**LAB 05**

**1. Swing components**

**1.1. AWTAccumulator**

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**1.2. SwingAccumulator**

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**2. Organizing Swing components with Layout Managers**

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**3. Create a graphical user interface for AIMS with Swing**

**3.1. View Store Screen**

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**3.2. Adding more user interaction**

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**4. JavaFX API**

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**Handle Erase Function**

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**5. Setting up the View Cart Screen with ScreenBuilder**

5.2. Setting up the TOP area

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5.3. Setting up the CENTER area

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5.4. Setting up the RIGHT area

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**6. Integrating JavaFX into Swing application – The JFXPanel class**

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**7. View the items in cart – JavaFX’s data-driven UI**

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- Update itemsOrdered to ObservableList

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**8. Updating buttons based on selected item in TableView – ChangeListener**

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**9. Deleting a media**

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**10. Filter items in cart – FilteredList**

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**11. Complete the Aims GUI application**

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Add Book

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Add CD

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Add DVD

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Filter by Title

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Filter by Id

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AddItemToStoreScreen

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AddDigitalVideoDiscToStoreScreen

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AddCompactDiscToStoreScreen

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AddBookToStoreScreen

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**12. Check all the previous source codes to catch/handle/delegate runtime exceptions**

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**13. Create a class which inherits from Exception**

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CompactDisc

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DVD

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Track

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**14. Update the Aims class**

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**15. Modify the equals() method of Media class**

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**17. Update Aims class diagram**



