Graded unit dev stage week 1 update report

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During the first week of the dev stage of the project I focused most of my time learning how to use the software that I will be using during the project.

While learning how to use java fx I encountered a problem with getting the code to work when I had assigned a button after performing some research I found out that you need to assign the method that the button uses with A @FXML tag and also that you need to have a controller method for scene builder to access the program.

During this time I also build my log in system for the application I encountered a few issues when I was working through this I found an issue whenever I pressed the log in button I was getting a null pointer exception the problem that I found to be causing this was I didn’t open the data base when I wanted to carry out the log in the way that I solved this was to create a method that opened the data base and add it into the method for the log in.

Another issue that I encountered was that when I wanted to work on the project on a different computer the jdcb connector didn’t work I found that the problem was that the connector was in the incorrect file path and the way that I fixed this was to re import the jar file into a file path that the computer recognized. To save me having to do this each time a move to a different computer I decided that I should move the project all into one place on a usb.

When working through scene builder I spent time looking at ways to change scenes my initial thought was to create a new scene each time a new page is to be open but I decided against doing it this way as I felt It is an inefficient way of handling changing page the way that I decided to use moving forward was to create a pane and have it invisible and then when ever the user wants to navigate to the information that Is on a certain page I would set all other panes to be invisible and set the pane to be true.

Another problem that I encountered with scene builder was that when I ran my application after making changes to a scene, they weren’t being updated the way that I solved this issue was to make sure to open the file that contained that scene before every time I ran the application

To summarize what I have been working on so far is making sure that I have a good understanding of the software that I have used. The sections of the application that I have been working on are the log in system which I have working and building the user interface and the navigation of the user interface.

I started working of getting information to be displayed from the data base to the screen but I am unable to continue as I have encountered a problem that has broken my system parts of the system that I knew that were working before are no longer working therefore I am unable to continue with the project currently as I am unsure of how I am going to fix this problem.

After looking through my code I found that I had closed the connection before I was able to get a result returned from the query therefore giving me a null pointer exception. I fixed this by removing the close connection and moving it into a finally block.

After solving this issue I am able to continue on working out how to display information from my data base into a table in the application.