

# Learning Java - DoWhileDemo\_WarGames\_LoginDemo

Just some little code demonstrating a do\_while loop in java and some simple graphical userinterface prompting for input. Inspired by my favorite Hacker Movie of all times - "WarGames".

DoWhileDemo\_WarGames\_Login.java

```
import javax.swing.JOptionPane;

public class DoWhileDemo_WarGames_Login {
    public static void main(String[] args) {
        String command;
        boolean isWrongCommand;
        int errorCounter=0;
        do{
            command = JOptionPane.showInputDialog("LOGIN: ");
            if(command.equals("Joshua")){
                isWrongCommand=false;
                JOptionPane.showMessageDialog(null, "Greetings
Professor Falken!");
                if(errorCounter>0) {
                    JOptionPane.showMessageDialog(null, "There has been
\" + errorCounter + "\" false login attempts since your last
appearance.");
                }
            }else{
                isWrongCommand=true;
                errorCounter++;
            }
        }while(isWrongCommand);
    }
}
```

java, do, while, input, output, simple, interface, war, games, wargames, joshua, falken, learning, computer, programming, assignment, operators

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