/\*

\* Title: Number Conversion System

\* Developed by: Md. An Nahian Prince

\* ID: 12105007

\* Availability: Converts and performs arithmetic on custom/predefined bases

\* (Binary, Decimal, Octal, Hexadecimal).

\* Key Features:

\* - Custom base number operations

\* - Base conversions (Binary, Decimal, Octal, Hexadecimal, Custom)

\* - Addition and subtraction in any base

\* - Fractional number support

\*/

package application;

import javafx.application.Application;

import javafx.geometry.Insets;

import javafx.geometry.Pos;

import javafx.scene.Scene;

import javafx.scene.control.\*;

import javafx.scene.layout.\*;

import javafx.scene.text.Font;

import javafx.stage.Stage;

public class NumberConversionSystem extends Application {

*@Override*

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* Primary or First Window

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

public void start(Stage primaryStage) {

primaryStage.setTitle("Number Conversion System");

// Main layout

VBox mainLayout = new VBox(50);

// 50 means vertical gap of every button in 50 pixels

// (top, right, bottom, left)

mainLayout.setPadding(new Insets(20, 20, 20, 20));

mainLayout.setAlignment(*Pos*.***CENTER***);

// primary dialogue box bg

mainLayout.setStyle("-fx-background-color: linear-gradient(to bottom, #ffd4c2, #ffe5d1\r\n"

+ ");");

// Serene Lavender Gradient

// Show in title bar

Label titleLabel = new Label("Number Conversion System");

titleLabel.setFont(Font.*font*("Arial", 28));

// Customize title font

// Custom Base Button

Button customBaseButton = new Button("Use Custom Base");

setButtonStyle(customBaseButton, "#1B5E20", 35);

// deep green

// Customize button style

// when click then called "openCustomBaseSelection" function for open that

// window

/\*

\* Passing primaryStage as a parameter lets openCustomBaseSelection manage

\* the main window (stage) for scene transitions while keeping the design

\* modular

\*/

customBaseButton.setOnAction(e -> openCustomBaseSelection(primaryStage));

// This is the option to press button in first window

// Default Base Button

Button defaultBaseButton = new Button("Use Default Base");

setButtonStyle(defaultBaseButton, "#4A148C", 36);

// Vibrant orange

// Customize button style

// when click then called "openDefaultBaseSelection" function for open that

// window

/\*

\* Passing primaryStage as a parameter lets openCustomBaseSelection manage

\* the main window (stage) for scene transitions while keeping the design

\* modular

\*/

defaultBaseButton.setOnAction(e -> openDefaultBaseSelection(primaryStage));

// This is the option to press button in first window

/\*

\* For Add a Universal Converter

\*/

// Universal Base Converter Button

Button universalBaseButton = new Button("Universal Base Converter");

setButtonStyle(universalBaseButton, "#0D47A1", 30);

universalBaseButton.setOnAction(e -> openUniversalBaseConverter(primaryStage));

/\*

\* here modify the hierarchical method so that which is the root node find

\* title is the root and other button is children

\*/

mainLayout.getChildren().addAll(titleLabel, customBaseButton, defaultBaseButton, universalBaseButton);

// Main scene

/\*

\* Primary Dialogue Box

\* Width x Height

\*/

Scene mainScene = new Scene(mainLayout, 450, 500);

primaryStage.setScene(mainScene);

primaryStage.show();

// show the primary screen

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* If press "Use Custom Base"

\* Open Second Display

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private void openCustomBaseSelection(Stage primaryStage) {

VBox selectionLayout = new VBox(15);

selectionLayout.setPadding(new Insets(20));

selectionLayout.setAlignment(*Pos*.***CENTER***);

selectionLayout.setStyle("-fx-background-color: linear-gradient(to bottom, #e0c3fc, #8ec5fc);");

// Pastel Purple Gradient

// Customize layout background color

// create addition button

Button addButton = new Button("Addition");

setButtonStyle(addButton, "#2E7D32", 35);

// Customize button style

/\*

\* when click addition button then called "openCustomBaseWindow" function for

\* this window

\*

\* Send Parameters:

\* primaryStage : Manage the main window cause here use scene transitions

\* Add : Send as string so that check which button is clicked

\*/

addButton.setOnAction(e -> openCustomBaseWindow(primaryStage, "Add"));

// create subtraction button

Button subtractButton = new Button("Subtraction");

setButtonStyle(subtractButton, "#0D47A1", 35);

// Customize button style

/\*

\* when click subtract button then called "openCustomBaseWindow" function for

\* this window

\* Send Parameters:

\* primaryStage : Manage the main window cause here use scene transitions

\* Subtract : Send as string so that check which button is clicked

\*/

subtractButton.setOnAction(e -> openCustomBaseWindow(primaryStage, "Subtract"));

// create convert button

Button convertButton = new Button("Convert");

setButtonStyle(convertButton, "#F57C00", 35);

// Customize button style

/\*

\* when click convert button then called "openCustomBaseWindow" function for

\* this window

\* Send Parameters:

\* primaryStage : Manage the main window cause here use scene transitions

\* Convert : Send as string so that check which button is clicked

\*/

convertButton.setOnAction(e -> openCustomBaseWindow(primaryStage, "Convert"));

// create back button

Button backButton = new Button("Back");

setButtonStyle(backButton, "#f44336", 35);

// Customize button style

/\*

\* when click back button then go the first window(i am stay in second window)

\*/

backButton.setOnAction(e -> start(primaryStage));

/\*

\* here modify the hierarchical method so that which is the root node find

\* addButton is the root and other button is children

\*/

selectionLayout.getChildren().addAll(addButton, subtractButton, convertButton, backButton);

// set this window width X height

Scene selectionScene = new Scene(selectionLayout, 400, 380);

primaryStage.setScene(selectionScene);

// This replaces the first window with the second window (the custom base

// selection scene).

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* Else If press "Use Default Base"

\* Open Second Display

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private void openDefaultBaseSelection(Stage primaryStage) {

VBox selectionLayout = new VBox(15);

// distance between every label, button etc. at 15 pixels

selectionLayout.setPadding(new Insets(20));

selectionLayout.setAlignment(*Pos*.***CENTER***);

selectionLayout.setStyle("-fx-background-color: linear-gradient(to bottom, #fafcc2, #fefbd8);");

// Pastel Purple Gradient

// Customize layout background color

// create button for addition

Button addButton = new Button("Addition");

setButtonStyle(addButton, "#2E7D32", 35);

// Customize button style

/\*

\* when click addition button then called "openDefaultBaseWindow" function for

\* this window

\*

\* Send Parameters:

\* primaryStage : Manage the main window cause here use scene transitions

\* Add : Send as string so that check which button is clicked

\*/

addButton.setOnAction(e -> openDefaultBaseWindow(primaryStage, "Add"));

// create subtraction button

Button subtractButton = new Button("Subtraction");

setButtonStyle(subtractButton, "#0D47A1", 35);

// Customize button style

/\*

\* when click subtract button then called "openDefaultBaseWindow" function for

\* this window

\* Send Parameters:

\* primaryStage : Manage the main window cause here use scene transitions

\* Subtract : Send as string so that check which button is clicked

\*/

subtractButton.setOnAction(e -> openDefaultBaseWindow(primaryStage, "Subtract"));

// create convert button

Button convertButton = new Button("Convert");

setButtonStyle(convertButton, "#F57C00", 35);

// Customize button style

/\*

\* when click convert button then called "openDefaultBaseWindow" function for

\* this window

\* Send Parameters:

\* primaryStage : Manage the main window cause here use scene transitions

\* Convert : Send as string so that check which button is clicked

\*/

convertButton.setOnAction(e -> openDefaultBaseWindow(primaryStage, "Convert"));

// create back button

Button backButton = new Button("Back");

setButtonStyle(backButton, "#f44336", 35);

// Customize button style

/\*

\* when click back button then go the first window(i am stay in second window)

\*/

backButton.setOnAction(e -> start(primaryStage));

/\*

\* here modify the hierarchical method so that which is the root node find

\* addButton is the root and other button is children

\*/

selectionLayout.getChildren().addAll(addButton, subtractButton, convertButton, backButton);

// set this window width X height

Scene selectionScene = new Scene(selectionLayout, 400, 380);

primaryStage.setScene(selectionScene);

// This replaces the first window with the second window (the default base

// selection scene).

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* Else press "Universal Base Converter"

\* Open Second Display

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private void openUniversalBaseConverter(Stage primaryStage) {

VBox layout = new VBox(15);

layout.setPadding(new Insets(20));

layout.setAlignment(*Pos*.***CENTER***);

layout.setStyle("-fx-background-color: linear-gradient(to bottom, #b7eaff, #94dfff);");

Label fromBaseLabel = new Label("From Base:");

fromBaseLabel.setStyle("-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: blue;"); // Set text color to blue

TextField fromBaseInput = new TextField();

fromBaseInput.setPromptText("Enter original base");

fromBaseInput.setStyle("-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: blue;"); // Set text color to blue

Label numberLabel = new Label("Number to Convert:");

numberLabel.setStyle("-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: #006400;"); // Set text color to dark green

TextField numberInput = new TextField();

numberInput.setPromptText("Enter number");

numberInput.setStyle("-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: #006400;"); // Set text color to dark green

Label toBaseLabel = new Label("To Base:");

toBaseLabel.setStyle("-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: #4B0082;"); // Set text color to deep indigo

TextField toBaseInput = new TextField();

toBaseInput.setPromptText("Enter target base");

toBaseInput.setStyle("-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: #4B0082;"); // Set text color to deep indigo

Button convertButton = new Button("Convert");

setButtonStyle(convertButton, "#4CAF50", 20);

Label resultLabel = new Label();

convertButton.setOnAction(e -> {

try {

int fromBase = Integer.*parseInt*(fromBaseInput.getText());

int toBase = Integer.*parseInt*(toBaseInput.getText());

String number = numberInput.getText();

String result = convertNumberBetweenBases(number, fromBase, toBase);

resultLabel.setText("Result: " + result);

// Set the result label color to blue to match the "From Base" label

resultLabel.setStyle("-fx-font-size: 22px; -fx-text-fill: blue; -fx-font-family: 'Arial Rounded MT Bold';"); // Set to blue

} catch (NumberFormatException ex) {

resultLabel.setText("Invalid base or number format.");

resultLabel.setStyle("-fx-font-size: 17px; -fx-text-fill: red; -fx-font-family: 'Arial Rounded MT Bold';");

}

});

Button backButton = new Button("Back");

setButtonStyle(backButton, "#f44336", 20);

backButton.setOnAction(e -> start(primaryStage));

layout.getChildren().addAll(fromBaseLabel, fromBaseInput, numberLabel, numberInput, toBaseLabel, toBaseInput, convertButton, resultLabel, backButton);

Scene converterScene = new Scene(layout, 400, 430);

primaryStage.setScene(converterScene);

}

private String convertNumberBetweenBases(String number, int fromBase, int toBase) {

String[] parts = number.split("\\.");

int integerPart = Integer.*parseInt*(parts[0], fromBase);

StringBuilder result = new StringBuilder(Integer.*toString*(integerPart, toBase).toUpperCase());

if (parts.length > 1) {

double fractionalPart = 0;

for (int i = 0; i < parts[1].length(); i++) {

int digitValue = Character.*digit*(parts[1].charAt(i), fromBase);

fractionalPart += digitValue / Math.*pow*(fromBase, i + 1);

}

double fractionalResult = 0;

StringBuilder fractionalStr = new StringBuilder(".");

while (fractionalPart != 0 && fractionalStr.length() < 10) {

fractionalPart \*= toBase;

integerPart = (int) fractionalPart;

fractionalStr.append(Integer.*toString*(integerPart, toBase).toUpperCase());

fractionalPart -= integerPart;

}

result.append(fractionalStr);

}

return result.toString();

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* This is also Second Display

\* When press button then Third Display Open

\* Third Display For Custom Base

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private void openCustomBaseWindow(Stage primaryStage, String operation) {

VBox customLayout = new VBox(15);

customLayout.setPadding(new Insets(20));

customLayout.setAlignment(*Pos*.***CENTER***);

customLayout.setStyle("-fx-background-color: #f5f5f5;");

// Customize layout background color

// create a label for show "Enter Your Base:"

Label baseLabel = new Label("Enter Your Base:");

baseLabel.setStyle("-fx-font-size: 17px; -fx-text-fill: #0D47A1; -fx-font-family: 'Arial Rounded MT Bold';");

// Change font size, color, and font

// use textfield to input first base number

TextField baseInput = new TextField();

baseInput.setPromptText("Enter base (e.g., 2 for Binary, 8 for Octal)");

baseInput.setStyle("-fx-font-size: 17px; -fx-text-fill: #000000; -fx-font-family: 'Arial Rounded MT Bold';");

// Font size, text color, and font for input

// create a label for show "Enter First Base Number:"

Label numberLabel1 = new Label("Enter First Base Number:");

numberLabel1.setStyle("-fx-font-size: 17px; -fx-text-fill: #0D47A1; -fx-font-family: 'Arial Rounded MT Bold';");

// Change font size, color, and font

// use textfield to input first base number

TextField numberInput1 = new TextField();

numberInput1.setPromptText("Enter first base number");

numberInput1.setStyle("-fx-font-size: 17px; -fx-text-fill: #000000; -fx-font-family: 'Arial Rounded MT Bold';");

// Font size, text color, and font for input

// create a label for show "Enter Second Base Number:"

Label numberLabel2 = new Label("Enter Second Base Number:");

numberLabel2.setStyle("-fx-font-size: 17px; -fx-text-fill: #0D47A1; -fx-font-family: 'Arial Rounded MT Bold';");

// Change font size, color, and font

// use textfield to input second base number

TextField numberInput2 = new TextField();

numberInput2.setPromptText("Enter second base number");

numberInput2.setStyle("-fx-font-size: 17px; -fx-text-fill: #000000; -fx-font-family: 'Arial Rounded MT Bold';");

// Font size, text color, and font for input

/\*

\* For Dropbox Menu

\* here store some string so that user can easily select output format

\*/

ComboBox<String> targetBaseBox = new ComboBox<>();

targetBaseBox.getItems().addAll("Decimal", "Binary", "Octal", "Hexadecimal", "Custom");

targetBaseBox.setPromptText("Select target base");

// Change font, color, and size

targetBaseBox.setStyle(

"-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: #0D47A1;" // Set text color to deep blue

);

/\*

\* Create a Result name label for showing output

\*/

Label resultLabel = new Label();

/\*

\* operation button means:

\* Add

\* Subtract

\* Convert

\*/

Button actionButton = new Button(operation);

setButtonStyle(actionButton, "#4CAF50", 20);

// Customize button style

// create back button for custom base 3rd window

Button backButton = new Button("Back");

setButtonStyle(backButton, "#f44336", 20);

// Customize button style

/\*

\* When "Convert" is selected in the second window and the Convert button is

\* clicked:

\* The third window displays these elements:

\*

\* baseLabel = Label prompting "Enter Your Base:"

\* baseInput = TextField for inputting the base (Integer/Double, initially a

\* String to be parsed later)

\* numberLabel1 = Label prompting "Enter First Base Number:"

\* numberInput1 = TextField for the first base number (Integer/Double, initially

\* a String to be parsed later)

\* targetBaseBox = Dropdown box to select the target base (e.g., Decimal,

\* Binary, Octal, Hexadecimal, or Custom)

\* actionButton = Button to trigger the Convert operation

\* resultLabel = Label to display the conversion result

\*

\*/

if (operation.equals("Convert")) {

customLayout.getChildren().addAll(baseLabel, baseInput, numberLabel1, numberInput1, targetBaseBox,

actionButton, resultLabel);

/\*

\* Now called "convertNumber" function and send some arguments in third window

\* convert button

\*

\* baseInput = text field for input base: Integer/Double [Note: TextField input

\* as String then convert!]

\*

\* numberInput1 = Enter First Base Number: Integer/Double [Note: TextField input

\* as String then convert!]

\*

\* targetBaseBox = Select target base (dropdown box)

\*

\* resultLabel = Result : Output result as Double format always

\*

\*/

actionButton.setOnAction(e -> convertNumber(baseInput, numberInput1, targetBaseBox, resultLabel));

}

else {

/\*

\* Else click "Add Button" or "Subtract Button" in Custom Base 2nd Window

\* Section

\* Note: Add & Subtract button's Argument is same just operation is different

\*

\* baseLabel = Enter Your Base

\* baseInput = text field for input base: Integer/Double [Note: TextField input

\* as String then convert!]

\* numberLabel1 = Enter First Base Number: Label

\* numberInput1 = Enter First Base Number: Integer/Double [Note: TextField input

\* as String then convert!]

\* numberLabel2 = Enter Second Base Number: Label

\* numberInput2 = Enter Second Base Number: Integer/Double [Note: TextField

\* input as String then convert!]

\* targetBaseBox = Select target base (dropdown box)

\* actionButton = Convert button

\* resultLabel = Result: Output result as Double format always

\*/

customLayout.getChildren().addAll(baseLabel, baseInput, numberLabel1, numberInput1, numberLabel2,

numberInput2, targetBaseBox, actionButton, resultLabel);

/\*

\* Now called "performOperation" function and send some arguments in third

\* window add/subtract button

\*

\* baseInput = text field for input base: Integer/Double [Note: TextField input

\* as String then convert!]

\*

\* numberInput1 = Enter First Base Number: Integer/Double [Note: TextField input

\* as String then convert!]

\*

\* numberInput2 = Enter Second Base Number: Integer/Double [Note: TextField

\* input as String then convert!]

\*

\* targetBaseBox = Select target base (dropdown box)

\*

\* resultLabel = Result : Output result as Double format always

\*

\*/

actionButton.setOnAction(e -> performOperation(baseInput, numberInput1, numberInput2, targetBaseBox,

resultLabel, operation));

}

/\*

\* when click back button then go the first window(i am stay in second window

\* also until press any button)

\*/

backButton.setOnAction(e -> openCustomBaseSelection(primaryStage));

customLayout.getChildren().add(backButton);

// is needed to add the backButton to the visual layout of the third window

Scene customScene = new Scene(customLayout, 400, 460);

primaryStage.setScene(customScene);

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* This is also Second Display

\* When press button then Third Display Open

\* Third Display For Custom Base

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private void openDefaultBaseWindow(Stage primaryStage, String operation) {

VBox defaultLayout = new VBox(15);

defaultLayout.setPadding(new Insets(20));

defaultLayout.setAlignment(*Pos*.***CENTER***);

defaultLayout.setStyle("-fx-background-color: #e0ffff;");

// Customize layout background color

ComboBox<String> fromBox = new ComboBox<>();

fromBox.getItems().addAll("Binary", "Decimal", "Octal", "Hexadecimal");

fromBox.setPromptText("From");

// Change font, color, fill, and size

fromBox.setStyle(

"-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: #0D47A1;" // Set text color to deep blue

);

ComboBox<String> toBox = new ComboBox<>();

toBox.getItems().addAll("Binary", "Decimal", "Octal", "Hexadecimal");

toBox.setPromptText("To");

// Change font, color, fill, and size

toBox.setStyle(

"-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: #0D47A1;" // Set text color to deep blue

);

// first number label and text field

TextField numberInput1 = new TextField();

numberInput1.setPromptText("Enter first number");

// Apply custom font, color, and size

numberInput1.setStyle("-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: blue;"); // Set text color to blue

// second number label and text field

TextField numberInput2 = new TextField();

numberInput2.setPromptText("Enter second number (for addition/subtraction)");

// Apply custom font, color, and size

numberInput2.setStyle("-fx-font-size: 17px; " + // Set font size

"-fx-font-family: 'Arial Rounded MT Bold'; " + // Set font to Arial Rounded MT Bold

"-fx-text-fill: #006400;"); // Set text color to dark green

// create a label for showing result

Label resultLabel = new Label();

/\*

\* operation button means:

\* Add

\* Subtract

\* Convert

\*/

Button actionButton = new Button(operation);

setButtonStyle(actionButton, "#4CAF50", 25); // Customize button style

// back button

Button backButton = new Button("Back");

setButtonStyle(backButton, "#f44336", 20); // Customize button style

/\*

\* When "Convert" is selected in the second window and the Convert button is

\* clicked:

\* The third window displays these elements:

\*

\* fromBox = Dropdown box to select the input base (e.g., Binary, Decimal,

\* Octal, Hexadecimal)

\* toBox = Dropdown box to select the target base (e.g., Binary, Decimal, Octal,

\* Hexadecimal)

\* numberInput1 = TextField for entering the number to convert (Integer/Double,

\* initially a String to be parsed later)

\* actionButton = Button to trigger the Convert operation

\* resultLabel = Label to display the conversion result in the selected target

\* base

\*

\*/

if (operation.equals("Convert")) {

defaultLayout.getChildren().addAll(fromBox, toBox, numberInput1, actionButton, resultLabel);

actionButton.setOnAction(e -> convertNumber(fromBox, toBox, numberInput1, resultLabel));

/\*

\* Now calls the "convertNumber" function and sends arguments in the third

\* window Convert button:

\*

\* fromBox = Dropdown box to select the input base (e.g., Binary, Decimal,

\* Octal, Hexadecimal)

\*

\* toBox = Dropdown box to select the target base (e.g., Binary, Decimal, Octal,

\* Hexadecimal)

\*

\* numberInput1 = TextField for input number: Integer/Double [Note: TextField

\* input as String then convert!]

\*

\* resultLabel = Label to display the conversion result: Output always in Double

\* format

\*

\*/

} else {

/\*

\* When "Add Button" or "Subtract Button" is clicked in Default Base 2nd Window

\* Section:

\* Note: Add & Subtract button's arguments are the same; only the operation

\* differs.

\*

\* fromBox = Dropdown box to select the input number's base (e.g., Binary,

\* Decimal, Octal, Hexadecimal)

\* toBox = Dropdown box to select the target base for output (e.g., Binary,

\* Decimal, Octal, Hexadecimal)

\* numberInput1 = TextField for entering the first number (Integer/Double)

\* [Note: TextField input as String then parsed]

\* numberInput2 = TextField for entering the second number (Integer/Double)

\* [Note: TextField input as String then parsed]

\* actionButton = Button to trigger the operation (Add or Subtract)

\* resultLabel = Label to display the result in the target base as Double format

\*/

defaultLayout.getChildren().addAll(fromBox, toBox, numberInput1, numberInput2, actionButton, resultLabel);

actionButton.setOnAction(

e -> performOperation(fromBox, toBox, numberInput1, numberInput2, resultLabel, operation));

/\*

\* Now calls the "performOperation" function when the Add/Subtract button is

\* clicked in the third window.

\* The following arguments are passed:

\*

\* fromBox = Dropdown to select the base of the input numbers (e.g., Binary,

\* Decimal, Octal, Hexadecimal).

\*

\* toBox = Dropdown to select the target base for the result (e.g., Binary,

\* Decimal, Octal, Hexadecimal).

\*

\* numberInput1 = TextField for the first number in the selected base

\* (Integer/Double, parsed from String).

\*

\* numberInput2 = TextField for the second number in the selected base

\* (Integer/Double, parsed from String).

\*

\* resultLabel = Label to display the result of the operation (formatted as

\* Double).

\*

\* operation = The operation to perform ("Add" or "Subtract").

\*/

}

/\*

\* when click back button then go the first window(i am stay in second window

\* also until press any button)

\*/

backButton.setOnAction(e -> openDefaultBaseSelection(primaryStage));

defaultLayout.getChildren().add(backButton);

// is needed to add the backButton to the visual layout of the third window

// third window width x height

Scene defaultScene = new Scene(defaultLayout, 400, 400);

primaryStage.setScene(defaultScene);

// show the window

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* Styling method to easily set button color and font

\* Button color font and fill change

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private void setButtonStyle(Button button, String color, int fontSize) {

button.setStyle("-fx-background-color: " + color + "; -fx-text-fill: white;");

button.setFont(Font.*font*("Arial", fontSize));

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* 1. performOperation Method:

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private void performOperation(TextField baseInput, TextField numberInput1, TextField numberInput2,

ComboBox<String> targetBaseBox, Label resultLabel, String operation) {

try {

/\*

\* Convert the input base (entered as a string) to an integer.

\* parseInt is a built-in function that converts a string to an integer.

\*/

int base = Integer.*parseInt*(baseInput.getText());

/\*

\* Convert the first number (entered as a string) to a double.

\* parseFractional is a custom function that converts a string to a double,

\* considering both the integer and fractional parts of the number.

\*/

double num1 = parseFractional(numberInput1.getText(), base);

/\*

\* Convert the second number (entered as a string) to a double.

\* parseFractional is a custom function that converts a string to a double,

\* considering both the integer and fractional parts of the number.

\*/

double num2 = parseFractional(numberInput2.getText(), base);

/\*

\* Use a ternary operator to perform the operation (Add or Subtract).

\* The result will be displayed in double format.

\*/

double result = operation.equals("Add") ? num1 + num2 : num1 - num2;

/\*

\* If "Custom" is selected in the target base dropdown, use the entered base.

\* Otherwise, use the getTargetBase function to get the selected target base

\* (e.g., Decimal, Binary, Octal, Hexadecimal).

\*/

int targetBase = targetBaseBox.getValue().equals("Custom") ? base : getTargetBase(targetBaseBox.getValue());

// Set the result text with a consistent style showing the operation and the

// conversion result

resultLabel.setText("Result (" + operation + "): " + convertFractional(result, targetBase));

// Apply consistent styling to the result label (blue text, Arial Rounded MT

// Bold font, font size 17)

resultLabel.setStyle("-fx-font-size: 17px; -fx-text-fill: blue; -fx-font-family: 'Arial Rounded MT Bold';");

} catch (Exception e) {

// If an error occurs (invalid input or base), display an error message with red

// text

resultLabel.setText("Invalid input or base.");

resultLabel.setStyle("-fx-font-size: 17px; -fx-text-fill: red; -fx-font-family: 'Arial Rounded MT Bold';");

}

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* 2. performOperation with ComboBox Method:

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private void performOperation(ComboBox<String> fromBox, ComboBox<String> toBox, TextField numberInput1,

TextField numberInput2, Label resultLabel, String operation) {

try {

/\*

\* Retrieve the selected input base from the dropdown (fromBox).

\* Convert the selected base name (e.g., "Binary", "Decimal", "Octal", or

\* "Hexadecimal") into its corresponding integer value.

\* If "Custom" is selected, ensure the input base is entered and validated

\* beforehand.

\*/

int fromBase = getTargetBase(fromBox.getValue());

/\*

\* Parse the first number (entered as a String in numberInput1) into a double.

\* This function (parseFractional) supports both integer and fractional parts of

\* the number.

\* The conversion is based on the input base (fromBase).

\*/

double num1 = parseFractional(numberInput1.getText(), fromBase);

/\*

\* Parse the second number (entered as a String in numberInput2) into a double.

\* Like num1, this also supports fractional values.

\* The conversion uses the same input base (fromBase).

\*/

double num2 = parseFractional(numberInput2.getText(), fromBase);

/\*

\* Perform the specified operation (either "Add" or "Subtract") on the parsed

\* numbers.

\* If the operation is "Add", the result will be the sum of num1 and num2.

\* If the operation is "Subtract", the result will be the difference (num1 -

\* num2).

\* The ternary operator is used here for concise conditional logic.

\*/

double result = operation.equals("Add") ? num1 + num2 : num1 - num2;

/\*

\* Retrieve the target base for the result conversion from the dropdown (toBox).

\* Convert the selected target base name (e.g., "Binary", "Decimal", "Octal", or

\* "Hexadecimal")

\* into its corresponding integer value using the getTargetBase method.

\* If the target base is invalid, an exception will be thrown.

\*/

int targetBase = getTargetBase(toBox.getValue());

/\*

\* Set the text of the resultLabel to display the result of the operation.

\* The text includes:

\* - The type of operation performed (e.g., "Add" or "Subtract").

\* - The converted result in the target base, formatted as a string.

\* - The result is obtained by converting the numerical value (result) into the

\* selected target base using the convertFractional method.

\*/

resultLabel.setText("Result (" + operation + "): " + convertFractional(result, targetBase));

/\*

\* Apply consistent styling to the resultLabel for better readability and UI

\* uniformity.

\* - Font size: 17px

\* - Text color: Blue (#0000FF) to indicate success or result output

\* - Font family: 'Arial Rounded MT Bold' for a clean, professional look

\*/

resultLabel.setStyle("-fx-font-size: 17px; -fx-text-fill: blue; -fx-font-family: 'Arial Rounded MT Bold';");

} catch (Exception e) {

/\*

\* Set the text of the resultLabel to display an error message.

\* The message "Invalid input or base." is shown when the user provides

\* incorrect or unsupported input,

\* such as:

\* - Non-numeric or out-of-range base values.

\* - Invalid numbers for the selected base.

\* This ensures the user is informed about the issue and can correct their

\* input.

\*/

resultLabel.setText("Invalid input or base.");

/\*

\* Apply consistent styling to the resultLabel for error messages.

\* - Font size: 17px for readability.

\* - Text color: Red (#FF0000) to clearly indicate an error.

\* - Font family: 'Arial Rounded MT Bold' for a clean and professional

\* appearance.

\* This styling differentiates error messages from successful operation results.

\*/

resultLabel.setStyle("-fx-font-size: 17px; -fx-text-fill: red; -fx-font-family: 'Arial Rounded MT Bold';");

}

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* Convert text field string to Double number

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private double parseFractional(String number, int base) {

/\*

\* Split the input number (as a String) into its integer and fractional parts.

\* The input is divided at the decimal point (".") using a regular expression

\* ("\\.") as the delimiter.

\* - parts[0]: The integer part of the number (before the decimal point).

\* - parts[1]: The fractional part of the number (after the decimal point), if

\* present.

\* If no decimal point exists in the input, only the integer part will be

\* present.

\*/

String[] parts = number.split("\\.");

/\*

\* Parse the integer part of the number (parts[0]) into an integer value.

\* This uses the specified base to correctly interpret the number.

\* For example:

\* - Base 2 interprets "10" as binary (2 in decimal).

\* - Base 16 interprets "10" as hexadecimal (16 in decimal).

\* This conversion ensures that the integer part is understood in the given

\* base.

\*/

int integerPart = Integer.*parseInt*(parts[0], base);

/\*

\* Initialize the fractional part of the number as 0.

\* This will be calculated only if a fractional part (parts[1]) exists in the

\* input.

\* If there is no fractional part in the input, the value remains 0.

\*/

double fractionalPart = 0;

/\*

\* Check if the input number contains a fractional part.

\* This is determined by verifying if the length of the array (parts) is greater

\* than 1.

\* - parts[1] represents the fractional part of the input (if it exists).

\* If the input does not contain a decimal point, this block is skipped.

\*/

if (parts.length > 1) {

/\*

\* Iterate over each character in the fractional part (parts[1]).

\* This loop processes the digits of the fractional part, one by one.

\* - i: The index of the current digit in the fractional part.

\*/

for (int i = 0; i < parts[1].length(); i++) {

/\*

\* Convert the current digit (character) of the fractional part into its

\* numerical value.

\* This uses the base to correctly interpret the digit.

\* For example:

\* - In base 16, 'A' is interpreted as 10.

\* - In base 8, '7' is interpreted as 7.

\*/

int digitValue = Character.*digit*(parts[1].charAt(i), base);

/\*

\* Add the contribution of the current digit to the fractional part.

\* - The value of the digit is divided by the base raised to the power of its

\* position (i + 1).

\* - For example, in base 10:

\* - The first fractional digit contributes digitValue / 10^1.

\* - The second fractional digit contributes digitValue / 10^2.

\* This formula ensures that the fractional digits are properly weighted.

\*/

fractionalPart += digitValue / Math.*pow*(base, i + 1);

}

}

/\*

\* Return the final result as the sum of the integer part and the fractional

\* part.

\* The integer part contributes the whole number portion of the value.

\* The fractional part (if present) adds the decimal component to the result.

\*/

return integerPart + fractionalPart;

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* Fractional number calculation

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private String convertFractional(double number, int base) {

/\*

\* Extract the integer part of the input number.

\* The number is explicitly cast to an integer, truncating any fractional

\* component.

\* For example:

\* - If the input number is 12.34, integerPart will be 12.

\*/

int integerPart = (int) number;

/\*

\* Calculate the fractional part of the input number.

\* Subtract the integer part from the original number to isolate the fractional

\* component.

\* For example:

\* - If the input number is 12.34, fractionalPart will be 0.34.

\*/

double fractionalPart = number - integerPart;

/\*

\* Convert the integer part of the number to a string in the specified base.

\* The integer part is formatted according to the base (e.g., binary, octal,

\* hexadecimal).

\* The result is converted to uppercase to ensure consistency in output (e.g.,

\* "A" instead of "a" for hexadecimal).

\*/

String integerResult = Integer.*toString*(integerPart, base).toUpperCase();

/\*

\* Initialize a StringBuilder to construct the fractional part of the result.

\* Start with a period (".") to separate the fractional part from the integer

\* part.

\* This will hold the fractional component formatted in the specified base.

\*/

StringBuilder fractionalResult = new StringBuilder(".");

/\*

\* Loop to convert the fractional part of the number into the specified base.

\* The loop iterates up to 10 times to limit the precision to 10 digits in the

\* fractional part.

\* - Each iteration calculates one digit of the fractional part in the target

\* base.

\*/

for (int i = 0; i < 10; i++) { // Limit to 10 digits for precision

/\*

\* Multiply the fractional part by the base to shift the next significant digit

\* to the left of the decimal point.

\* For example:

\* - In base 10, multiplying 0.25 by 10 shifts the next significant digit to

\* 2.5.

\*/

fractionalPart \*= base;

/\*

\* Extract the integer part of the shifted fractional value.

\* This gives the next digit in the target base.

\* For example:

\* - If the fractionalPart is 2.5, digitValue will be 2.

\*/

int digitValue = (int) fractionalPart;

/\*

\* Convert the extracted digit to its corresponding character in the target

\* base.

\* - For base 16, digitValue 10 would become 'A'.

\* Append the digit character to the fractionalResult StringBuilder.

\*/

fractionalResult.append(Character.*forDigit*(digitValue, base));

/\*

\* Subtract the extracted digit from the fractional part to isolate the

\* remaining fraction.

\* For example:

\* - If fractionalPart is 2.5, subtracting 2 results in 0.5.

\*/

fractionalPart -= digitValue;

/\*

\* If the fractional part becomes 0, break out of the loop early.

\* This ensures the loop doesn't run unnecessarily when there are no remaining

\* fractional digits.

\*/

if (fractionalPart == 0)

break;

}

/\*

\* Combine the integer and fractional parts into the final result string.

\* Ensure the fractional part is also converted to uppercase for consistency.

\* - integerResult: The integer part converted to the target base.

\* - fractionalResult: The fractional part converted to the target base,

\* prefixed by a period.

\* Return the combined result string in uppercase format.

\*/

return integerResult + fractionalResult.toString().toUpperCase();

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* 3. convertNumber Method with TextField:

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private void convertNumber(TextField baseInput, TextField numberInput, ComboBox<String> targetBaseBox,

Label resultLabel) {

/\*

\* Attempt to parse the input values and perform the base conversion.

\* This block handles potential exceptions caused by invalid input or

\* unsupported operations.

\*/

try {

/\*

\* Retrieve the base for the input number from the baseInput text field.

\* The input is parsed as an integer to ensure it is a valid numeric base.

\* If the base is invalid (e.g., non-numeric or out of range), an exception will

\* be thrown.

\*/

int base = Integer.*parseInt*(baseInput.getText());

/\*

\* Parse the input number (entered as a String in numberInput) into a double

\* value.

\* This includes handling both the integer and fractional parts of the number,

\* if present.

\* The parsing is performed based on the retrieved input base.

\*/

double number = parseFractional(numberInput.getText(), base);

/\*

\* Determine the target base for the conversion.

\* If the user selects "Custom" in the targetBaseBox dropdown, use the same

\* input base.

\* Otherwise, retrieve the target base (e.g., Binary, Decimal, Octal,

\* Hexadecimal) using the getTargetBase method.

\*/

int targetBase = targetBaseBox.getValue().equals("Custom") ? base : getTargetBase(targetBaseBox.getValue());

/\*

\* Convert the parsed input number to the target base and format it as a string.

\* The conversion uses the convertFractional method to handle both integer and

\* fractional components.

\* The formatted result is displayed in the resultLabel.

\*/

resultLabel.setText("Converted Value: " + convertFractional(number, targetBase));

/\*

\* Apply consistent styling to the resultLabel for displaying the converted

\* value.

\* - Font size: 17px for readability.

\* - Text color: Blue (#0000FF) to indicate successful conversion.

\* - Font family: 'Arial Rounded MT Bold' for a professional appearance.

\*/

resultLabel.setStyle("-fx-font-size: 17px; -fx-text-fill: blue; -fx-font-family: 'Arial Rounded MT Bold';");

} /\*

\* Catch any exceptions that occur during the execution of the try block.

\* This handles scenarios such as:

\* - Non-numeric or invalid input in the baseInput or numberInput fields.

\* - Unsupported or unrecognized base values.

\* - Logical errors in parsing or conversion.

\* The catch block ensures the application does not crash and provides user

\* feedback.

\*/

catch (Exception e) {

/\*

\* Set an error message in the resultLabel to inform the user of the issue.

\* The message "Invalid input or base." indicates that the problem lies in the

\* provided base or number input, prompting the user to correct it.

\*/

resultLabel.setText("Invalid input or base.");

/\*

\* Apply consistent styling to the resultLabel for error messages.

\* - Font size: 17px for visibility.

\* - Text color: Red (#FF0000) to indicate an error state.

\* - Font family: 'Arial Rounded MT Bold' for a professional look.

\* This styling visually distinguishes error messages from successful results.

\*/

resultLabel.setStyle("-fx-font-size: 17px; -fx-text-fill: red; -fx-font-family: 'Arial Rounded MT Bold';");

}

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* 4. convertNumber Method with ComboBox:

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private void convertNumber(ComboBox<String> fromBox, ComboBox<String> toBox, TextField numberInput,

Label resultLabel) {

/\*

\* Attempt to perform base conversion based on user inputs for the source and

\* target bases.

\* The try block ensures proper handling of valid inputs and triggers an

\* exception

\* if invalid inputs or errors occur during parsing or conversion.

\*/

try {

/\*

\* Retrieve the source base (fromBase) selected by the user from the dropdown

\* (fromBox).

\* The getTargetBase method converts the dropdown selection into its

\* corresponding integer base value.

\* For example:

\* - "Binary" becomes 2.

\* - "Decimal" becomes 10.

\* If the input base is invalid, an exception is thrown.

\*/

int fromBase = getTargetBase(fromBox.getValue());

/\*

\* Parse the input number from the numberInput text field.

\* The parseFractional method converts the string into a double value based on

\* the source base.

\* This includes both the integer and fractional parts of the number, if

\* present.

\*/

double number = parseFractional(numberInput.getText(), fromBase);

/\*

\* Retrieve the target base (targetBase) selected by the user from the dropdown

\* (toBox).

\* The getTargetBase method converts the dropdown selection into its

\* corresponding integer base value.

\* For example:

\* - "Hexadecimal" becomes 16.

\* - "Octal" becomes 8.

\* If the target base is invalid, an exception is thrown.

\*/

int targetBase = getTargetBase(toBox.getValue());

/\*

\* Convert the parsed input number (in the source base) into the target base.

\* The convertFractional method handles the conversion and formats the result

\* as a string, preserving both integer and fractional parts.

\* The result is displayed in the resultLabel for the user to view.

\*/

resultLabel.setText("Converted Value: " + convertFractional(number, targetBase));

/\*

\* Apply consistent styling to the resultLabel for displaying the converted

\* value.

\* - Font size: 17px for readability.

\* - Text color: Blue (#0000FF) to indicate successful conversion.

\* - Font family: 'Arial Rounded MT Bold' for a professional appearance.

\*/

resultLabel.setStyle("-fx-font-size: 17px; -fx-text-fill: blue; -fx-font-family: 'Arial Rounded MT Bold';");

} catch (Exception e) {

/\*

\* Catch any exceptions that occur during the execution of the try block.

\* These exceptions can result from:

\* - Invalid or unsupported base values.

\* - Non-numeric or incorrectly formatted input numbers.

\* - Logical errors in parsing or conversion.

\* Display an error message in the resultLabel to inform the user of the issue.

\*/

resultLabel.setText("Invalid input or base.");

/\*

\* Apply consistent styling to the resultLabel for error messages.

\* - Font size: 17px for visibility.

\* - Text color: Red (#FF0000) to emphasize the error state.

\* - Font family: 'Arial Rounded MT Bold' for a professional look.

\* This styling differentiates error messages from successful results.

\*/

resultLabel.setStyle("-fx-font-size: 17px; -fx-text-fill: red; -fx-font-family: 'Arial Rounded MT Bold';");

}

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* Target Base

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

private int getTargetBase(String baseName) {

return switch (baseName) {

case "Binary" -> 2;

case "Octal" -> 8;

case "Decimal" -> 10;

case "Hexadecimal" -> 16;

default -> throw new IllegalArgumentException("Invalid base");

};

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\*

\* Main Function

\*

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

public static void main(String[] args) {

*launch*(args);

}

}