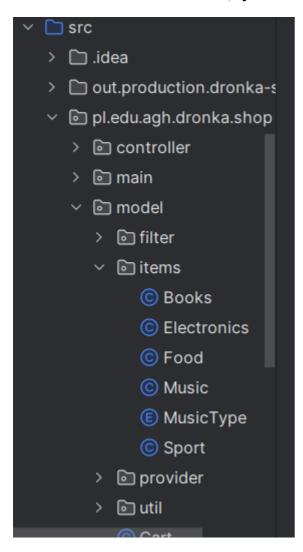
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Zadanie 1

Dodanie klas dziedziczących z item oraz enuma dla klasy Music



Books

```
public class Books extends Item {
    3 usages
    private int pageAmount;
    3 usages
    private boolean isHardCovered;
    1 usage
    public Books(String name, Category category, int price, int quantity, int pageAmount, boolean isHardCovered) {
        super(name, category, price, quantity);
        this.pageAmount = pageAmount;
        this.isHardCovered = isHardCovered;
    }
    lusage
    public Books(){category = Category.BOOKS;}

    no usages
    public boolean isHardCovered() { return isHardCovered; }

    lusage
    public int getPageAmount() { return pageAmount; }
    no usages
    public void setPageAmount(int pageAmount) { this.pageAmount = pageAmount; }
    lusage
    public void setHardCovered(boolean hardCovered) { isHardCovered = hardCovered; }
}
```

Electronics

Food

```
public class Food extends Item {
    3 usages
    private LocalDate dateOfConsumption;

1 usage
    public Food(String name, Category category, int price, int quantity, LocalDate dateOfConsumption) {
        super(name, category, price, quantity);
        this.dateOfConsumption = dateOfConsumption;
    }
    1 usage
    public Food(){category = Category.FOOD;}
    1 usage
    public LocalDate getDateOfConsumption() { return dateOfConsumption; }
    no usages
    public void setDateOfConsumption(LocalDate dateOfConsumption) { this.dateOfConsumption = dateOfConsumption; }
}
```

Music

```
public class Music extends Item {
    3 usages
    private MusicType musicType;
    3 usages
    private boolean hasVideo;

1 usage
    public Music(String name, Category category, int price, int quantity, MusicType musicType, boolean hasVideo) {
        super(name, category, price, quantity);
        this.musicType = musicType;
        this.hasVideo = hasVideo;
    }
    1 usage
    public Music(){category = Category.MUSIC;}
    1 usage
    public MusicType getMusicType() { return musicType; }

    no usages
    public boolean hasVideo() { return hasVideo; }

    no usages
    public void setMusicType(MusicType musicType) { this.musicType = musicType; }

1 usage
    public void setHasVideo(boolean hasVideo) { this.hasVideo = hasVideo; }
}
```

Sport

```
public class Sport extends Item {
    1usage
    public Sport(String name, Category category, int price, int quantity) {
        super(name, category, price, quantity);
    }
    1usage
    public Sport(){category = Category. SPORT;}
}
```

MusicType

```
public enum MusicType {
    1usage
    RAP, POP, DISCOPOLO, HIPHOP, OTHER;

1usage

public static MusicType parse(String str){
    return switch (str) {
        case "RAP" -> RAP;
        case "POP" -> POP;
        case "DISCOPOLO" -> DISCOPOLO;
        case "HIPHOP" -> HIPHOP;
        default -> OTHER;
    };
}
```

Zmiany w istniejących klasach

ShopProvider.readItems()

Dodanie switch'a względem typów dziedziczących z Item

```
private static List<Item> readItems(CSVReader reader, Category category) {
      reader.parse();
      for (String[] dataLine : data) {
          String name = reader.getValue(dataLine, name: "Nazwa");
          int quantity = Integer.parseInt(reader.getValue(dataLine,
          boolean isPolish = Boolean.parseBoolean(reader.getValue(
                 dataLine, name: "Tanie bo polskie"));
          boolean isSecondhand = Boolean.parseBoolean(reader.getValue(
                 dataLine, name: "Używany"));
          switch(category){
              case B00KS -> {
                 int pageAmount = Integer.parseInt(reader.getValue(dataLine, name: "Liczba stron"));
                 boolean isHardCovered = Boolean.parseBooleαn(reader.getValue(dataLine, name: "<u>Twarda oprawa</u>"));
                 item = new Books(name, category, price, quantity, pageAmount, isHardCovered);
                 item = new Electronics(name, category, price, quantity, isMobile, hasWarranty);
                 String dateString = reader.getValue(dataLine, name: "Data spożycia");
                 DateTimeFormatter formatter = DateTimeFormatter.ofPattern("yyyy-MM-dd");
                 LocalDate date = LocalDate.parse(dateString, formatter);
                 item = new Food(name, category, price, quantity, date);
             case MUSIC -> {
                 boolean hasVideo = Boolean.parseBoolean(reader.getValue(dataLine, name: "Wideo"));
                 item = new Music(name, category, price, quantity, musicType, hasVideo);
              case SPORT -> item = new Sport(name, category, price, quantity);
          item.setPolish(isPolish);
   } catch (IOException e) {
      e.printStackTrace();
```

PropertiesHelper.getPropertiesMap()

Tu podobnie

```
public class PropertiesHelper {
   public static Map<String, Object> getPropertiesMap(Item item) {
       Map<String, Object> propertiesMap = new LinkedHashMap<>();
       Category category = item.getCategory();
       propertiesMap.put("Nazwa", item.getName());
       propertiesMap.put("Cena", item.getPrice());
       propertiesMap.put("Kategoria", item.getCategory().getDisplayName());
       propertiesMap.put("Ilość", Integer.toString(item.getQuantity()));
       propertiesMap.put("Tanie bo polskie", item.isPolish());
       propertiesMap.put("Używany", item.isSecondhand());
       switch(category){
           case B00KS -> {
               propertiesMap.put("Strony", ((Books) item).getPageAmount());
               propertiesMap.put("Twarda okładka", ((Books) item).isHardCovered());
               propertiesMap.put("Mobilny", ((Electronics) item).isMobile());
               propertiesMap.put("Gwarancja", ((Electronics) item).hasWarranty());
           case FOOD -> propertiesMap.put("Data spożycia", ((Food) item).getDateOfConsumption());
               propertiesMap.put("Typ", ((Music) item).getMusicType());
               propertiesMap.put("Wideo", ((Music) item).hasVideo());
       return propertiesMap;
```

Zadanie 2

ItemFilter

Konstruktor + dodanie dodatkowych opcji filtrowania względem kategorii w appliesTo()

Switch względem kategorii, i poprzez rzutowanie wywoływanie odpowiednich metod

```
public class ItemFilter {
    18 usages
    private Item itemSpec;
    1 usage
    public ItemFilter(Category category){
        switch(category) {
            case BOOKS -> itemSpec = new Books();
            case ELECTRONICS -> itemSpec = new Electronics();
            case FOOD -> itemSpec = new Food();
            case MUSIC -> itemSpec = new Music();
```

```
case SPORT -> itemSpec = new Sport();
       default -> itemSpec = new Item();
public Item getItemSpec() { return itemSpec; }
public boolean appliesTo(Item item) {
   if (itemSpec.getName() != null
           && !itemSpec.getName().equals(item.getName())) {
   if (itemSpec.getCategory() != null
            && !itemSpec.getCategory().equals(item.getCategory())) {
       return false;
   if (itemSpec.isSecondhand() && !item.isSecondhand()) {
   if (itemSpec.isPolish() && !item.isPolish()) {
   switch (itemSpec.getCategory()){
       case B00KS -> {
            if (((Books) itemSpec).isHardCovered() && !((Books) item).isHardCovered()) {
       case ELECTRONICS -> {
            if (((Electronics) itemSpec).hasWarranty() && !((Electronics) item).hasWarranty()) {
            if(((Electronics) itemSpec).isMobile() && !((Electronics) item).isMobile()){
            if (((Music) itemSpec).hasVideo() && !((Music) item).hasVideo()) {
```

PropertiesPanel.fillProperties()

Switch względem kategorii, i poprzez rzutowanie wywoływanie odpowiednich metod

```
public class PropertiesPanel extends JPanel {
    private static final long serialVersionUID = -2804446079853846996L;
    private ShopController shopController;
    private ItemFilter filter;
    public PropertiesPanel(ShopController shopController) {
        this.shopController = shopController;
        setLayout(new BoxLayout( target: this, BoxLayout.PAGE_AXIS));
    public void fillProperties() {
        removeAll();
        filter = new ItemFilter(shopController.getCurrentCategory());
        add(createPropertyCheckbox( propertyName: "Tanie bo polskie", new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent event) {
                filter.getItemSpec().setPolish(
                        ((JCheckBox) event.getSource()).isSelected());
                shopController.filterItems(filter);
        }));
        add(createPropertyCheckbox( propertyName: "Używany", new ActionListener() {
            @Override
            public void actionPerformed(ActionEvent event) {
                filter.getItemSpec().setSecondhand(
                        ((JCheckBox) event.getSource()).isSelected());
                shopController.filterItems(filter);
        }));
        switch (shopController.getCurrentCategory()){
                add(createPropertyCheckbox( propertyName: "Twarda oprawa", new ActionListener() {
                    @Override
                    public void actionPerformed(ActionEvent event) {
                        ((Books)filter.getItemSpec()).setHardCovered(
                                ((JCheckBox) event.getSource()).isSelected());
```

```
shopController.filterItems(filter);
}));
add(createPropertyCheckbox( propertyName: "Mobilny", new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent event) {
        ((Electronics)filter.getItemSpec()).setMobile(
                ((JCheckBox) event.getSource()).isSelected());
        shopController.filterItems(filter);
add(createPropertyCheckbox( propertyName: "Gwarancja", new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent event) {
        ((Electronics)filter.getItemSpec()).setHasWarranty(
                ((JCheckBox) event.getSource()).isSelected());
        shopController.filterItems(filter);
add(createPropertyCheckbox( propertyName: "Wideo", new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent event) {
        ((Music)filter.getItemSpec()).setHasVideo(
                ((JCheckBox) event.getSource()).isSelected());
        shopController.filterItems(filter);
}));
```

Oraz jeszcze drobne zmiany w tych plikach .csv z resources, bo brakowało np. dla muzyki typu