

Flip Coin Game



Submitted By

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Bangladesh University of Business and Technology (BUBT)

Department of Computer science engineering

Project Name: Flip Coin Game.

Objective: Coin flipping, coin tossing, or heads or tails is the practice of throwing a coin in the air or using program checking which side is showing when it lands to choose between two alternatives, sometimes to resolve a dispute between two parties. It is a form of sortation which inherently has only two possible and equally likely outcomes Head or Tails.

Overview:

The programming assignments during the semester will comprise parts of a single application a Game Project. The Game Project is to be done in teams of from one to four people per team .Over the course of the semester each team will implement a complete game with capabilities as outlined below. At the end of the semester we will have a “Game Party” where each team demonstrates its game and has a chance to see and play those of other teams.

Language:

Java

Java Fx

Flip Coin Game Rules

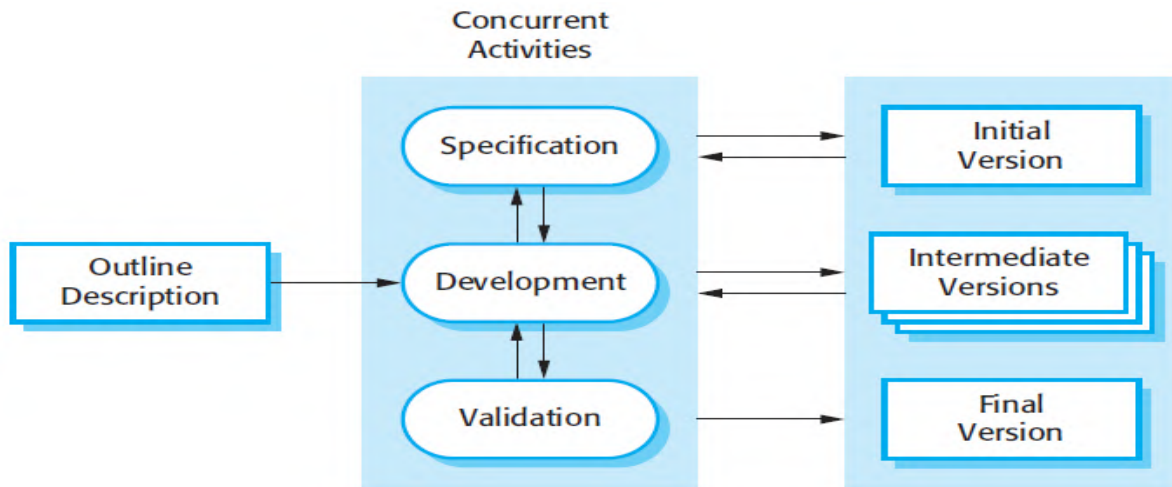
1. A user must have authorization to play game.
2. A player must have an Account.
3. A user needs Valid Email address.
4. An email address user can use only once.
5. User can change password by sending request to admin.
6. Minimum bet is 25\$.
7. Maximum bet is 5000\$.
8. For withdrawal user must have minimum balance 10k\$.
9. Winner will get amount 200% included 5% Vat.
10. Loser wills loss Total investment.

Flip Coin Software Process Models

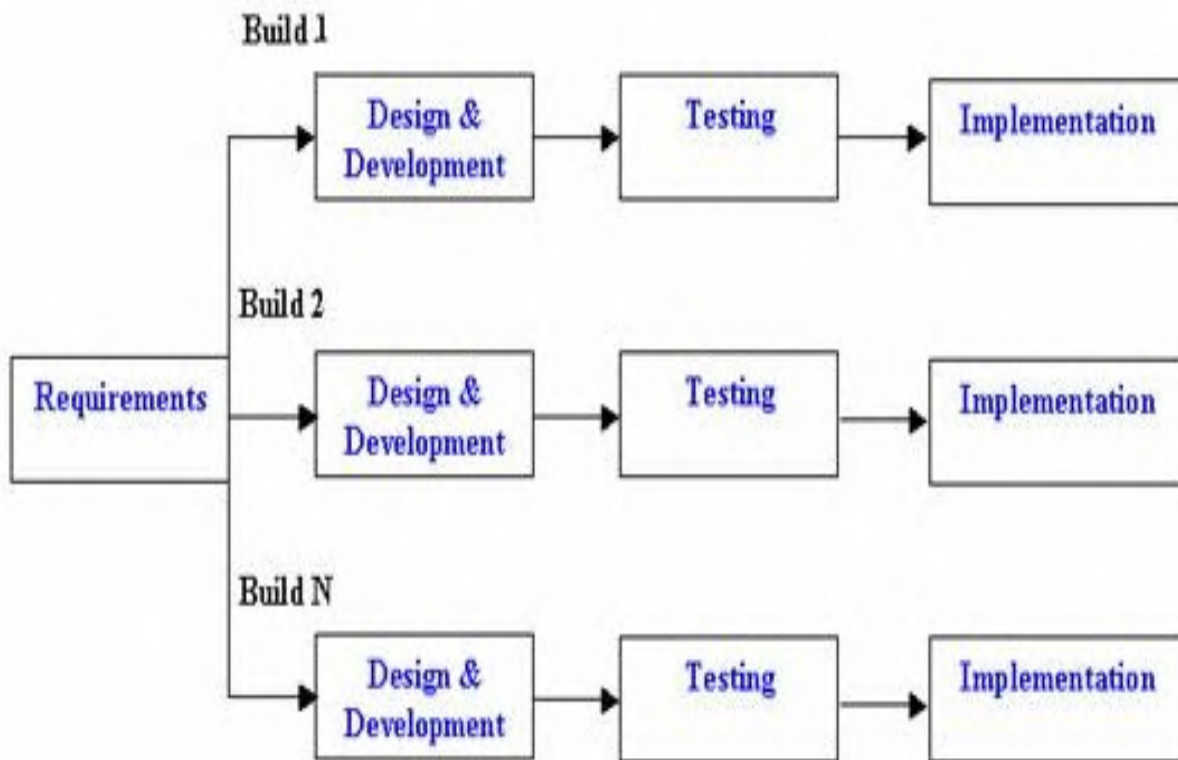
Incremental Development

- ® In incremental model the whole requirement is divided into various builds. Multiple development cycles take place here, making the life cycle a “multi-waterfall” cycle.
- ® Cycles are divided up into smaller, more easily managed modules. Each module passes through the requirements, design, implementation and testing phases.
- ® A working version of software is produced during the first module, so you have working software early on during the software life cycle.
- ® Each subsequent release of the module adds function to the previous release. The process continues till the complete system is achieved.
- ✧ For example:

Incremental Model:

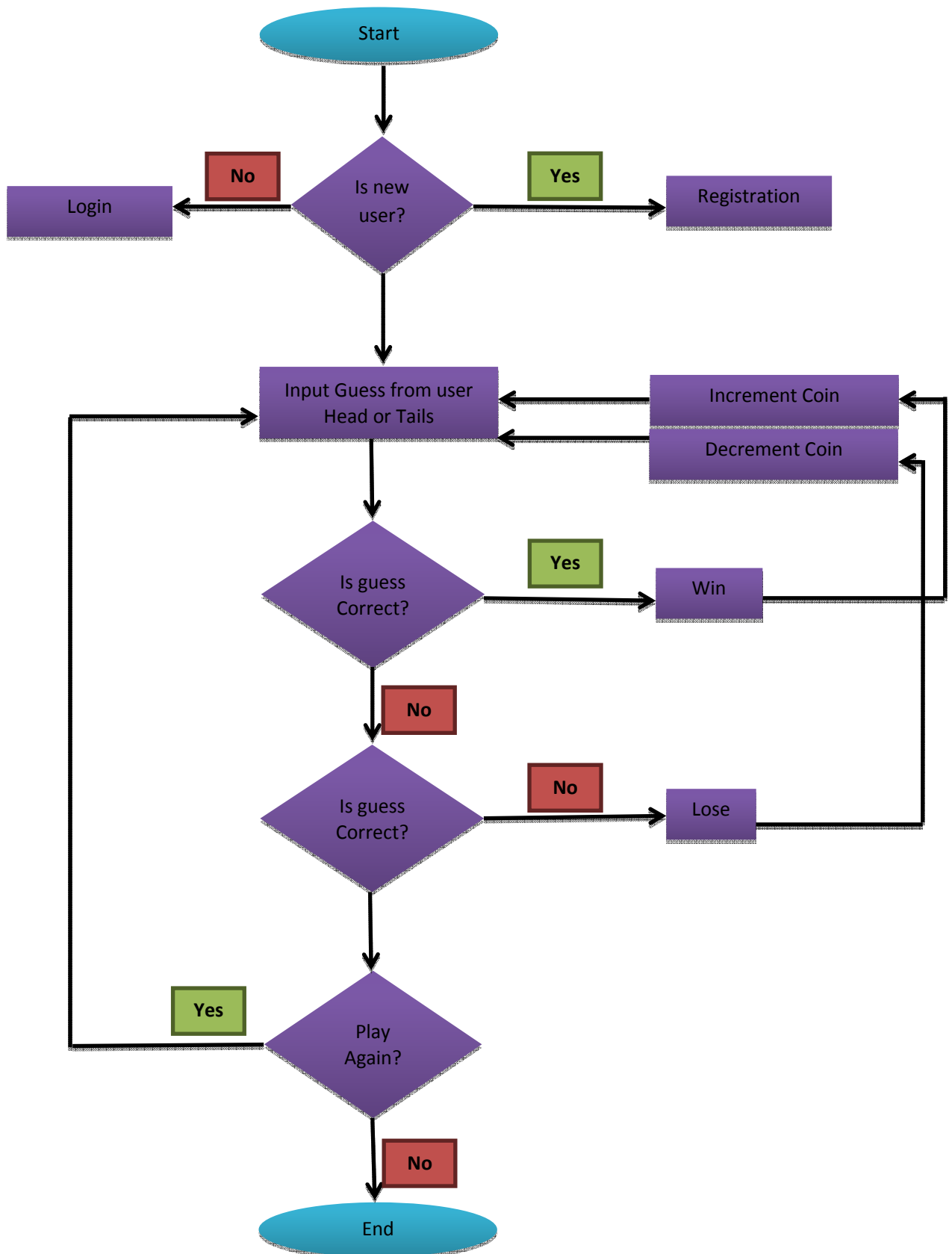


How does it work?



Incremental Life Cycle Model

Flip Coin Game Algorithm

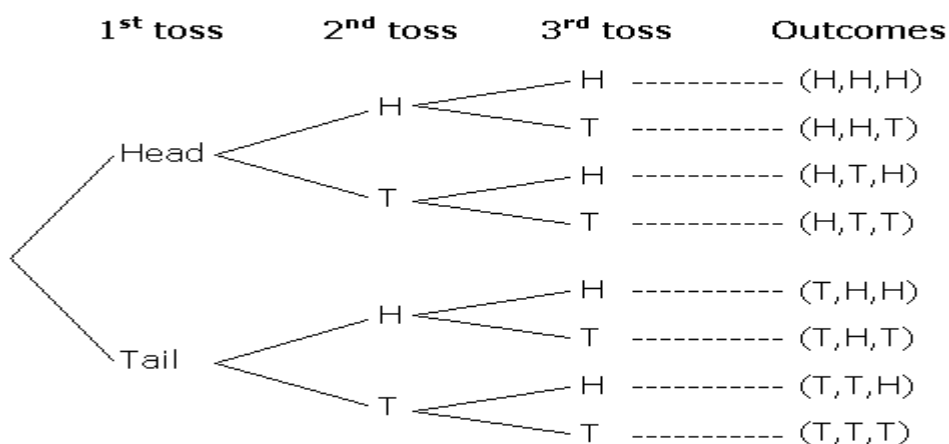


Flip Coin Games Tree Diagram

Clare tossed a coin three times.

- a) Draw a tree diagram to show all the possible outcomes.
- b) Find the probability of getting:
 - (i) Three tails.
 - (ii) Exactly two heads.
 - (iii) At least two heads.

a) A tree diagram of all possible outcomes.



[Pin it](#)

b) The probability of getting:

(i) **Three tails.**

Let S be the sample space and A be the event of getting 3 tails.

$$n(S) = 8; n(A) = 1$$

$$P(A) = \frac{1}{8}$$

ii) **Exactly two heads.**

Let B be the event of getting exactly 2 heads.

$$n(B) = 3$$

$$P(B) = \frac{3}{8}$$

iii) **At least two heads.**

Let C be the event of getting at least two heads.

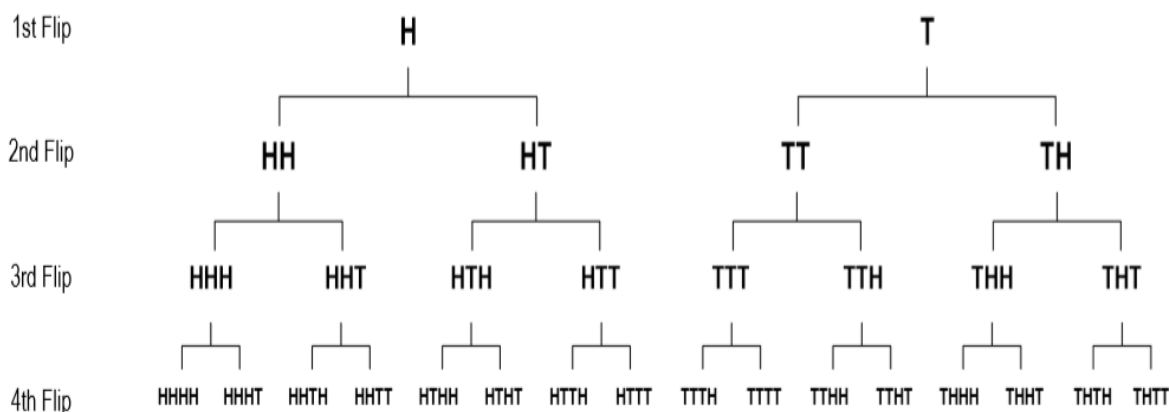
$$n(C) = 4$$

$$P(C) = \frac{4}{8} = \frac{1}{2}$$

Calculating probability

A simple diagram like the one below can be used to calculate the probability of any outcome. The sum of the probabilities of all possible outcomes for a random event must always add to 1. For a coin flip, there are two possible outcomes, either heads or tails. So if the coin is unbiased, and the coin flipping technique is also unbiased, then the probabilities are exactly half and half ($\frac{1}{2}$ or 0.5 or 50%).

So, using the diagram, there are four possible outcomes on the second flip. The probability of getting HH on the second flip is $\frac{1}{4}$ (or 0.25). The probability of HT, TH, or TT are all also $\frac{1}{4}$. The probability of HHH on the third flip is $\frac{1}{8}$ (or 0.125) and HHHH on the fourth is $\frac{1}{16}$ (or 0.0625).

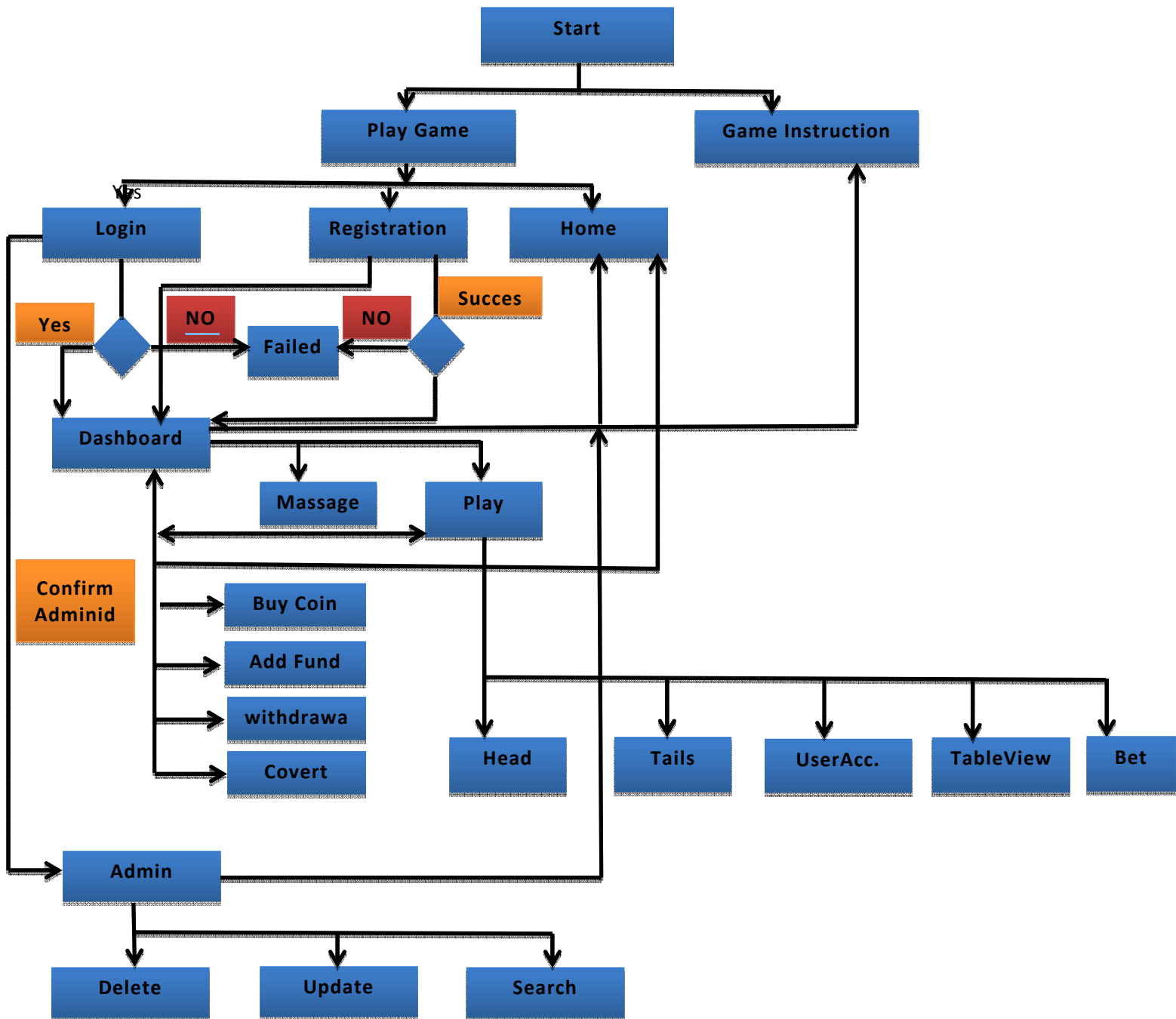


A faster way to calculate the probability of an outcome after any number of flips is to multiply the probabilities of all the outcomes together. So the probability of HH is $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$. The probability of HHH is $\frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} = \frac{1}{8}$ and of HHHH is $\frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} = \frac{1}{16}$.

Calculating the probabilities and expected frequencies of clusters is beyond the scope of primary school mathematics but students should be able to grasp the concept of their expected frequency and notice that their combined results match these predictions almost perfectly.

The expected frequencies for each cluster size are provided in Table 5 in the Student Worksheet. Each frequency in the table represents the average number of times you would expect to see these clusters in a large number of sets of results from one hundred coin flips.

Flip Coin Game System View



Game Instruction

The screenshot displays a web interface for 'Play FlipCoin Game'. At the top, there is a blue header with the title 'Play FlipCoin Game' and a 'Home' button. Below the header, a navigation bar contains 'Play Game' and 'Game Instruction' tabs. The main content area is divided into two columns. The left column, titled 'Flip Coin Game Rules', lists ten rules for playing the game. The right column, titled 'Contact Us', contains input fields for 'Email', 'Subject', and a 'Text Area', followed by a 'Send' button. At the bottom, there is a section for 'Online Media' with icons for Facebook, Twitter, Email, and YouTube.

Play FlipCoin Game [Home](#)

[Play Game](#) [Game Instruction](#)

Flip Coin Game Rules





1. A user must have authorization to play game.
2. A player must have an Account.
3. A user needs Valid Email address.
4. An email address user can use only once.
5. User can change password by sending request to admin.
6. Minimum bet is 25\$.
7. Maximum bet is 5000\$.
8. For withdrawal user must have minimum balance 10k\$.
9. Winner will get amount 200% included 5% Vat.
10. Loser will loss Total investment.

Contact Us

Email

Subject

Text Area

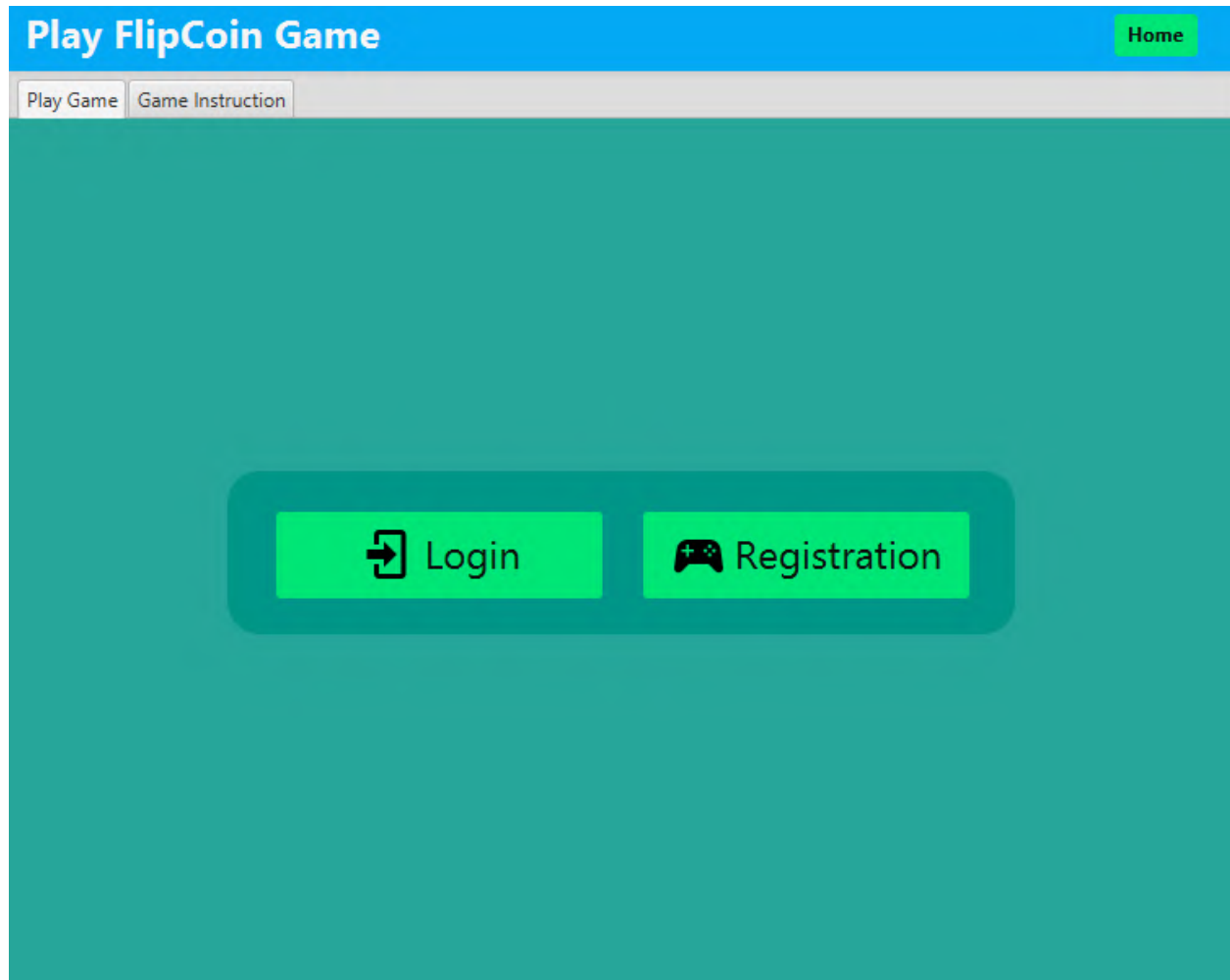
Online Media :    

Flip Coin Game Rules

1. A user must have authorization to play game.
2. A player must have an Account.
3. A user needs Valid Email address.
4. An email address user can use only once.
5. User can change password by sending request to admin.
6. Minimum bet is 25\$.
7. Maximum bet is 5000\$.
8. For withdrawal user must have minimum balance 10k\$.
9. Winner will get amount 200% included 5% Vat.
10. Loser will loss Total investment.

Above those rules must followed by a user of Flipcoin Games.

Authorization Form



The screenshot shows a web interface for 'Play FlipCoin Game'. At the top, there is a blue header bar with the title 'Play FlipCoin Game' on the left and a green 'Home' button on the right. Below the header is a light gray navigation bar containing two tabs: 'Play Game' and 'Game Instruction'. The main content area has a teal background. In the center, there is a rounded rectangle containing two green buttons. The first button has a right-pointing arrow icon and the text 'Login'. The second button has a game controller icon and the text 'Registration'.

After a Welcome Screen a user will get a screen where have two options

1. Login
2. Registration

If a user be a new person in this game, user must registration first, after the user can login into the Game without registration a user can't access main form where user can play the Flip Coin Game.

Registration Form

The screenshot shows a web interface for 'Play FlipCoin Game'. At the top, there is a blue header with the title 'Play FlipCoin Game' and a green 'Home' button. Below the header is a navigation bar with two tabs: 'Play Game' and 'Game Instruction'. The main content area has a teal background. In the center, there is a white rounded rectangle containing the text 'NEW User'. Below this, there are five input fields: 'Username', 'Frist Name' (sic), 'Last Name', 'Password', and 'Email'. Under the input fields, there are two radio buttons for 'Male' and 'Female', with the 'Female' button selected. Below the radio buttons is a checkbox labeled 'Apply with Terms and Condition'. At the bottom of the white rectangle is a green button with a game controller icon and the text 'Registration'.

In the registration form a user must have fill 5 information such as

- 1.Username
- 2.First name
- 3.Last name
4. Password
- 5.Email

And also Two clickable checked point one is Radio Button another is CheckBox

Then press Registration.

Registration procedures

The screenshot shows a web interface for 'Play FlipCoin Game'. At the top, there is a blue header with the title and a 'Home' button. Below the header, there are two tabs: 'Play Game' and 'Game Instruction'. The main content area is titled 'NEW User' and contains a registration form. The form has five input fields: 'Username' (containing 'shakil'), 'First Name' (containing 'shakil'), 'Last Name' (containing 'Ahmed'), 'Password' (containing four dots), and 'Email' (containing 'shakil.ahmed@gmail.com'). To the right of these fields, a red box lists constraints: 'Username less than 12 Characters', 'FirstName less than 12 Characters', 'LastName less than 12 Characters', 'Password less than 12 Characters', and 'Email address used only once.' Below the email field, there is a 'Male or Female' section with two radio buttons, 'Male' and 'Female'. A purple cylinder icon points to these buttons. Below the gender selection, there is a checkbox labeled 'Apply with Terms and Condition' which is checked. A purple oval icon points to this checkbox with the text 'Check tms&con'. At the bottom of the form is a green button labeled 'Registration' with a game controller icon.

1. Username: User can give as a user name text and number.
2. First name: user's name
3. Last name : last name of user
4. Password: Number or text combination
5. Email: User should use valid Email address. One more thing is that a user can't be able to open two Flip Coin Game id by One email Address.

** Click Male or Female Button according to your Gender.

** Check above all terms and condition that is given by a user.

Login Form

The screenshot shows a web application titled "Play FlipCoin Game" with a blue header. In the top right corner of the header is a green "Home" button. Below the header is a navigation bar with two tabs: "Play Game" (active) and "Game Instruction". The main content area has a teal background and features a white login form. The form is titled "Login" with a key icon. It contains two input fields: "USERNAME" (with a person icon) and "PASSWORD" (with a lock icon). A red arrow points from the "USERNAME" field to a red box containing the text "Username less than 12 Characters". Another red arrow points from the "PASSWORD" field to a red box containing the text "Password less than 12 Characters". Below the password field is a link that says "Forget Password". At the bottom of the form is a green "Login" button with a key icon.

In login form has username and password

1. Username: user name will be less than 12 characters.
2. Password: password will be less than 12 characters.

Login procedures

The screenshot shows the login page of the 'Play FlipCoin Game' application. The page has a blue header with the title 'Play FlipCoin Game' and a 'Home' button. Below the header is a navigation bar with 'Play Game' and 'Game Instruction' tabs. The main content area is teal and features a white login form. The form has a title 'Login' with a key icon. It contains two input fields: a username field with the text 'shakil' and a password field with masked characters. A red arrow points from a red box labeled 'Valid Username' to the username field. Another red arrow points from a red box labeled 'Valid Password' to the password field. Below the password field is a 'Forget Password' link. At the bottom of the form is a green 'Login' button with a key icon.

In Login Form

Only a registered user can login, a registered user will give valid username and password that is gave by user when user got registration.

After that a user can successfully Login.

Deshbaord



Dashboard, it will show five new user and their coins. In X axis it shows last Five individual user. In Y axis it shows amount of Coin last five individual users.

Play Games


Play FlipCoin Game
Home

Play Game
Game Instruction





Play FlipCoin Game
Deshbord

Players Today : 254854
Players All Time : 25487515
Payouts All Time : 2548715515


Win : 200% + VAT
Bet Minimum : 25\$
Bet Maximum : 50000\$


shakil ahmed
Account
Cash : 80
Coin : 475

Social Media








u	b	w
Jacob	2	5
Isabella	3	6
Ethan	4	7
Emma	5	8
Michael	6	9
Jacob	2	5
Isabella	3	6
Ethan	4	7
Emma	5	8
Michael	6	9



Enter Your Bet And then click Heads Or Tails

Amount Of Bet :

This surface is for the user to playing game. User can randomly choose heads or tails option accordingly user opinion .here guess pattern is more important things for playing game. User must choose right one for earn money.

Random selection /Toss

Play FlipCoin Game

Home

Play Game

Game Instruction

Play FlipCoin Game

Deshbord

Players Today : 254854

Players All Time : 25487515

Payouts All Time : 2548715515

Win : 200% + VAT

Bet Minimum : 25\$

Bet Maximum : 50000\$

shakil ahmed

Account

Cash : 80

Coin : 475

Social Media

f

Twitter

u	b	w
Jacob	2	5
Isabella	3	6
Ethan	4	7
Emma	5	8
Michael	6	9
Jacob	2	5
Isabella	3	6
Ethan	4	7
Emma	5	8
Michael	6	9

FLIP

Enter Your Bet And then click Heads Or Tails

Amount Of Bet : 25

HEADS

TAILS

Win

Your Guess is Right!

OK

Play FlipCoin Game

Home

Play Game

Game Instruction

Play FlipCoin Game

Deshbord

Players Today : 254854

Players All Time : 25487515

Payouts All Time : 2548715515

Win : 200% + VAT

Bet Minimum : 25\$

Bet Maximum : 50000\$

shakil ahmed

Account

Cash : 80

Coin : 500

Social Media

f

Twitter

u	b	w
Jacob	2	5
Isabella	3	6
Ethan	4	7
Emma	5	8
Michael	6	9
Jacob	2	5
Isabella	3	6
Ethan	4	7
Emma	5	8
Michael	6	9

FLIP

Enter Your Bet And then click Heads Or Tails

Amount Of Bet : 25

HEADS

TAILS

Loss

Your Guess is Wrong!

OK

A user can choose only one option head or tails.

If user guess is correct then user will get 200% Bonus but user will gives 5% VAT to service provider of Game.

On the other hand if user lose the toss .user will lose the toss money that user bet.

Adding Game Fund

The screenshot shows a web application titled "Play FlipCoin Game". At the top right is a "Home" button. Below the title bar, there are two tabs: "Play Game" and "Game Instruction". On the right side of the main content area, there is a "Deshbord" button (note the spelling). In the center, there is a rounded rectangle titled "Add Fund". Inside this rectangle, there are two input fields: the first is labeled "Account Number" with a bank icon, and the second is labeled "Amount" with a coin icon. Below these fields is a green button with a plus sign and the text "Add Fund".

Sometimes a user need amount to paly game. But user doesn't have money on his/her account to play game.

At that time user can transfer money to Flip coin games account from his/her valid Bank Account number.

This is the easy and quickest way to transfer money and play game.

User also can use his/her bKash account number. This is upcoming process. Flip coin game developer team working on it .user will access bkash account very soon.....

Adding Game Fund Procedure

The screenshot displays the 'Play FlipCoin Game' interface. At the top, there is a blue header with the title 'Play FlipCoin Game' and a 'Home' button. Below the header, there is a navigation bar with 'Play Game' and 'Game Instruction' tabs. The main content area has a teal background and a 'Deshbord' button in the top right corner. In the center, there is a white rounded rectangle titled 'Add Fund'. Inside this rectangle, there are two input fields: the first is preceded by a bank icon and contains the number '119.105.47691'; the second is preceded by a camera icon and contains the number '1000'. Below these fields is a green button with a plus icon and the text 'Add Fund'.

This is the procedure how to Transfer money from the Bank account. There is two options one gives valid 12 digits account number and another one is gives how much amount wants to transfer from account.

Buy Coin

The screenshot shows the 'Buy Coin' form in the 'Play FlipCoin Game' interface. The form is centered on a teal background. It has a title 'Buy Coin' at the top. Below the title, there is a dollar sign icon followed by a text input field labeled 'Amount'. Underneath the input field, there is a coin icon followed by the text 'Coin :'. At the bottom of the form, there is a green button with a coin icon and the text 'Get Coin'. The interface also features a blue header with the game title, a 'Home' link, and a 'Deshbord' link.

This screenshot shows the same 'Buy Coin' form as the previous one, but with the value '10' entered in the 'Amount' input field. The 'Coin :' label now displays '240.0', indicating that 10 dollars result in 240 coins. The rest of the interface, including the header and the 'Get Coin' button, remains the same.

Buy coin is the process by following this process a user can buy coin to play game.

A user will get 24 coins by one dollar. Ten dollar user will get 240 coins.

At first a user should buy two dollar coin because of user must have minimum 25 coins to play game.

Convert Coin

The screenshot shows the 'Convert Coin' form in the 'Play FlipCoin Game' interface. The form is centered on a teal background. It features a title 'Convert Coin' at the top. Below the title, there is a coin icon (a circle with a dollar sign) and a text input field containing the placeholder text 'Coin'. To the right of the input field, there is a label 'Amount :'. Below the input field, there is a green button with a dollar sign icon and the text 'Get Amount'. In the top right corner of the interface, there is a green button with a right arrow icon and the text 'Deshbord'. In the top left corner, there is a blue header with the text 'Play FlipCoin Game' and a grey tab with the text 'Game Instruction'.

The screenshot shows the 'Convert Coin' form in the 'Play FlipCoin Game' interface. The form is centered on a teal background. It features a title 'Convert Coin' at the top. Below the title, there is a coin icon (a circle with a dollar sign) and a text input field containing the value '24'. To the right of the input field, there is a label 'Amount : 1.0'. Below the input field, there is a green button with a dollar sign icon and the text 'Get Amount'. In the top right corner of the interface, there is a green button with a right arrow icon and the text 'Deshbord'. In the top left corner, there is a blue header with the text 'Play FlipCoin Game' and a grey tab with the text 'Game Instruction'.

After playing games user will wish to get money from flip coin game account. At first user must convert amount to dollar. Following this procedure a user can convert whole coins to dollar. It's depending on user how much he/she wants to convert.

Cash Out

Play FlipCoin Game

Home

Play Game

Game Instruction

Deshbord

CashOut



119.105.47691



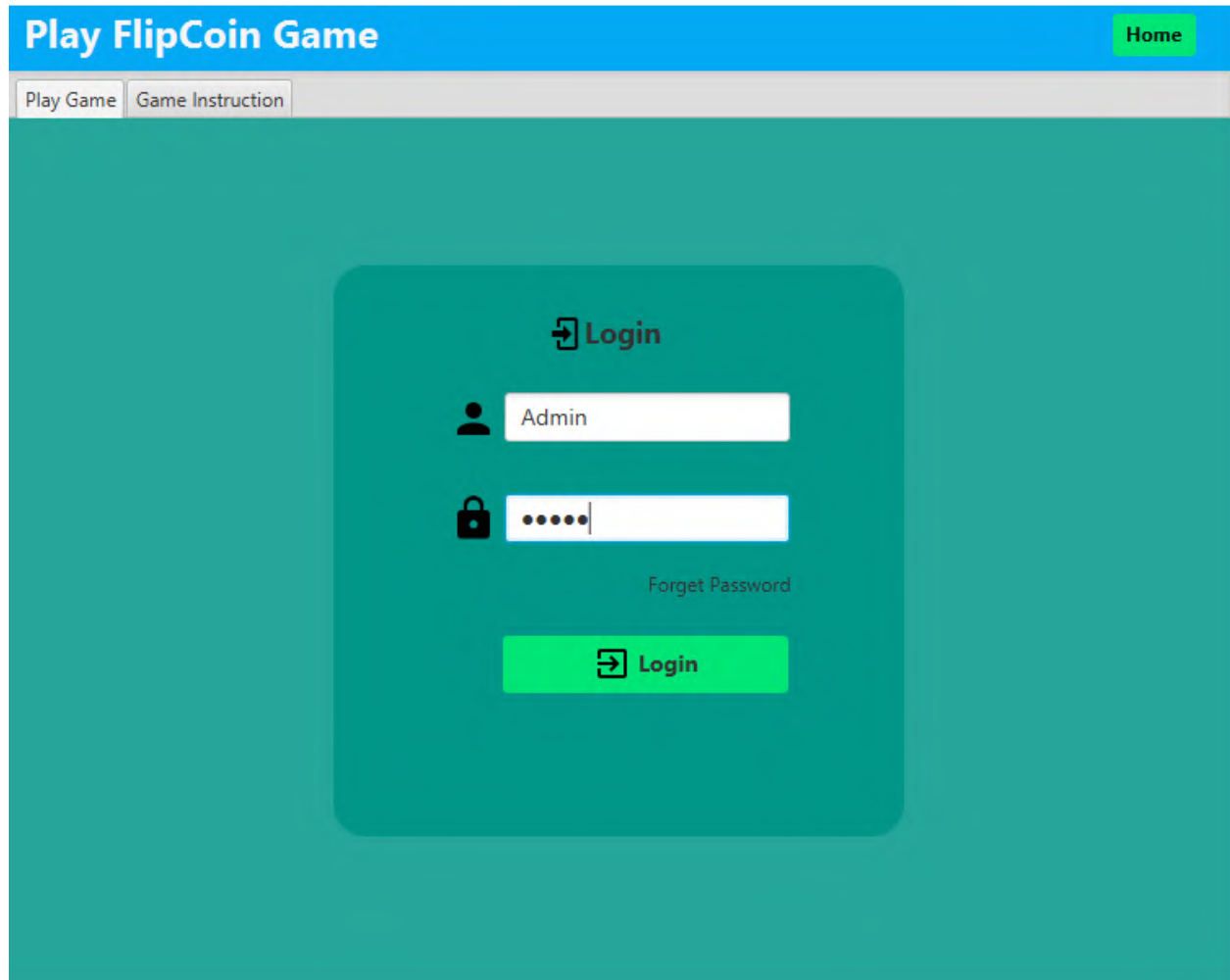
2000

CashOut

CashOut Sucessfull

After playing games user will wish to get money from flip coin game account. After converting coin into dollar user can send money to his /her valid Bank account .money will send after confirmation of flip coin game authority.

Admin Login



The image shows a web application interface for the 'Play FlipCoin Game'. At the top, there is a blue header with the text 'Play FlipCoin Game' and a green 'Home' button. Below the header is a navigation bar with two tabs: 'Play Game' and 'Game Instruction'. The main content area has a teal background and features a central login form. The form is titled 'Login' with a key icon. It contains two input fields: a username field with the text 'Admin' and a password field with five dots. Below the password field is a link that says 'Forget Password'. At the bottom of the form is a green 'Login' button with a key icon.

Admin user has whole power of the games. Admin can delete any users who are not abiding by rules and regulations of flip Coin game. Admin can update user information according to user valid request, find out by searching by the username of a user.

Table View of Admin Panel

Play FlipCoin Game
Home

Play Game
Game Instruction

Admin Panel

Search

id	username	pass	email
11	shakil363410	shakil363410	shakil.ahmed@gmail.com
12	mukta12	1234	mukta.eclips@gmail.com
13	momin	1234	momin@gmail.com
14	shawon	1234	shawon@gmail.com
15	one	one	one@gmail.com
16	black	123	Dark@gmail.com
17	asdf222	asdf	asdf@gmail.com
20	shakil	shakil	shakil@gmail.com
21	shakil1	shakil1	shakil1@gmail.com

Information

ID

Username

Password

Email

Delete
Update

After admin login view of a admin panel. There is a table view where has all of the information of every single user. Delete, update, search options available.

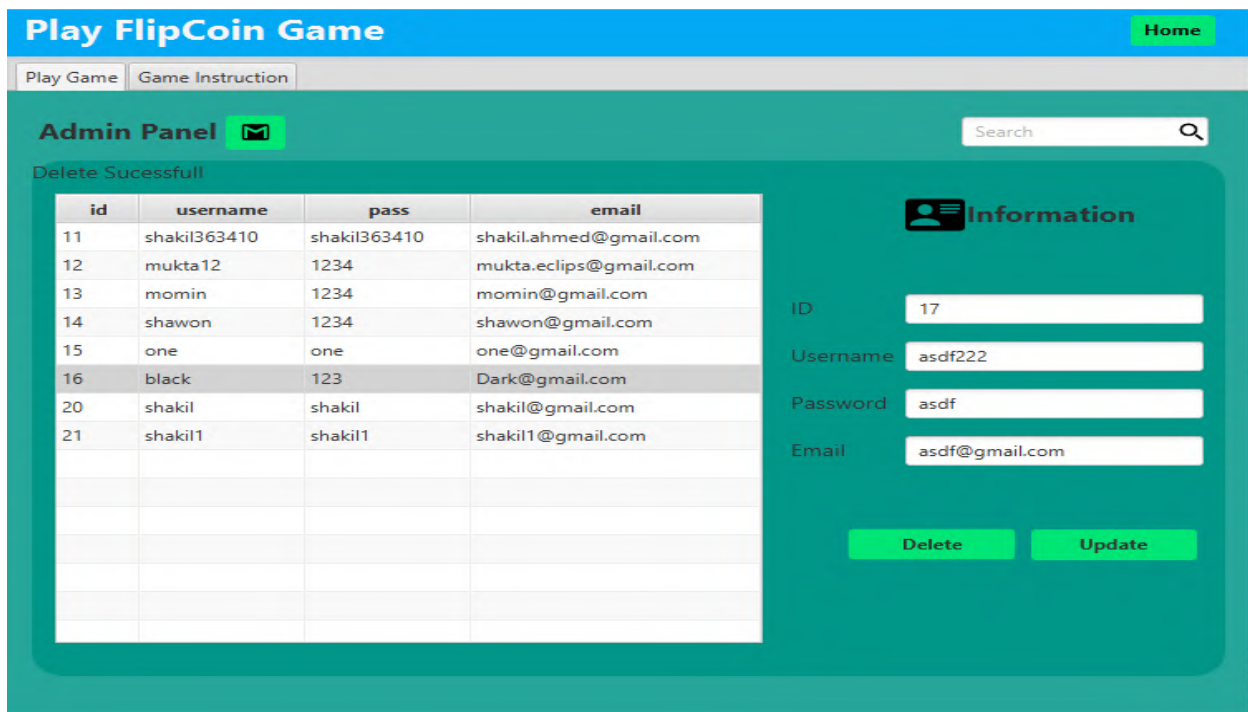
Delete user



The screenshot shows the 'Admin Panel' of the 'Play FlipCoin Game'. On the left, there is a table with columns 'id', 'username', 'pass', and 'email'. The row with 'id' 17 is highlighted in blue. On the right, there is an 'Information' form with fields for ID, Username, Password, and Email, and buttons for 'Delete' and 'Update'.

id	username	pass	email
11	shakil363410	shakil363410	shakil.ahmed@gmail.com
12	mukta12	1234	mukta.eclips@gmail.com
13	momin	1234	momin@gmail.com
14	shawon	1234	shawon@gmail.com
15	one	one	one@gmail.com
16	black	123	Dark@gmail.com
17	asdf222	asdf	asdf@gmail.com
20	shakil	shakil	shakil@gmail.com
21	shakil1	shakil1	shakil1@gmail.com

Before deleting id 17 view of admin table. In the right-bottom side of the table has delete button.



The screenshot shows the 'Admin Panel' after deleting id 17. The message 'Delete Sucessfull' is displayed above the table. The table now shows only the remaining users, with id 16 highlighted. The 'Information' form and buttons remain on the right.

id	username	pass	email
11	shakil363410	shakil363410	shakil.ahmed@gmail.com
12	mukta12	1234	mukta.eclips@gmail.com
13	momin	1234	momin@gmail.com
14	shawon	1234	shawon@gmail.com
15	one	one	one@gmail.com
16	black	123	Dark@gmail.com
20	shakil	shakil	shakil@gmail.com
21	shakil1	shakil1	shakil1@gmail.com

After deleting id 17 is gone. Others id's are same as like as before was.

Update User

Play FlipCoin Game [Home](#)

[Play Game](#) [Game Instruction](#)

Admin Panel

Search

Delete Successful

id	username	pass	email
11	shakil363410	shakil363410	shakil.lahmed@gmail.com
12	mukta12	1234	mukta.eclips@gmail.com
13	momin	1234	momin@gmail.com
14	shawon	1234	shawon@gmail.com
15	one	one	one@gmail.com
16	black	123	Dark@gmail.com
20	shakil	shakil	shakil@gmail.com
21	shakil1	shakil1	shakil1@gmail.com

Information

ID:

Username:

Password:

Email:

[Delete](#) [Update](#)

For updating id, admin selected id was 20.

Play FlipCoin Game [Home](#)

[Play Game](#) [Game Instruction](#)

Admin Panel

Search

Update Successful

id	username	pass	email
11	shakil363410	shakil363410	shakil.lahmed@gmail.com
12	mukta12	1234	mukta.eclips@gmail.com
13	momin	1234	momin@gmail.com
14	shawon	1234	shawon@gmail.com
15	one	one	one@gmail.com
16	black	123	Dark@gmail.com
20	Williamshakil	shakil22	shakil@gmail.com
21	shakil1	shakil1	shakil1@gmail.com

Information

ID:

Username:

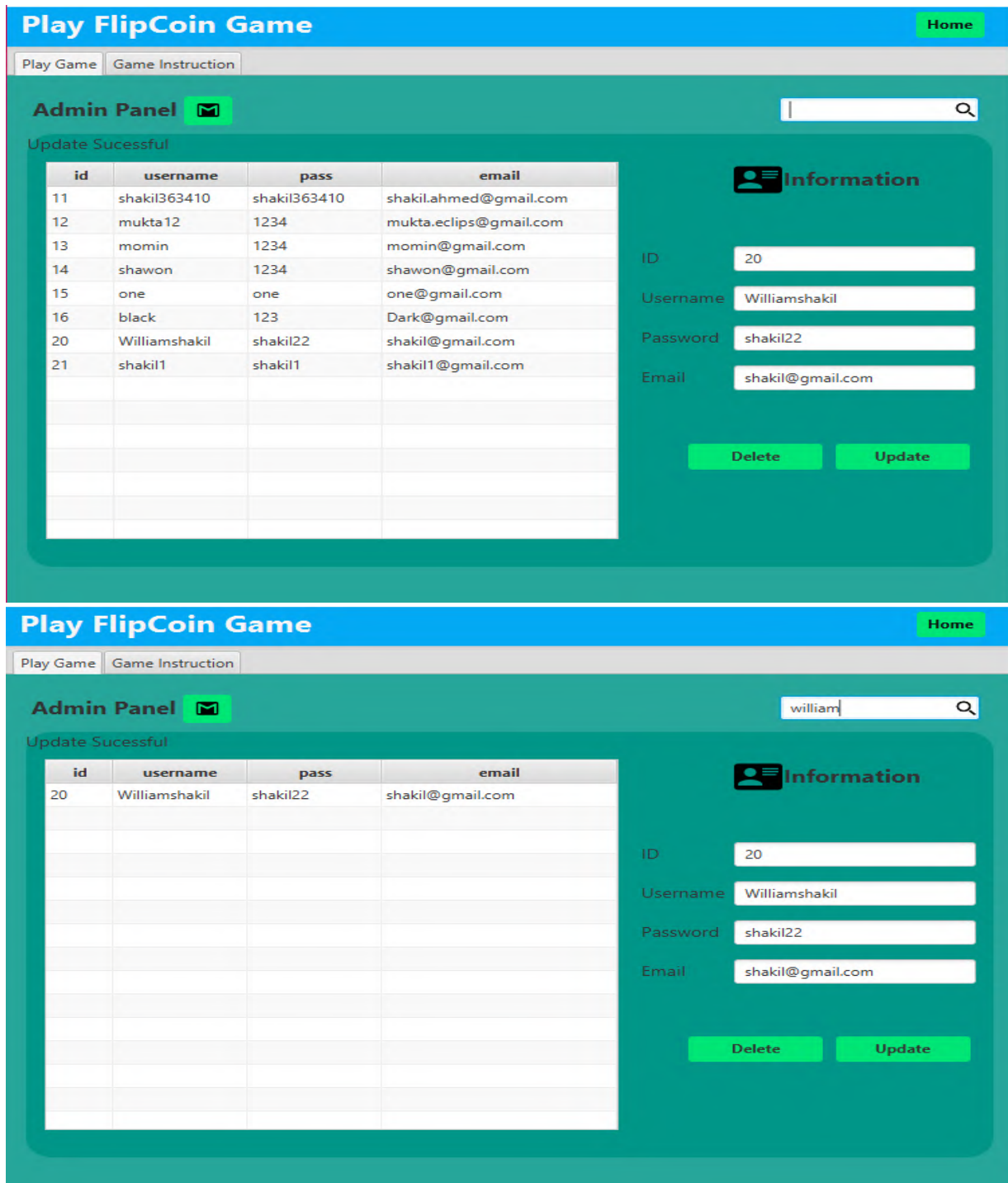
Password:

Email:

[Delete](#) [Update](#)

After updating here we find that admin change username from **shakil** to **Williamshakil**, password **shakil** to **shakil22** and others thinks kept same as like before.

Search User



Admin searching for username williamshakil. in the first image where this id position is 20.in the second image view admin only write down William in the search box of image view two. In the table view it's shown that id 20, username, pass and email.

User request

Play FlipCoin Game

[Home](#)

[Play Game](#)[Game Instruction](#)

Flip Coin Game Rules

1. A user must have authorization to play game.
2. A player must have an Account.
3. A user needs Valid Email address.
4. An email address user can use only once.
5. User can change password by sending request to admin.
6. Minimum bet is 25\$.
7. Maximum bet is 5000\$.
8. For withdrawal user must have minimum balance 10k\$.
9. Winner will get amount 200% included 5% Vat.
10. Loser will loss Total investment.





Contact Us

shakil.ahmed@gmail.com

changePassword

i forget my Flip coin -
Game account password,
my username is :shakil363410
and FCG email id is:
shakil.ahmed@gmail.com

Send

Online Media :    

For Forget password user sending text request

I forget my Flip coin-Games account password

My username is : shakil363410

And FCG email id is :

Shakil.ahmed@gmail.com

Admin Response

The screenshot displays a web application interface. At the top, there's a blue header with the text "Play FlipCoin Game" and a "Home" button. Below the header, there are two tabs: "Play Game" and "Game Instruction". The "Admin Panel" is visible, featuring a table with user data. A modal window titled "Mail" is open, showing an email composition form. The email is addressed to "Admin" from "shakil.ahmed@gmail.com" with the subject "null". The message body contains a "Messages" section with the text: "Game account password, my username is :shakil363410 and FCG email id is: shakil.ahmed@gmail.com". Below this is a "Replay" section with the text: "your old password is : shakil363410". A "Send" button is at the bottom of the modal.

id	username	
11	shakil363410	shakil3
12	mukta12	1234
13	momin	1234
14	shawon	1234
15	one	one
16	black	123
20	Williamshakil	shakil2
21	shakil1	shakil1

Mail

From : shakil.ahmed@gmail.com

To : Admin

Subject : null

Messages

Game account password,
my username is :shakil363410
and FCG email id is:
shakil.ahmed@gmail.com

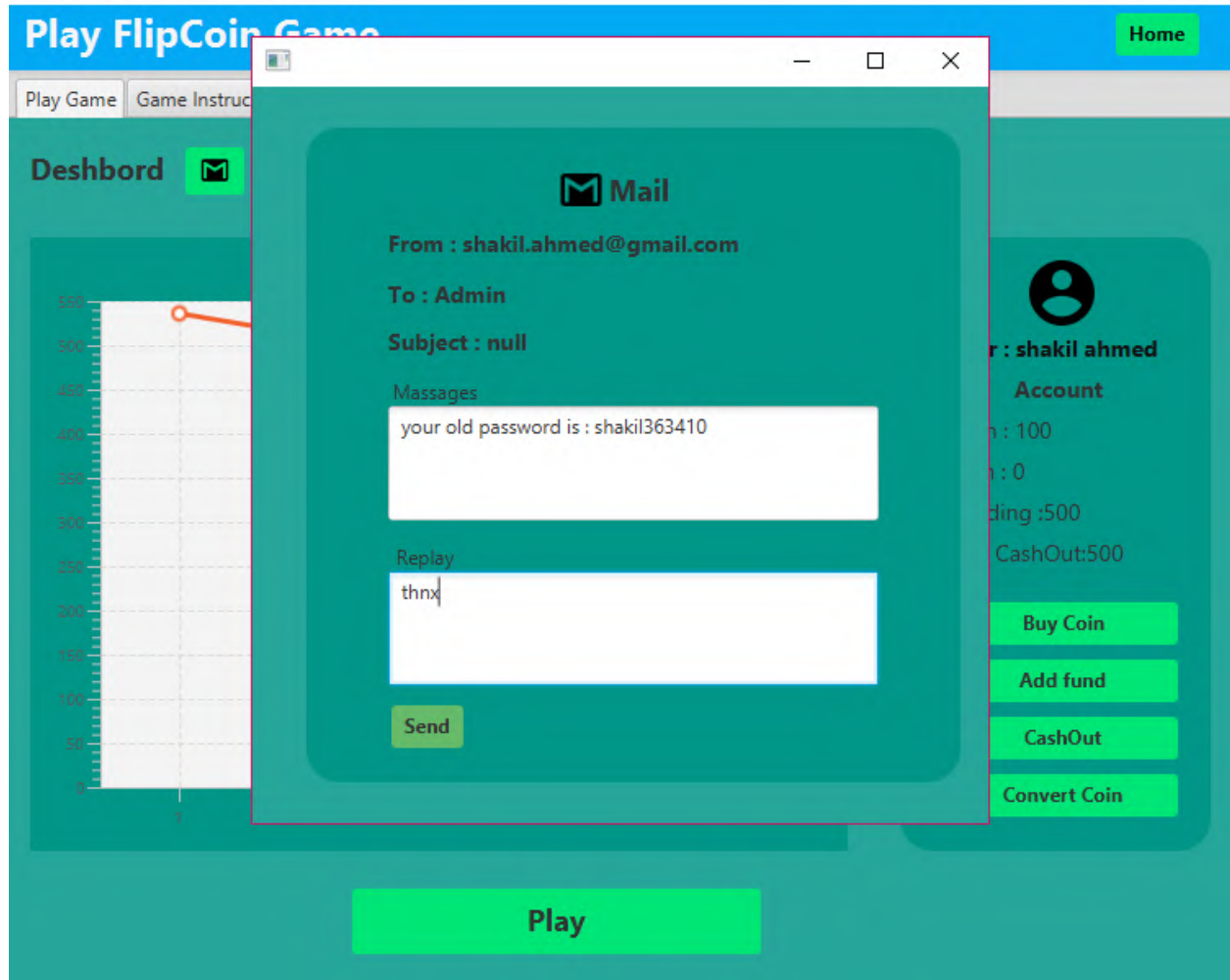
Replay

your old password is : shakil363410

Send

Admin gives response to user that your old password is :shakil363410
And sending to user via email address.

User gets Feedback



User gets feedback from admin that user old password is :shakil363410

Dashboard Control Views Code

```

1 package game.controller;
2
3 import game.model.AccountInfo;
4 import game.model.GrapData;
5 import game.model.InsertData;
6 import game.model.MailInfo;
7 import game.model.UpdateData;
8 import game.view.ViewController;
9 import java.net.URL;
10 import java.sql.Connection;
11 import java.sql.DriverManager;
12 import java.sql.ResultSet;
13 import java.sql.SQLException;
14 import java.sql.Statement;
15 import java.util.Calendar;
16 import java.util.ResourceBundle;
17 import javafx.event.ActionEvent;
18 import javafx.fxml.FXML;
19 import javafx.fxml.Initializable;
20 import javafx.scene.Scene;
21 import javafx.scene.chart.CategoryAxis;
22 import javafx.scene.chart.LineChart;
23 import javafx.scene.chart.NumberAxis;
24 import javafx.scene.chart.XYChart;
25 import javafx.scene.control.Alert;
26 import javafx.scene.control.Label;
27 import javafx.scene.layout.AnchorPane;
28 import javafx.stage.Stage;
29
30 public class DashedController implements Initializable {
31
32     private MailInfo mailinfo = new MailInfo();
33     private AccountInfo accountInfo = new AccountInfo();
34     private UpdateData updateData = new UpdateData();
35     private int datacoin[] = new int[5];
36     private GrapData grapdata = new GrapData();
37     private Calendar now = Calendar.getInstance();
38     private InsertData insertdata = new InsertData();
39
40     @FXML
41     private LineChart<?, ?> charts;
42
43     @FXML
44     private CategoryAxis xAxis;
45
46     @FXML
47     private NumberAxis yAxis;
48

```



```
48
49
50 private Label name;
51
52 @FXML
53 private Label cash;
54
55 @FXML
56 private Label coin;
57
58 @FXML
59 private AnchorPane deshbord;
60
61 @FXML
62 void play(ActionEvent event) {
63     ViewController vc = new ViewController();
64     vc.setFXMLFile("Play.fxml");
65     deshbord.getChildren().setAll(vc.getFXMLFile());
66 }
67
68 @FXML
69 void addfund(ActionEvent event) {
70     ViewController vc = new ViewController();
71     vc.setFXMLFile("AddFund.fxml");
72     deshbord.getChildren().setAll(vc.getFXMLFile());
73 }
74
75 @FXML
76 void buycoin(ActionEvent event) {
77     ViewController vc = new ViewController();
78     vc.setFXMLFile("BuyCoin.fxml");
79     deshbord.getChildren().setAll(vc.getFXMLFile());
80 }
81
82 @FXML
83 void cashout(ActionEvent event) {
84     ViewController vc = new ViewController();
85     vc.setFXMLFile("CashOut.fxml");
86     deshbord.getChildren().setAll(vc.getFXMLFile());
87 }
88
89 @FXML
90 void convertcoin(ActionEvent event) {
91     ViewController vc = new ViewController();
```

```

91     ViewController vc = new ViewController();
92     vc.setFXMLFile("ConvertCoin.fxml");
93     deshbord.getChildren().setAll(vc.getFXMLFile());
94 }
95
96 @FXML
97 void mail(ActionEvent event) {
98     if (mailinfo.getReciver() != null && mailinfo.getCount() == 3) {
99         Stage stage = new Stage();
100         mailinfo.setMailStage(stage);
101         ViewController getPane = new ViewController();
102         getPane.setFXMLFile("Mail.fxml");
103         AnchorPane root = getPane.getFXMLFile();
104         Scene scene = new Scene(root);
105         stage.setScene(scene);
106         stage.show();
107
108     } else {
109         Alert alert = new Alert(Alert.AlertType.INFORMATION);
110         alert.setTitle("Message");
111         alert.setHeaderText(null);
112         alert.setContentText("No Message Here!");
113         alert.showAndWait();
114
115     }
116 }
117
118
119 @Override
120 public void initialize(URL url, ResourceBundle rb) {
121
122     chartData();
123     getCoinDate();
124     XYChart.Series series = new XYChart.Series();
125     series.getData().add(new XYChart.Data("1", datacoin[0]));
126     series.getData().add(new XYChart.Data("2", datacoin[1]));
127     series.getData().add(new XYChart.Data("3", datacoin[2]));
128     series.getData().add(new XYChart.Data("4", datacoin[3]));
129     series.getData().add(new XYChart.Data("5", datacoin[4]));
130
131     charts.getData().add(series);
132     name.setText("User : " + accountInfo.getName());
133     cash.setText("Cash : " + String.valueOf(accountInfo.getAmount()));
134     coin.setText("Coin : " + String.valueOf(accountInfo.getCoin()));
135     mailinfo.setPage(3);
136 }
137
138 public void chartData() {
139

```

Admin Controller Views Code

```

1 package game.controller;
2
3 import game.model.MailInfo;
4 import game.model.UserInfo;
5 import game.view.ViewController;
6 import java.net.URL;
7 import java.sql.Connection;
8 import java.sql.DriverManager;
9 import java.sql.PreparedStatement;
10 import java.sql.ResultSet;
11 import java.sql.SQLException;
12 import java.sql.Statement;
13 import java.util.ResourceBundle;
14 import java.util.function.Predicate;
15 import javafx.collections.FXCollections;
16 import javafx.collections.ObservableList;
17 import javafx.collections.transformation.FilteredList;
18 import javafx.collections.transformation.SortedList;
19 import javafx.event.ActionEvent;
20 import javafx.fxml.FXML;
21 import javafx.fxml.Initializable;
22 import javafx.scene.Scene;
23 import javafx.scene.control.Alert;
24 import javafx.scene.control.Label;
25 import javafx.scene.control.TableColumn;
26 import javafx.scene.control.TableView;
27 import javafx.scene.control.TextField;
28 import javafx.scene.control.cell.PropertyValueFactory;
29 import javafx.scene.input.KeyEvent;
30 import javafx.scene.input.MouseEvent;
31 import javafx.scene.layout.AnchorPane;
32 import javafx.stage.Stage;
33
34 public class AdminController implements Initializable {
35
36     MailInfo mailinfo = new MailInfo();
37     private ObservableList<UserInfo> data = FXCollections.observableArrayList();
38     FilteredList<UserInfo> filteredData=new FilteredList<>(data,e->true);
39     @FXML
40     private TableView<UserInfo> adminTabel;
41
42     @FXML
43     private TableColumn<UserInfo, Integer> idCol;
44
45     @FXML
46     private TableColumn<UserInfo, String> userCol;
47
48     @FXML
49     private TableColumn<UserInfo, String> passCol;
50     private TableColumn<UserInfo, String> passCol;
51
52     @FXML
53     private TableColumn<UserInfo, String> emailCol;
54
55     @FXML
56     private TextField idField;
57
58     @FXML
59     private TextField usernameField;
60
61     @FXML
62     private TextField passwordField;
63
64     @FXML
65     private TextField emailField;
66
67     @FXML
68     private TextField searchField;
69
70     @FXML
71     void onSearchField(KeyEvent event) {
72         searchField.textProperty().addListener((observableValue, oldValue, newValue) -> {
73             filteredData.setPredicate((Predicate<? super UserInfo> user -> {
74                 if (newValue == null || newValue.isEmpty()) {
75                     return true;
76                 }
77                 String lowerCaseFilter = newValue.toLowerCase();
78                 if (user.getUser().toLowerCase().contains(lowerCaseFilter)) {
79                     return true;
80                 }
81                 return false;
82             }));
83         });
84         SortedList<UserInfo> sortedData = new SortedList<>(filteredData);
85         sortedData.comparatorProperty().bind(adminTabel.comparatorProperty());
86         adminTabel.setItems(sortedData);
87
88     @FXML
89     void onDelete(ActionEvent event) {
90
91         UserInfo userInfo = adminTabel.getSelectionModel().getSelectedItem();
92
93         if (userInfo != null) {
94             adminTabel.getItems().removeAll(adminTabel.getSelectionModel().getSelectedItem());
95             delete(userInfo.getId());
96             level.setText("Delete Sucessfull ");
97         } else {

```

```

97         } else {
98             level.setText("Your not Secleted Any Item ");
99         }
100     }
101     @FXML
102     private Label level;
103
104     @FXML
105     void onUpdate(ActionEvent event) {
106         UserInfo userInfo = adminTabel.getSelectionModel().getSelectedItem();
107         userInfo.setEmail(emailField.getText());
108         userInfo.setId(Integer.parseInt(idField.getText()));
109         userInfo.setPass(passwordField.getText());
110         userInfo.setUser(usernameField.getText());
111         if (userInfo != null) {
112             updateUser(userInfo.getId(), userInfo.getUser(), userInfo.getPass(), userInfo.getEmail());
113             level.setText("Update Successful ");
114         } else {
115             level.setText("Your not Secleted Any Item ");
116         }
117         data.clear();
118         UserDataTabel();
119     }
120
121     @FXML
122     void onGetdata(MouseEvent event) {
123         UserInfo userInfo = adminTabel.getSelectionModel().getSelectedItem();
124         if (userInfo != null) {
125             idField.setText(String.valueOf(userInfo.getId()));
126             usernameField.setText(userInfo.getUser());
127             passwordField.setText(userInfo.getPass());
128             emailField.setText(userInfo.getEmail());
129         } else {
130             level.setText("Your not Secleted Any Item ");
131         }
132     }
133
134     @FXML
135     void mail(ActionEvent event) {
136         if (mailinfo.getReceiver() != null && mailinfo.getCount() == 2) {
137             Stage stage = new Stage();
138             mailinfo.setMailStage(stage);
139             ViewController getPane = new ViewController();
140             getPane.setFXMLFile("Mail.fxml");
141             AnchorPane root = getPane.getFXMLFile();
142             Scene scene = new Scene(root);
143             Scene scene = new Scene(root);
144             stage.setScene(scene);
145             stage.show();
146         } else {
147             Alert alert = new Alert(Alert.AlertType.INFORMATION);
148             alert.setTitle("Message");
149             alert.setHeaderText(null);
150             alert.setContentText("No Message Here!");
151             alert.showAndWait();
152         }
153     }
154
155     @Override
156     public void initialize(URL url, ResourceBundle rb) {
157         idCol.setCellValueFactory(
158             new PropertyValueFactory<UserInfo, Integer>("id")
159         );
160         userCol.setCellValueFactory(
161             new PropertyValueFactory<UserInfo, String>("user")
162         );
163         passCol.setCellValueFactory(
164             new PropertyValueFactory<UserInfo, String>("pass")
165         );
166         emailCol.setCellValueFactory(
167             new PropertyValueFactory<UserInfo, String>("email")
168         );
169         UserDataTabel();
170         adminTabel.setItems(data);
171         mailinfo.setPage(3);
172     }
173
174     private Connection connect() {
175         String url = "jdbc:sqlite:game.db";
176         Connection conn = null;
177         try {
178             try {
179                 Class.forName("org.sqlite.JDBC");
180             } catch (ClassNotFoundException ex) {
181             }
182             conn = DriverManager.getConnection(url);
183         } catch (SQLException e) {
184             System.out.println(e.getMessage());
185         }
186         return conn;
187     }

```

```

193     return conn;
194 }
195
196 public void UserDataLabel() {
197     String sql = "SELECT * FROM user_tbl";
198     try (Connection conn = this.connect();
199         Statement stmt = conn.createStatement();
200         ResultSet rs = stmt.executeQuery(sql)) {
201         // loop through the result set
202         while (rs.next()) {
203             data.add(new UserInfo(rs.getInt("id"), rs.getString("username"), rs.getString("password"), rs.getString("email")));
204         }
205     } catch (SQLException e) {
206         System.out.println(e.getMessage());
207     }
208 }
209
210
211 public void delete(int id) {
212     String sql = "DELETE FROM user_tbl WHERE id = ?";
213
214     try (Connection conn = this.connect();
215         PreparedStatement pstmt = conn.prepareStatement(sql)) {
216         pstmt.setInt(1, id);
217         pstmt.executeUpdate();
218     } catch (SQLException e) {
219         System.out.println(e.getMessage());
220     }
221 }
222
223
224 public void updateUser(int id, String user, String pass, String email) {
225     String sql = "UPDATE user_tbl SET username = ? ,"
226         + "password = ?,"
227         + "email = ?"
228         + "WHERE id = ?";
229
230     try (Connection conn = this.connect();
231         PreparedStatement pstmt = conn.prepareStatement(sql)) {
232         // set the corresponding param
233         pstmt.setString(1, user);
234         pstmt.setString(2, pass);
235         pstmt.setString(3, email);
236         pstmt.setInt(4, id);
237         // update
238         pstmt.executeUpdate();
239     } catch (SQLException e) {
240         System.out.println(e.getMessage());

```