Stage 4

The design of the Gui:

For this here has only 2 numerical fields here.

- Driver's ID
- Amount

Driver's ID
- Contains numbers only
- Int type or Integer type
- Does not allow to take any letter.
- Does not takes any dot(.)

Amount
- Contains numbers only
- Float type
- Does not allow to take any letter.
- Takes dot(.)

Driver's ID Code

For the codes I have used a key typed Event of this input field.

keyPressed	<none>	∨	...
keyReleased	<none>	∨	...
keyTyped	DriversIDTXTK...	∨	...
mouseClicked	<none>	∨	...

Because we cannot consume the pressed char on keyPressed event. We can dispose the typed char on keyTyped. So, the codes I have used for this is very simple.

```java
private void DriversIDTXTKeyTyped(java.awt.event.KeyEvent evt) {
    char c = evt.getKeyChar();

    if (!(Character.isDigit(c))) {
        evt.consume();
    }

}
```

Here it is getting the pressed char and storing into c. And after that it is validating. If the char is any digit then it will not type in the input field. So, I wrote if the character is not any digit then the field will take it.

Amount Code

For this we need to add also point(.). So added to allow the dot as manually.

```java
private void AmountTXTKeyTyped(java.awt.event.KeyEvent evt) {
    char c = evt.getKeyChar();

    if (!(Character.isDigit(c) || (c == '.'))) {
        evt.consume();
    }
}
```

Here by || means (or).