**Inventory GUI**

import java.awt.GridLayout;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

import javax.swing.\*;

@SuppressWarnings("serial")

public class InventoryGUI extends JFrame

{

private JPanel buttons = new JPanel();

private JButton main = new JButton("Return to Main");

private JButton addMed = new JButton("Add Medication");

private JButton viewInv = new JButton("View Inventory");

private GUIController control;

The above code is formatting the GUI to “Return to Main Menu”, “Add Medication”, and to “View Inventory”.

public InventoryGUI() {

createButtons();

createPanel();

add(buttons);

setSize(300,300);

setUndecorated(true);

}

public InventoryGUI(GUIController c) {

this();

control = c;

}

The above code retrieves information from the GUI Controller.

private void createPanel() {

buttons.setLayout(new GridLayout(3,1,0,0));

buttons.add(addMed);

buttons.add(viewInv);

buttons.add(main);

}

The above code is formatting the GUI to retrieve information.

private void createButtons() {

main.addActionListener( new ActionListener()

{

@Override

public void actionPerformed(ActionEvent ae)

{

control.setInvRun(false);

control.setMainRun(true);

}

});

The above code adds the exit button's actionListener.

addMed.addActionListener( new ActionListener() {

@Override

public void actionPerformed(ActionEvent ae)

{

JOptionPane.showMessageDialog(null, "Not currently functioning, select a differnt option.");

}

});

The above code adds the add button's actionListener.

viewInv.addActionListener( new ActionListener() {

@Override

public void actionPerformed(ActionEvent ae)

{

JOptionPane.showMessageDialog(null, "Not currently functioning, select a differnt option.");

}

});

The above code adds the view button's actionListener.

}

}