Car Dealer Ship

Phase 2

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1. Object Overview

Our projects are aimed towards people who want to sell, rent, or acquire new or old cars. It assists the user in gaining regular knowledge of the automotive market and knowing more about new offers.

2. GUI Overview

First, we have a login screen where you can login if you already have an account; otherwise, you must sign up as indicated in figure (1) to use our application. Following that, we'll be able to see the other orders that have been submitted by other users.

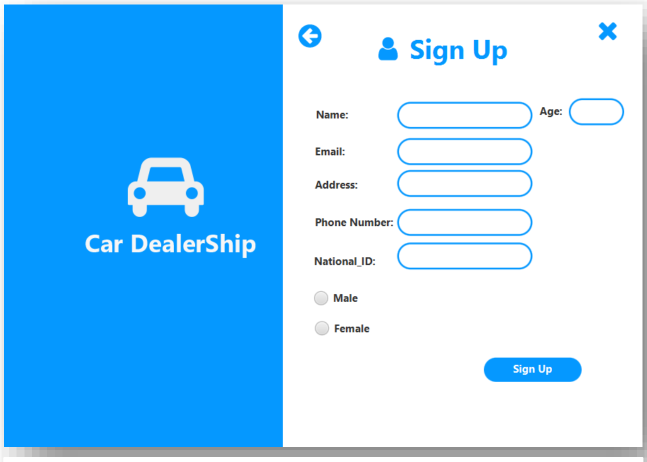


Figure 1

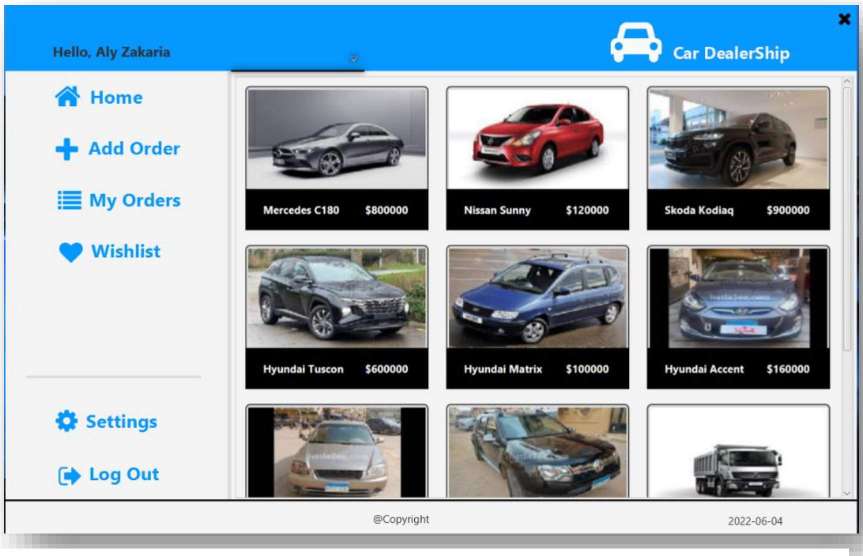
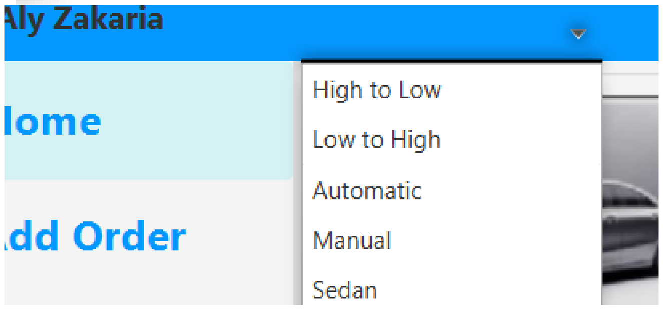


Figure 2

This is the user's primary screen, as illustrated in Figure (2). First, we have the home screen, where you may sort the results by price, car type, or transmission.



Here is what we have said before that user can add his own order in our program as shown in the figure (3). You must fill the application after that you need to wait until the admin accept your order then you will be able to see your order in home screen. In figure 4 & 5, It clarifies that your order has been confirmed or still pending.

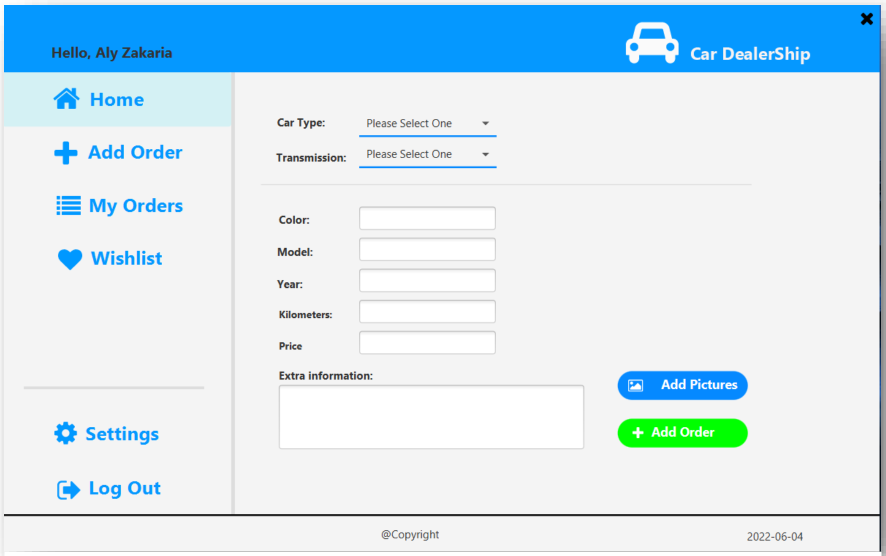
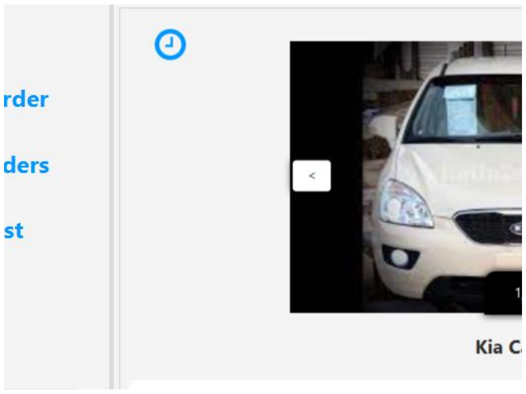
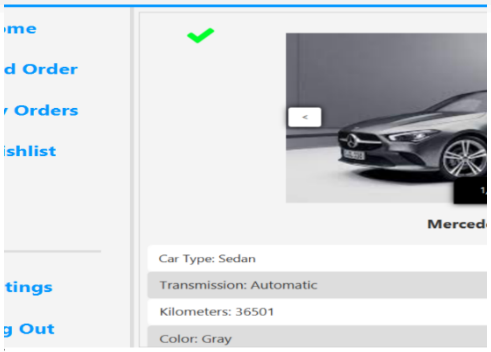


Figure 3



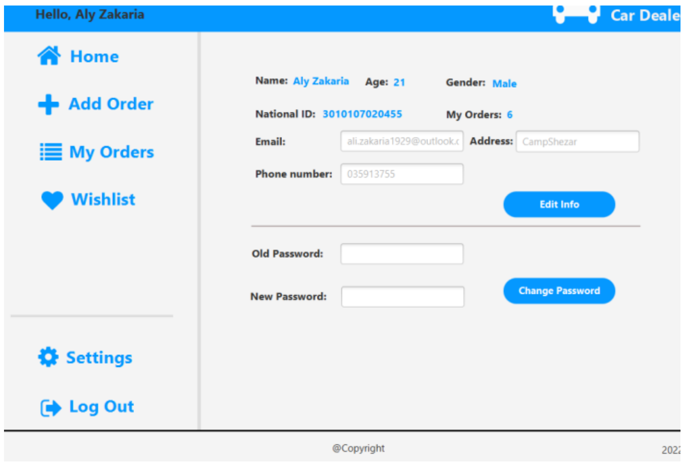


Car Type: Sedan
Transmission: Automatic
Kilometers: 36501
Color: Gray

Figure 5

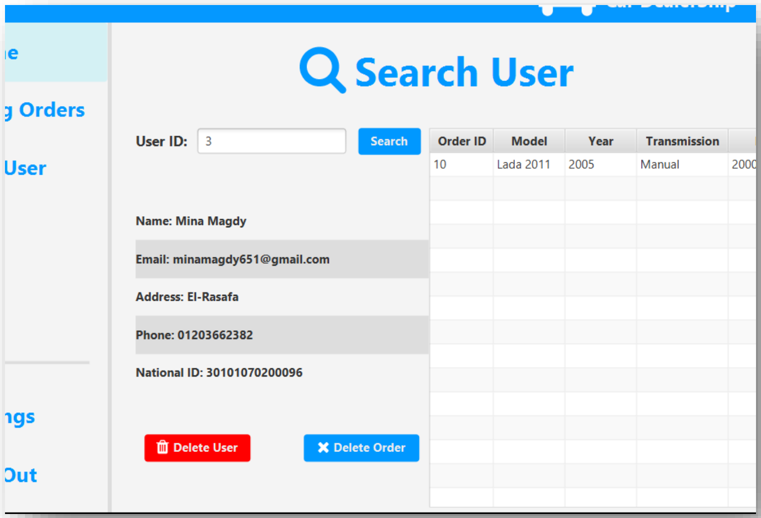
Figure 4

Finally, there is a Settings Button, which allows the user to update his or her information or password.



Name: Aly Zakaria Age: 21 Gender: Male
National ID: 3010107020455 My Orders: 6
Email: ali.zakaria1929@outlook.c Address: CampShezar
Phone number: 035913755
Old Password:
New Password:

The admin's authorities include accepting or rejecting orders as well as searching for a certain user. Admins can also delete a user's account and the specific order.



User ID: 3

Order ID	Model	Year	Transmission	
10	Lada 2011	2005	Manual	2000

Name: Mina Magdy

Email: minamagdy651@gmail.com

Address: El-Rasafa

Phone: 01203662382

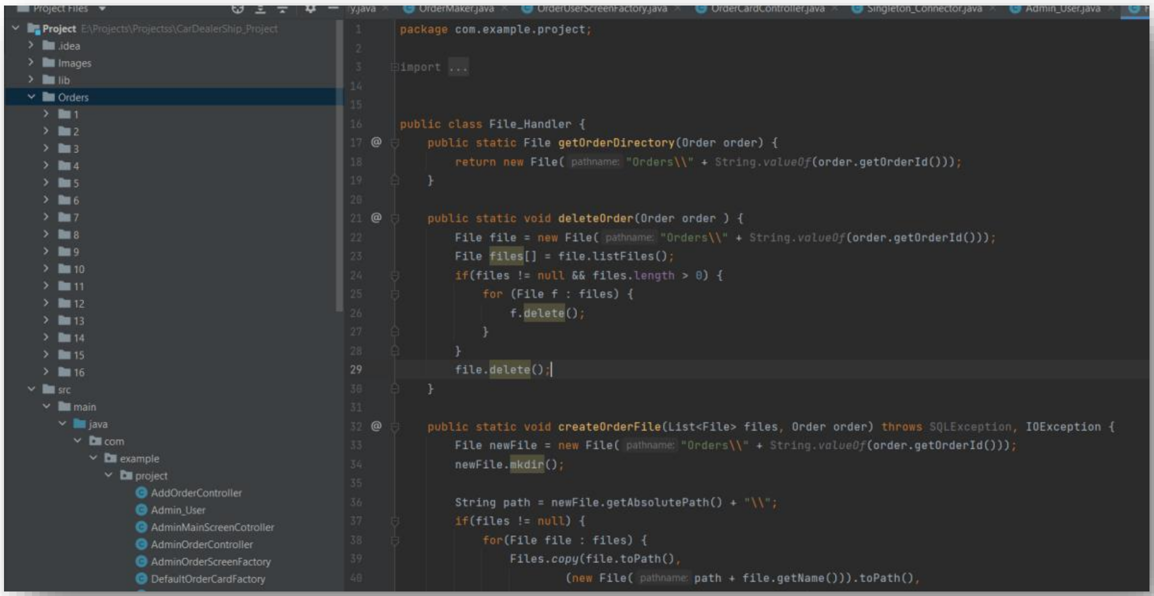
National ID: 30101070200096

3. Code Overview

Main Classes are:

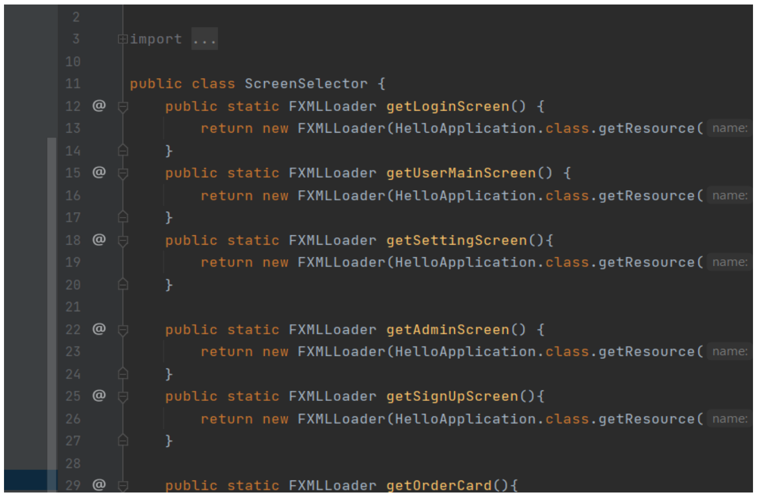
- **The Singleton Connector** class manages the database connection for the certain functions.

- **File Handler Class**, which is in charge of processing orders files by retrieving the file directory for a given id and deleting the order folder if the order is deleted. In addition, if we're going to make a new Order, he'll make a folder for this orderId.



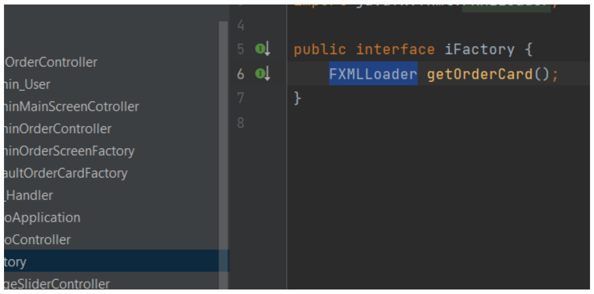
```java
package com.example.project;

import ...


public class File_Handler {
    public static File getOrderDirectory(Order order) {
        return new File( pathname: "Orders\\" + String.valueOf(order.getOrderId()));
    }

    public static void deleteOrder(Order order ) {
        File file = new File( pathname: "Orders\\" + String.valueOf(order.getOrderId()));
        File files[] = file.listFiles();
        if(files != null && files.length > 0) {
            for (File f : files) {
                f.delete();
            }
        }
        file.delete();
    }

    public static void createOrderFile(List<File> files, Order order) throws SQLException, IOException {
        File newFile = new File( pathname: "Orders\\" + String.valueOf(order.getOrderId()));
        newFile.mkdir();

        String path = newFile.getAbsolutePath() + "\\";
        if(files != null) {
            for(File file : files) {
                Files.copy(file.toPath(),
                        (new File( pathname: path + file.getName())).toPath(),
```

- The ScreenSelector class is responsible for returning the fxml file for a certain screen.

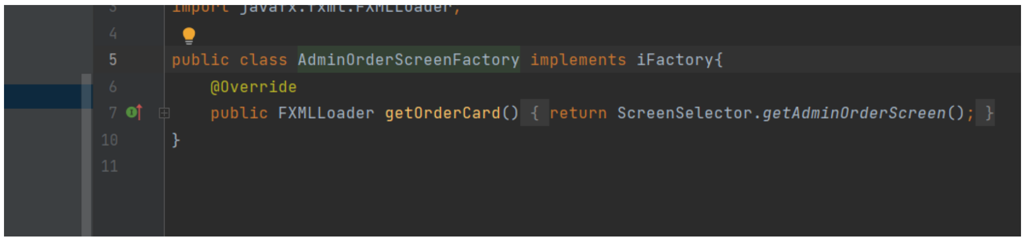


```
import ...

public class ScreenSelector {
    public static FXMLLoader getLoginScreen() {
        return new FXMLLoader(HelloApplication.class.getResource( name:
    }
    public static FXMLLoader getUserMainScreen() {
        return new FXMLLoader(HelloApplication.class.getResource( name:
    }
    public static FXMLLoader getSettingScreen(){
        return new FXMLLoader(HelloApplication.class.getResource( name:
    }

    public static FXMLLoader getAdminScreen() {
        return new FXMLLoader(HelloApplication.class.getResource( name:
    }
    public static FXMLLoader getSignUpScreen(){
        return new FXMLLoader(HelloApplication.class.getResource( name:
    }

    public static FXMLLoader getOrderCard(){
```

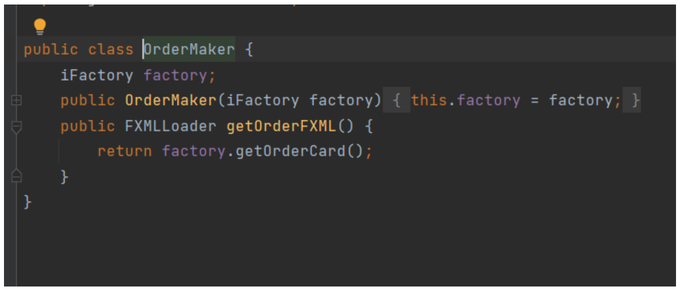
-**The IFactory Class** is design pattern that is used to handle different order FXML files.



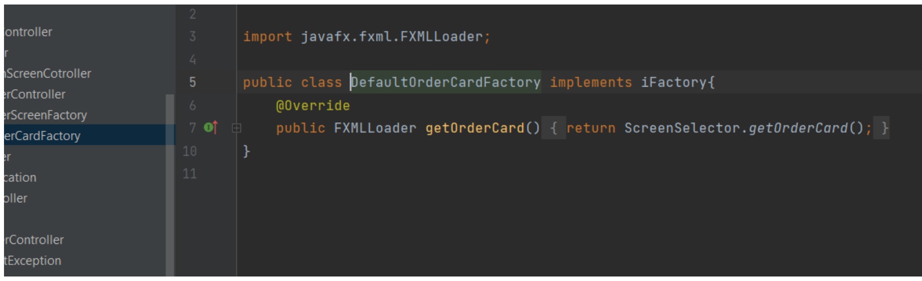
```
public interface iFactory {
    FXMLLoader getOrderCard();
}
```



```
import javafx.fxml.FXMLLoader;

public class AdminOrderScreenFactory implements iFactory{
    @Override
    public FXMLLoader getOrderCard() { return ScreenSelector.getAdminOrderScreen(); }
}
```



```
public class OrderMaker {
    iFactory factory;
    public OrderMaker(iFactory factory) { this.factory = factory; }
    public FXMLLoader getOrderFXML() {
        return factory.getOrderCard();
    }
}
```



```
import javafx.fxml.FXMLLoader;

public class DefaultOrderCardFactory implements iFactory{
    @Override
    public FXMLLoader getOrderCard() { return ScreenSelector.getOrderCard(); }
}
```