegistrationForm.	Very small file. Just one line to open the form.

Full Steps You Should Follow:

1. Create User Class:

- Variables (private): username, email, phone, dob, password.
- Constructor + Getter + Setter methods.

2. Create Registration Form:

- Use JFrame to build a basic form.
- Fields: Username, Phone, DOB, Email, Password.
- Button: **Register**.

3. **Add Basic Validation:**

- Check if fields are empty.
- Check if email format is correct.
- Check if phone number is valid.

4. **Create User Object:**

- After validations, create a new User object.

5. **Save to Database:**

- Connect to a database (MySQL).
- Insert user data into a users table.
- Show success/fail message.