1. Introduction

A program that allows the user to book tickets to cinemas and allows him to choose the time and the program consists of three scences each connected to the other.

2. Program:

2.1 Classes:

A. Cinema:

The main class that starts the program and launches scene 1.

B. Scene1Controller:

It's a dedicated class for the customer to write down his name and ID number and save them into a file and launches scene 2.

C. Scene2Controller:

In this class, the customer can book the movie and time and save them into a file and the class launches scene 3.

D. Scene3Controller:

In this class, the customer can generate a booking report by reding the data stored in the file then he can close the program.

2.2 How it Works:

When the program starts, the user is asked to enter the ID number and enter his name and then the user moves to choose the movie where three choices appear then the user chooses the time he wants and after that the ticket shows to the user with his information and stored in the file and the user choose if he wants to finish the program.

Made by Students:

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      History 🖟 🖫 - 🔍 🗣 🗗 🖫 🖓 😓 😉 💇 🔘 🗆 🖺 🚆
     package cinema;
     import javafx.application.Application;
     import javafx.fxml.FXMLLoader;
     import javafx.scene.Parent;
     import javafx.scene.Scene;
     import javafx.stage.Stage;
     import java.io.*;
     public class Cinema extends Application {
         @Override
0
         public void start(Stage stage) throws Exception {
             Parent root = FXMLLoader.load(getClass().getResource("scene1.fxml"));
             Scene scene = new Scene(root);
             stage.setScene(scene);
             stage.show();
         public static void main(String[] args) {
             launch(args);
```

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      package cinema;
      import java.net.URL;
      import java.util.ResourceBundle;
     import javafx.application.Platform;
VA
     import javafx.fxml.FXML;
      import javafx.fxml.Initializable;
      import javafx.scene.control.Button;
     import javafx.scene.control.Label;
      import javafx.scene.control.Menu;
      import javafx.scene.control.MenuBar;
      import javafx.scene.control.MenuItem;
      import javafx.scene.control.SeparatorMenuItem;
      import javafx.scene.control.TextField;
      import javafx.scene.layout.AnchorPane;
      import java.io.*;
V.
      import javafx.geometry.Insets;
      import javafx.scene.control.ColorPicker;
      import javafx.scene.layout.Background;
      import javafx.scene.layout.BackgroundFill;
8
      import javafx.scene.layout.CornerRadii;
     import javafx.scene.paint.Color;
23
      import javafx.fxml.FXMLLoader;
      import javafx.scene. Parent;
26
     import javafx.event.ActionEvent;
      import javafx.scene.Node;
28
      import javafx.scene.Scene;
      import javafx.stage.Stage;
```

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                        History 🦊 🔁 🕶
    public class Scene1Controller implements Initializable {
        private AnchorPane anchr1;
        @FXML
VA.
        private MenuBar menubr;
        @FXML
VA.
        private Menu filemenu;
        @FXML
VA.
        private MenuItem closeit;
        @FXML
V.
        private Menu editmenu;
        @FXML
V.
        private MenuItem cbc;
        private SeparatorMenuItem sprt;
VA.
        private MenuItem ctc;
        @FXML
        private Label lbl1;
        @FXML
        private Label 1b12;
        @FXML
        private Label lbl3;
        @FXML
        private TextField tf1;
        @FXML
        private TextField tf2;
        private Button strtBtn;
        private ColorPicker bckgrcolorpick;
        @FXML
```

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Source History M. G. • 🖟 • 💆 • 💆 • 💆 • 🚾 🚉
          private ColorPicker bckgrcolorpick;
          private ColorPicker txtrcolorpick;
          private Stage stage;
          private Scene scene;
          private Parent root;
          public void onClck_menuItem_Closeit(ActionEvent e) {
          Platform.exit();
          @FXML
          public void onClck_menuItem_Cbc(ActionEvent e) {
            Color myColor = bckgrcolorpick.getValue();
             anchrl.setBackground(new Background(new BackgroundFill(myColor, null, null)));
          @FXML
          public void onClck_menuItem_Ctc(ActionEvent e) {
           Color myColor2 = txtrcolorpick.getValue();
           lbl1.setTextFill(myColor2);
           lbl2.setTextFill(myColor2);
            lbl3.setTextFill(myColor2);
          public void onClck_btn_Start(ActionEvent e) {
              String name = tfl.getText().toString();
 VA.
 Q,
              String id = tf2.getText().toString();
                      FileWriter fstream = new FileWriter("C:\\Users\\Xxfir\\java source\\Cinema\\src\\cinema\\log.txt",false);
                      BufferedWriter out = new BufferedWriter(fstream);
```

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Source History Mr 7
                           100
                      FileWriter fstream = new FileWriter("C:\\Users\\Xxfir\\java source\\Cinema\\src\\cinema\\log.txt",false);
                      BufferedWriter out = new BufferedWriter(fstream);
                      out.write("Name: " + name + "\n");
102
                      out.write("ID: " + id + "\n");
104
                      out.close();
                     }catch(Exception ex) {
                      System.out.println("Error while writing to file: " + ex.getMessage());
106
108
           FXMLLoader loader = new FXMLLoader(getClass().getResource("scene2.fxml"));
112
           root = loader.load();
           Scene2Controller scene2Controller = new Scene2Controller();
           scene2Controller = loader.getController();
           scene2Controller.diplayname(name , id);
           stage = (Stage) ((Node)e.getSource()).getScene().getWindow();
           scene = new Scene(root);
            stage.setScene(scene);
           stage.show();
           }catch(Exception ey) {
            ey.printStackTrace();
124
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128
129
          @Override
          public void initialize(URL url, ResourceBundle rb) {
134
```

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.ge 🚳 Cinema.java × 🙆 Scene1Controller.java × 🙆 Scene2Controller.java × 🙆 Scene3Controller.java × 🖺 log.txt × 📓 scene1.fxml × 🔝 scene2.fxml ×
                          package cinema;
     import java.net.URL;
     import java.util.ResourceBundle;
     import javafx.application.Platform;
     import javafx.event.ActionEvent;
Ÿ,
     import javafx.event.EventHandler;
     import javafx.fxml.FXML;
     import javafx.fxml.Initializable;
     import javafx.scene.control.Button;
     import javafx.scene.control.ColorPicker;
     import javafx.scene.control.Label;
     import javafx.scene.control.Menu;
     import javafx.scene.control.MenuBar;
     import javafx.scene.control.MenuButton;
     import javafx.scene.control.MenuItem;
     import javafx.scene.control.RadioMenuItem;
     import javafx.scene.control.SeparatorMenuItem;
     import javafx.scene.layout.AnchorPane;
     import javafx.scene.layout.Background;
     import javafx.scene.layout.BackgroundFill;
     import javafx.scene.paint.Color;
22
     import java.io.*;
     import javafx.fxml.FXMLLoader;
     import javafx.scene.Node;
     import javafx.scene.Parent;
     import javafx.scene.Scene;
     import javafx.stage.Stage;
```

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.ge 🚳 Cinema.java × 🙆 Scene1Controller.java × 🙆 Scene2Controller.java × 🙆 Scene3Controller.java × 🗋 log.txt × 🖺 scene1.fxml × 🛗 scene2.fxml × 🛗 scene3.fxml ×
                            public class Scene2Controller implements Initializable {
          @FXML
          private AnchorPane anchr2;
Q,
          private MenuBar menubr;
          @FXML
V<sub>A</sub>
          private Menu filemenu;
43
Q,
          private MenuItem closeit;
          @FXML
V<sub>A</sub>
          private Menu editmenu;
          @FXML
Q,
          private MenuItem cbc;
49
          private ColorPicker bckgrcolorpick;
          @FXML
V<sub>A</sub>
          private SeparatorMenuItem sprt;
53
V<sub>A</sub>
          private MenuItem ctc;
          @FXML
          private ColorPicker txtrcolorpick;
          private Label welcomemsg;
          private Label lblchose;
          @FXML
          private Label lblmovie;
          @FXML
          private Label lbltime;
64
V<sub>A</sub>
          private MenuButton moviemenu;
```

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             Q,
         private MenuButton moviemenu;
         @FXML
Q,
         private MenuButton timemenu;
         @FXML
         private RadioMenuItem movie1;
         @FXML
         private RadioMenuItem movie2;
         @FXML
         private RadioMenuItem movie3;
         @FXML
         private RadioMenuItem time1;
         @FXML
         private RadioMenuItem time2;
         private RadioMenuItem time3;
         @FXML
Q,
         private Button confirmch;
         private Stage stage;
         private Scene scene;
         private Parent root;
         @Override
0
         public void initialize(URL url, ResourceBundle rb) {
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Q,
         private void onClck menuItem Closeit (ActionEvent event) {
            Platform.exit();
```

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             Platform.exit();
         @FXML
         private void onClck menuItem Cbc(ActionEvent event) {
           Color myColor = bckgrcolorpick.getValue();
            anchr2.setBackground(new Background(new BackgroundFill(myColor, null, null)));
          @FXML
Q.
          private void onClck menuItem Ctc(ActionEvent event) {
           Color myColor2 = txtrcolorpick.getValue();
            welcomemsg.setTextFill(myColor2);
            lblchose.setTextFill(myColor2);
            lblmovie.setTextFill(myColor2);
            lbltime.setTextFill(myColor2);
          public void diplayname(String name, String id) {
          welcomemsg.setText("Hello: " + name + " " + id);
          @FXML
          public void onClck_btn_confirm_Choise(ActionEvent ex) {
          if (movie1.isSelected()){
                    String moviename1 = moviel.getText().toString();
                      FileWriter fstream = new FileWriter("C:\\Users\\Xxfir\\java source\\Cinema\\src\\cinema\\log.txt",true);
                      BufferedWriter out = new BufferedWriter(fstream);
                      out.write("You Choose" + " " + moviename1 + " " + "Movie" + "\n");
                      out.close();
                    }catch(Exception e) {
                      System.out.println("Error while writing to file: " + e.getMessage());
```

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      out.write("You Choose" + " " + moviename1 + " " + "Movie" + "\n");
                     out.close();
 Q,
                    }catch(Exception e) {
                     System.out.println("Error while writing to file: " + e.getMessage());
                  }else if(movie2.isSelected()){
 V,
                  String moviename2 = movie2.getText().toString();
                     FileWriter fstream = new FileWriter("C:\\Users\\Xxfir\\java source\\Cinema\\src\\cinema\\log.txt",true);
                     BufferedWriter out = new BufferedWriter(fstream);
                     out.write("You Choose" + " " + moviename2 + " " + "Movie" + "\n");
                     out.close();
                    }catch(Exception e) {
                     System.out.println("Error while writing to file: " + e.getMessage());
                  }else if(movie3.isSelected()){
                  String moviename3 = movie3.getText().toString();
                     FileWriter fstream = new FileWriter("C:\\Users\\Xxfir\\java source\\Cinema\\src\\cinema\\log.txt",true);
 VA.
                     BufferedWriter out = new BufferedWriter(fstream);
                     out.write("You Choose" + " " + moviename3 + " " + "Movie" + "\n");
148
                     out.close();
Q,
                    }catch(Exception e) {
                     System.out.println("Error while writing to file: " + e.getMessage());
                  if(time1.isSelected()){
                     String timex1 = time1.getText().toString();
 Q,
                      FileWriter fstream = new FileWriter("C:\\Users\\Xxfir\\java source\\Cinema\\src\\cinema\\log.txt",true);
                      BufferedWriter out = new BufferedWriter(fstream);
                     out.write("At time: " + " ^{"} + timex1 + "\n");
                      out.close();
160
```

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                                                                                                                                     | \bullet \rangle
       }else if(time2.isSelected()){
                  String timex2 = time2.getText().toString();
                      FileWriter fstream = new FileWriter("C:\\Users\\Xxfir\\java source\\Cinema\\src\\cinema\\log.txt",true);
                      BufferedWriter out = new BufferedWriter(fstream);
                      out.write("At time: " + " " + timex2 + "\n");
169
                      out.close();
                    }catch(Exception e) {
                      System.out.println("Error while writing to file: " + e.getMessage());
174
                  }else if(time3.isSelected()){
                  String timex3 = time3.getText().toString();
 V.
176
                      FileWriter fstream = new FileWriter("C:\\Users\\Xxfir\\java source\\Cinema\\src\\cinema\\log.txt",true);
                      BufferedWriter out = new BufferedWriter(fstream);
                      out.write("At time: " + " " + timex3 + "\n");
                      out.close();
                    }catch(Exception e) {
                      System.out.println("Error while writing to file: " + e.getMessage());
184
188
           FXMLLoader loader = new FXMLLoader(getClass().getResource("scene3.fxml"));
           root = loader.load();
            stage = (Stage) ((Node)ex.getSource()).getScene().getWindow();
           scene = new Scene(root);
           stage.setScene(scene);
           stage.show();
 Ÿ,
           }catch(Exception ey) {
            ey.printStackTrace();
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                                                                                                                                        ()
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              X I
      package cinema;
      import java.io.BufferedReader;
      import java.io.FileReader;
      import java.net.URL;
      import java.util.ResourceBundle;
      import javafx.application.Platform;
      import javafx.event.ActionEvent;
      import javafx.fxml.FXML;
      import javafx.fxml.Initializable;
      import javafx.scene.control.Alert;
      import javafx.scene.control.Alert.AlertType;
     import javafx.scene.control.Button;
      import javafx.scene.control.ButtonType;
      import javafx.scene.control.ColorPicker;
      import javafx.scene.control.Label;
      import javafx.scene.control.Menu;
      import javafx.scene.control.MenuBar;
      import javafx.scene.control.MenuItem;
      import javafx.scene.control.Separator;
21
      import javafx.scene.control.SeparatorMenuItem;
22
      import javafx.scene.layout.AnchorPane;
23
      import javafx.scene.layout.Background;
      import javafx.scene.layout.BackgroundFill;
25
      import javafx.scene.paint.Color;
26
     import javafx.stage.Stage;
28
30
32
      public class Scene3Controller implements Initializable {
          @FXML
```

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      public class Scene3Controller implements Initializable {
          @FXML
          private AnchorPane anchr3;
 VA.
          private MenuBar menubr3;
 VA.
          private Menu filemenu;
 41
          @FXML
          private MenuItem closeit;
 VA.
          @FXML
 V<sub>A</sub>
          private Menu editmenu;
          @FXML
 VA.
          private MenuItem cbc;
          private ColorPicker bckgrcolorpick;
49
 V.
          private SeparatorMenuItem sprt;
 VA.
          private MenuItem ctc;
          private ColorPicker txtrcolorpick;
          @FXML
          private Label lblrpt;
          @FXML
          private Label lblGnr;
          @FXML
          private Button gnrButton;
          @FXML
 VA.
          private Separator sprt2;
          private Label lbl1;
          private Label lbl2;
```

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          private Label lbl2;
          @FXML
          private Label lbl3;
          @FXML
          private Label lbl4;
          @FXML
          private Button endButton;
 V,
          private Stage stage;
          @Override
 0
          public void initialize(URL url, ResourceBundle rb) {
 Q,
          private void onClck menuItem Closeit(ActionEvent event) {
              Platform.exit();
 VA.
          private void onClck menuItem Cbc (ActionEvent event) {
             Color myColor = bckgrcolorpick.getValue();
             sucho: .setBackground(new Background(new BackgroundFill(myColor, null, null)));
          @FXML
 9
          private void onClck menuItem Ctc(ActionEvent event) {
            Color myColor2 = txtrcolorpick.getValue();
             lblrpt.setTextFill(myColor2);
            lblGnr.setTextFill (myColor2);
            lbl1.setTextFill(myColor2);
```

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     History 🖟 🔁 - 🖫 - 🔍 🔁 🗗 🖺 📮 🕆 🔥 🕾 🕮 🛂 🔘 🗆 📲 📑
           lbl1.setTextFill(myColor2);
           1b12.setTextFill(myColor2);
           lbl3.setTextFill(myColor2);
           lbl4.setTextFill(myColor2);
         @FXML
         public void onClck_btn_genrate(ActionEvent ex) {
9,
         String line = "";
             BufferedReader reader = new BufferedReader(new FileReader("C:\\Users\\Xxfir\\java source\\Cinema\\src\\cinema\\log.txt"));
              String[] lines = new String[4];
              int index = 0;
              while ((line = reader.readLine()) != null) {
              lines[index++] = line;
              if (index==4) break;
              lbl1.setText(lines[0]);
              lbl2.setText(lines[1]);
               lbl3.setText(lines[2]);
              lbl4.setText(lines[3]);
VA.
         }catch(Exception er) {
Q,
          er.printStackTrace();
         @FXML
         public void onClck_btn_end_Program(ActionEvent ex) {
         Alert alert = new Alert(AlertType.CONFIRMATION);
         alert.setTitle("End Program");
         alert.setHeaderText("You're about to end the program!");
```

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                String[] lines = new String[4];
                int index = 0;
                while ((line = reader.readLine()) != null) {
                lines[index++] = line;
                if (index==4) break;
115
                lbl1.setText(lines[0]);
                lbl2.setText(lines[1]);
                lbl3.setText(lines[2]);
119
                lbl4.setText(lines[3]);
120
           }catch(Exception er) {
           er.printStackTrace();
125
           public void onClck_btn_end_Program(ActionEvent ex) {
           Alert alert = new Alert(AlertType.CONFIRMATION);
           alert.setTitle("End Program");
           alert.setHeaderText("You're about to end the program!");
           alert.setContentText("Do you want to save before exiting?: ");
           if(alert.showAndWait().get() == ButtonType.OK) {
136
               stage = (Stage) and .getScene().getWindow();
           System.out.println("You successfully ended the program!");
           stage.close();
```























