

## 1) Panel\_util.java

```
@Override
public void actionPerformed(ActionEvent e) {
    JMenuItem source = (JMenuItem) (e.getSource());
    CardLayout cl = (CardLayout) (cards.getLayout());
    switch (source.getText()) {
        case TITLE:
            cl.show(cards, TITLE);
            break;
        case BOOK:
            cl.show(cards, BOOK);
            break;
        case NOTHING1:
            cl.show(cards, NOTHING1);
            break;
        case LOAN:
            cl.show(cards, LOAN);
            break;
    }
}
```

```
@Override
public void actionPerformed(ActionEvent e) {
    JMenuItem source = (JMenuItem) (e.getSource());
    CardLayout cl = (CardLayout) (cards.getLayout());
    switch (source.getText()) {
        case TITLE:
            cl.show(cards, TITLE);
            break;
        case BOOK:
            ((Book_form) cards.getComponent(2)).table_content();
            cl.show(cards, BOOK);
            break;
        case NOTHING1:
            cl.show(cards, NOTHING1);
            break;
        case LOAN:
            cl.show(cards, LOAN);
            break;
    }
}
```

---

## 2) Book\_form.java

```
String[] title() {
    String what, actor;
    actor = (String) model.getValueAt(row, 4);
    if (actor.isEmpty()) //what type of title of book
    { what = "0";
    } else {
        what = "2"; }
    String data[] = {what, (String) model.getValueAt(row, 1), actor};
    return data;
}
```

```
String[] title() {
    String what = "0";
    String data[] = {what, (String) model.getValueAt(row, 1)};
    return data;
}
```

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## 3) Removing overriding of the paintComponent method in the Book\_form.java file