**Report Lab 05**

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1. **UseCase Diagram**

A diagram of a network

Description automatically generated

Figure : UseCase Diagram

1. **Class Diagram**

A screenshot of a computer screen

Description automatically generated

Figure : Class Diagram for AimsProject

A diagram of a game

Description automatically generated

Figure : Exceptional Hierarchical Tree

1. **Swing components**
   1. AWT Accumulator

Figure : Source code for AWT Accumulator

A screenshot of a computer

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A screenshot of a computer

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Figure : Before

Figure : After

* 1. Swing Accumulator



Figure : Source code for SwingAccumulator

A screenshot of a computer

Description automatically generatedA screenshot of a computer

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Figure : Before

Figure : After

1. NumberGrid

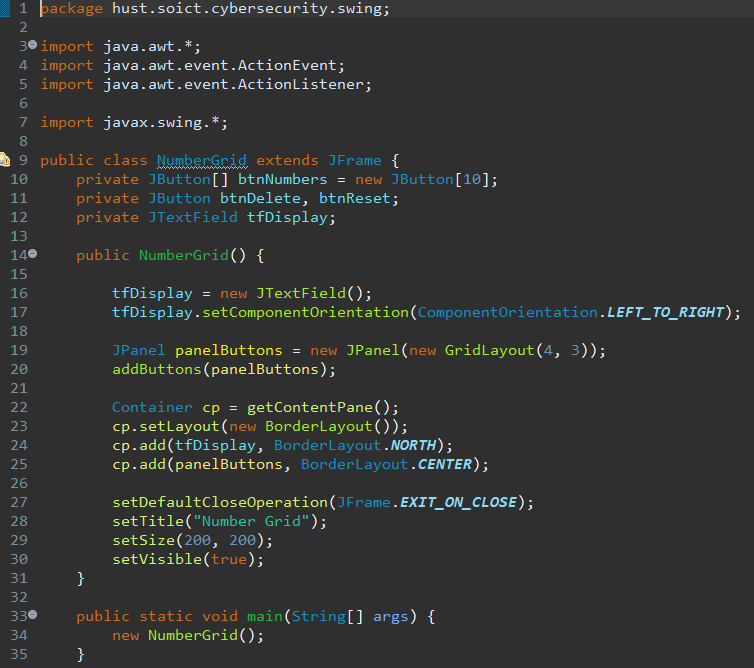




Figure : Source code for NumberGrid

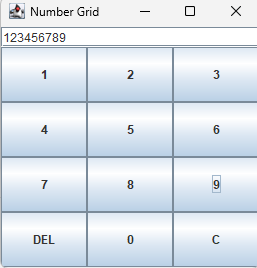
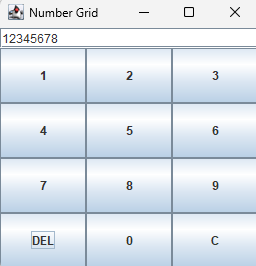
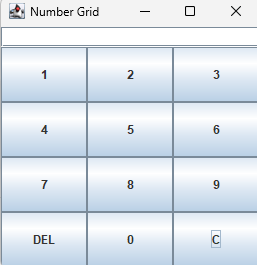
1.  Painter (Java FX API)

Figure : Pressing numbers, DEL and C

* 1. Create a new FXML file

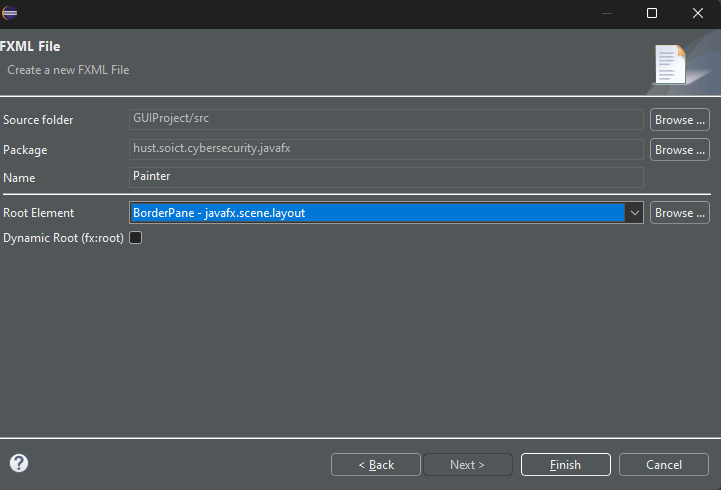


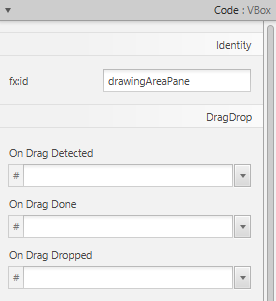
Figure : Create a new FXML File

* 1. Building the GUI

A screenshot of a computer

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Figure : Configuring the BorderPane

 A screenshot of a computer

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Description automatically generated

Figure : Configuring the Vbox

A screenshot of a computer

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Description automatically generated

Figure : Configuring the Pane

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Figure : Configuring the Clear button

A screenshot of a computer

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Figure : Adding and configuring TitledPane and RadioButtons

A screen shot of a computer program

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Figure : Source code for PainterController

A screen shot of a computer program

Description automatically generated

Figure : Source code for Painter

A screenshot of a computer

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Figure : Painter results(Pen)

A screenshot of a computer

Description automatically generated

Figure : Painter results(Eraser)

A screenshot of a computer

Description automatically generated

Figure : Painter results(Clear)

1. Aims GUI
   1. StoreScreen

A screen shot of a computer program

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A screen shot of a computer program

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A screen shot of a computer program

Description automatically generated

Figure : Source code of StoreScreen



A computer screen shot of a program code

Description automatically generated

Figure : Source code of MediaStore

A screenshot of a computer

Description automatically generated

Figure : Result

* 1. Update Store

A screen shot of a computer program

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A screen shot of a computer program

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A screen shot of a computer program

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Figure : AddItemToStoreScreen

A screen shot of a computer program

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A screen shot of a computer program

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Figure : AddDigitalVideoDiscToStoreScreen

A screen shot of a computer program

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Figure : AddCompactDiscToStoreScreen

A screen shot of a computer program

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Figure : AddBookToStoreScreen

A screenshot of a computer

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Figure : Adding a book to store in AIMS

A screenshot of a computer

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Figure : Adding a CD to store in AIMS

A screenshot of a computer

Description automatically generated

Figure : Adding a DVD to store in AIMS

A screenshot of a computer

Description automatically generated

Figure : After updating the store

A screenshot of a computer

Description automatically generated

Figure : Playing media

* 1. CartScreen

A screen shot of a computer program

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Figure : CartScreen

A screen shot of a computer program

Description automatically generated

A screen shot of a computer program

Description automatically generatedA screen shot of a computer code

Description automatically generatedA screen shot of a computer program

Description automatically generated

Figure : CartScreenController

A screenshot of a computer

Description automatically generated

Figure : Cart screen in AIMS

A screenshot of a computer

Description automatically generated

Figure : Remove media using Remove button

A screenshot of a computer

Description automatically generated

Figure : Playing media

A screenshot of a computer

Description automatically generated

Figure : Filter by title

A screenshot of a computer

Description automatically generated

Figure : Filter by ID

A screenshot of a computer

Description automatically generated

Figure : Clicking Order button

1. Exception handling

A screen shot of a computer code

Description automatically generated

Figure : Exception handling

1. Create a class which inherits from Exception

A screen shot of a computer program

Description automatically generated

Figure : PlayerException

A screen shot of a computer code

Description automatically generated A computer code with text

Description automatically generated with medium confidence

Figure : PlayerException in DigitalVideoDisc and Track

A screen shot of a computer

Description automatically generated

Figure : PlayerException in Playable

A screen shot of a computer program

Description automatically generated

Figure : PlayerException in CompactDisc