

Stage 4

The design of the Gui:

The screenshot shows a GUI application window with a title bar and standard window controls. The main area is divided into several sections:

- Top Section:** A row of input fields with headers: Time, Pick Up Point, Destination, Driver's ID, Passenger Name, Amount, Optional Tip, Account, and Telephone. Below these are buttons: Load, Insert, Save, Cancel, and Export.
- Summary Section:** A table with two columns: Description and Amount. It contains rows for 'Total for the day', 'Total jobs of the day', and 'Expected % for the day'.
- Data Table:** A large table with headers: Driver, Takings, %, and Jobs done. It is currently empty.

For this here has only 2 numerical fields here.

This image shows a close-up of two input fields side-by-side. The first field is labeled 'Driver's ID' and the second is labeled 'Amount'. Both fields are empty and have a light blue border.

- 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.

```
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.

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

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

Here by || means (or).