



48024 Applications Programming

Dr Angela Huo



Zoom Manner

- Chat: Message the lecturer if something is wrong
- Icon: Slow down or faster?
 - When you have a question, click “Raise hand”, I will unmute you and you can speak
 - Vote for a poll, click “Yes” or “No”
- Padlet: <https://padlet.com/angelahuo/appsprog>
 - I will answer the posted questions at the end of the lecture.

-  Yes
-  No
-  Raise hand

This subject adopts “flipped learning” teaching strategy. You need to complete the “Pre-class” activities to prepare for the interactive quiz and application questions in lectures, which help you prepare for the LMS exam.

Contents

Pre: Open Question Board(<https://padlet.com/angelahuo/appsprog>)

- Announcement
- Key points of Study 11
- Week 12 Preview
- Question Board

[Post your question to https://padlet.com/angelahuo/appsprog](https://padlet.com/angelahuo/appsprog)

Announcement

- Consultation session runs pretty well!
 - All questions are addressed and solved!
 - This week's consultation will run at **3:30pm on Tuesday!**
- Book your 1:1 meeting on Tuesday/Friday through the page:
 - <https://outlook.office365.com/owa/calendar/ApplicationsProgramming2022AUT@studentutsedu.onmicrosoft.com/bookings/>
- Lab 6, Study 7 and Lab 8 Marks are released tonight(23:59pm)

[Post your question to https://padlet.com/angelahuo/appsprog](https://padlet.com/angelahuo/appsprog)



STUDENT FEEDBACK SURVEY

STUDENT FEEDBACK SURVEY (SFS)



➤ What is it?

Confidential online survey for each subject at the end of semester.

➤ Why do it?

Give academic staff feedback on your learning experience in each subject.
Improve the learning experience for all students.

➤ How do I do it?

Log in at www.sfs.uts.edu.au

➤ What else do I need to know?

Please be constructive in your feedback!
By participating, you could win a prize and support a charity.

THANK YOU!

[Post your question to https://padlet.com/angelahuo/appsprog](https://padlet.com/angelahuo/appsprog)

Week 12 Preview

12 th May	13 th May	17 th May	19-20 th May	Delay Penalty	8 th June	9 th June	10 th June
TMSfx Feedback Support	TMSfx Feedback Support	Assignment 2 Due (25%)	Demo Check				
	Consultation	Consultation	Consultation		Consultation	Sample Quiz Due	
						Timed LMS Due(20%)	
							Advanced Challenges Due (6%)

Post your question to <https://padlet.com/angelahuo/appsprog>

GUI Table

- TableView
- Change Listeners
- Catching Exceptions
- Throwing Exceptions

TableView

- Linking a TableView to the model
 - MUST Expose a “customer” property in the controller
 - MUST Expose an “accounts” property in the customer model
- Linking each TableColumn to a model property
 - Use a PropertyValueFactory to link the column to a property value
 - MUST Expose the corresponding properties in the model

Cell value factories

- A cell value factory generates the contents of a cell. Two options:
 - PropertyValueFactory is a cell value factory that just displays a property value.
 - Define your own custom cell value factory to display data how you want.
- Setting a custom cell value factory
 - Assign an ID to the column
 - In your controller:

```
@FXML private TableColumn<Account, String> balanceCIm;  
@FXML private void initialize() {  
    balanceCIm.setCellValueFactory(cellData ->  
        cellData.getValue().balanceProperty().asString("$%.2f"));  
}
```

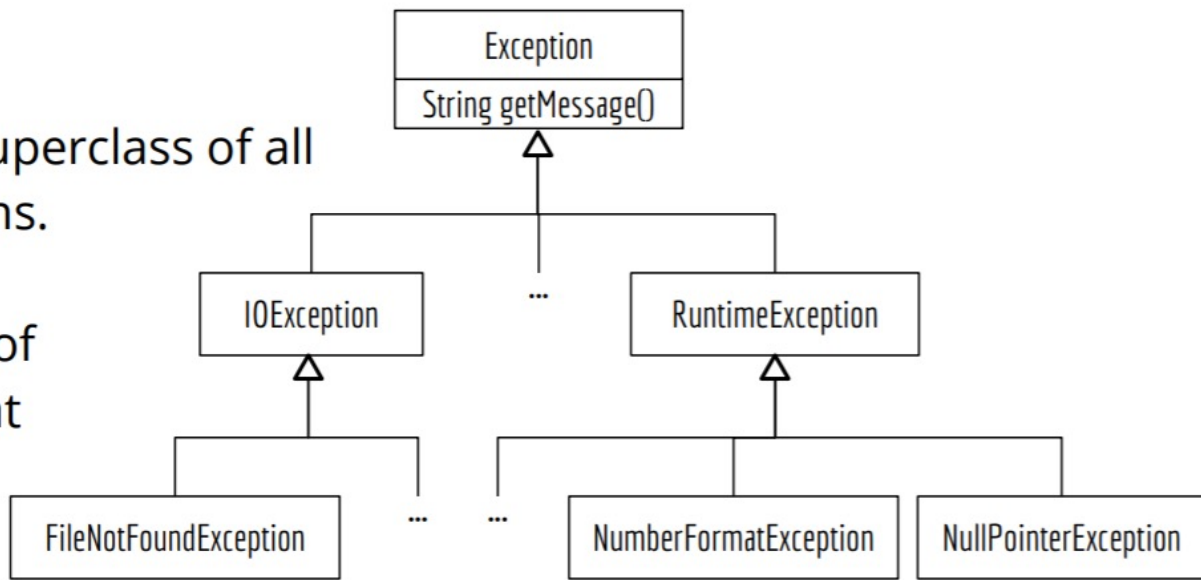
[Post your question to https://padlet.com/angelahuo/appsprog](https://padlet.com/angelahuo/appsprog)

Change Listeners

- Interface `ChangeListener<X>`
- Register observer with `observable.addListener(observer);`
- Goal #1: Enable button when account is selected
 - Update the disable property of the button whenever the `selectedItem` property changes.
- Goal #2: Enable button when Type ≥ 4 characters
 - Update the button's disable property when the `text` property changes.

Exception Inheritance Hierarchy

- Class `Exception` is the superclass of all exceptions.
- `IOException` is the superclass of all input/output exceptions.
- Catching a superclass of exceptions catches that entire category of exceptions



Catching Exceptions

```
try {  
    scanner = new Scanner(new File("data.txt"));  
    int a = Integer.parseInt(scanner.nextLine());  
    int b = Integer.parseInt(scanner.nextLine());  
    int c = a / b;  
    System.out.println(a + " / " + b + " = " + c);  
} catch (Exception e) {  
    System.out.println("An error occurred: " + e.getMessage());  
} finally {  
    if (scanner != null) scanner.close();  
}
```

Throwing an exception

- Throwing a generic exception

The method header specifies a comma-separated list of exceptions it can throw.

Eg: `public void foo() throws IOException, NumberFormatException`

- Throwing a custom exception

- Define a custom exception as a subclass of Exception.

```
public void withdraw(double amount) throws InsufficientFundsException {  
    if (amount > balance.get())  
        throw new InsufficientFundsException();  
    balance.set(balance.get() - amount);  
}
```

The catch or specify requirement

- If you write code that might throw an exception, you must either specify that the exception might be thrown, or catch that exception.
- If you don't catch the exception, you push back the catch or specify requirement to the caller.
- If an exception is thrown all the way to the top level without being caught, the user sees a stack trace
- General practice: throw an exception up as high as possible, but catch and handle it before the user sees the stack trace.

Unchecked exceptions

Unchecked exceptions are not subject to the catch or specify requirement. There are two kinds:

- Any subclass of **RuntimeException** is unchecked. Runtime exceptions are typically due programming bugs. Examples:
 - NullPointerException
 - NumberFormatException
 - ArrayIndexOutOfBoundsException
- Any subclass of **Error** is unchecked. Errors are failures of the environment. Examples:
 - OutOfMemoryError
 - IOError

Unchecked exceptions

- **RuntimeException**

- NullPointerException
- NumberFormatException
- ArrayIndexOutOfBoundsException

- **Error**

- OutOfMemoryError
- IOError

The following question is based on this code:

```
Student student = null;
try {
    System.out.println(student);
    System.out.println(student.getName());
} catch (Exception e) {
    System.out.println(null);
} finally {
    System.out.println(null);
}
```


Lab 11

- 5-10min Intro/Demo
- 30min Lab exercise
- Assignment support - remaining time

You will learn:

- TableView
- TableColumn
- Cell value factory
- PropertyValueFactory

Lab 11

NOTE :

- if an element's tag name begins with an uppercase letter, then that element represents a class instance.
- If an element's tag name begins with a lowercase letter, then that element represents an object property.
- More advanced examples can be found in the lecture code download on the Patterns Book page.

Misconduct consequence is severe!!!

- High similarity submissions and suspicious cases will be reported to the committee.
- The committee report process is extremely tedious and will cause delays in your studies (and perhaps visa complications for international students).
 - You won't receive the mark within a year.
 - Your academic life will risk a failure ending.

Contact

- Subject Coordinator and Lecturer: Angela Huo
- Email: huan.huo@uts.edu.au
- Contact information on Canvas

See you next week!