

My Library

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Grupa:223, Anul II, Informatica

Urmatorul proiect prezentat se numeste are ca mod de dezvoltare folosit librariile javafx iar pentru interfata grafica sunt folosite fisiere FXML cu attribute -fx CSS.

Proiectul trebuie sa realizeze gestionarea cartilor unei biblioteci si conectarea securizata pentru aceasta. Ca editor si compilator am folosit IntelliJ IDEA.



Interfata de login ofera acces la aplicatia My Library.

Butonul de Login care odata apasat executa verificarea datelor, in cazul in care sunt corecte se va deschide interfata principala, in cazul in care sunt gresite acesta va returna o alerta.

Butonul de Sign up! Care odata apasat deschide interfata de inregistrare pentru utilizator.

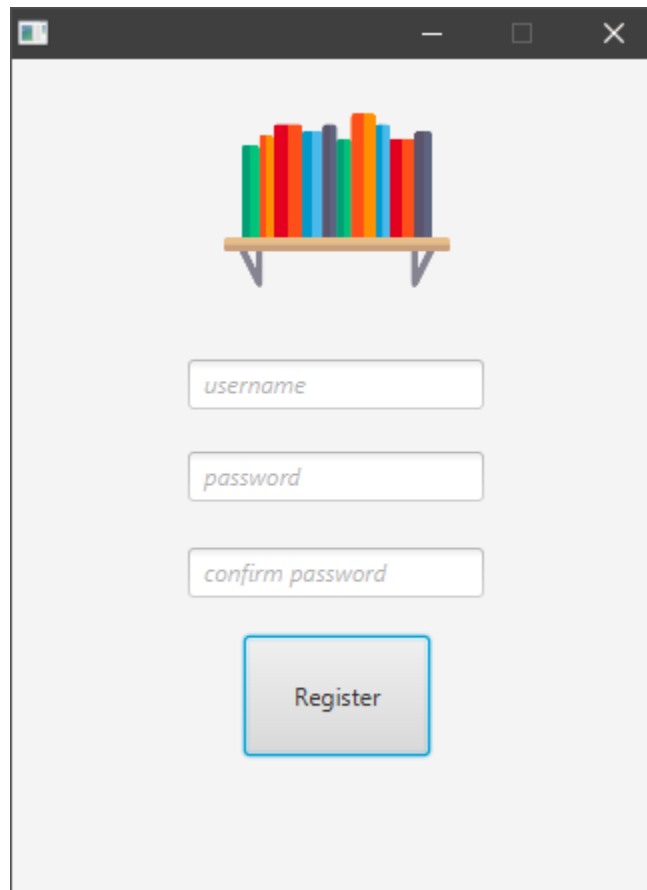


Interfata de inregistrare pentru utilizator ofera doar crearea unui account pentru autentificare.

Restrictii aplicate:

- daca toate campurile sunt libere, returneaza alerta*
- daca cel putin un camp este liber, returneaza alerta*
- daca password si confirm password nu se potrivesc, returneaza alerta*

Informatiile pentru autentificare se trimit si se preiau dintr-un fisier .txt alocat in aplicatie "Login.txt".



A screenshot of a registration form window. The window has a title bar with standard Windows controls (minimize, maximize, close). Inside the window, there is a decorative icon of a bookshelf with several colorful books. Below the icon, there are three text input fields with placeholder text: "username", "password", and "confirm password". At the bottom of the form, there is a "Register" button with a blue border.

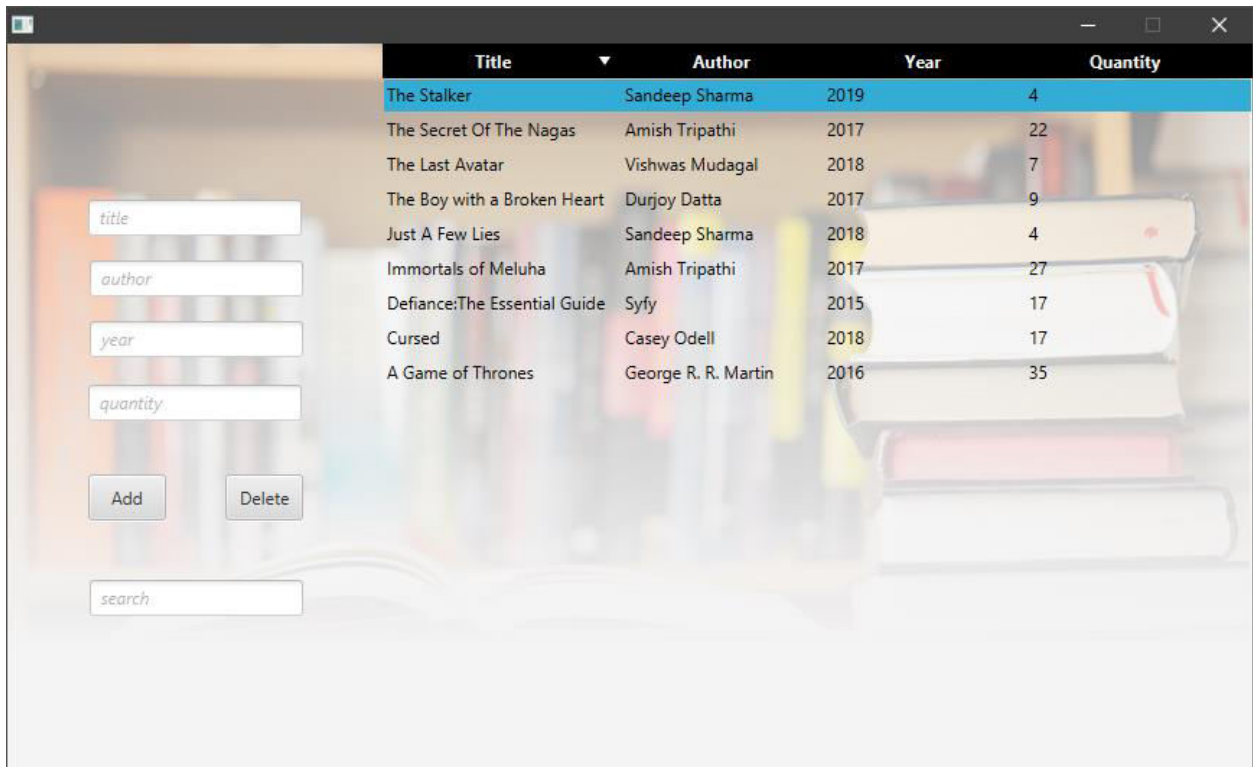
Interfata principala ofera acces la lista cartilor disponibile in biblioteca.

Accesarea acestora se face prin baza de date "librarydatabase" in care sunt stocate datele de tipul "String, String, Int, Int".

Interfata principala indeplineste urmatoarele facilitati:

-listarea cartilor intr-un mod fara filtrare prin observableList

-listarea cartilor cu filtrare in mometul in care categoriile cartiilor sunt apasate



The screenshot displays a library application interface. On the left, there are input fields for 'title', 'author', 'year', and 'quantity', along with 'Add' and 'Delete' buttons, and a 'search' field at the bottom. The main area features a table with the following data:

Title	Author	Year	Quantity
The Stalker	Sandeep Sharma	2019	4
The Secret Of The Nagas	Amish Tripathi	2017	22
The Last Avatar	Vishwas Mudagal	2018	7
The Boy with a Broken Heart	Durjoy Datta	2017	9
Just A Few Lies	Sandeep Sharma	2018	4
Immortals of Meluha	Amish Tripathi	2017	27
Defiance:The Essential Guide	Syfy	2015	17
Cursed	Casey Odell	2018	17
A Game of Thrones	George R. R. Martin	2016	35

-adaugarea a noi carti folosind butonul Add, acestea sunt adaugate si in baza de date

-stergera a unei carti selectate cu butonul Delete, aceasta este stearsa si din baza de date

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Restrictii aplicate:

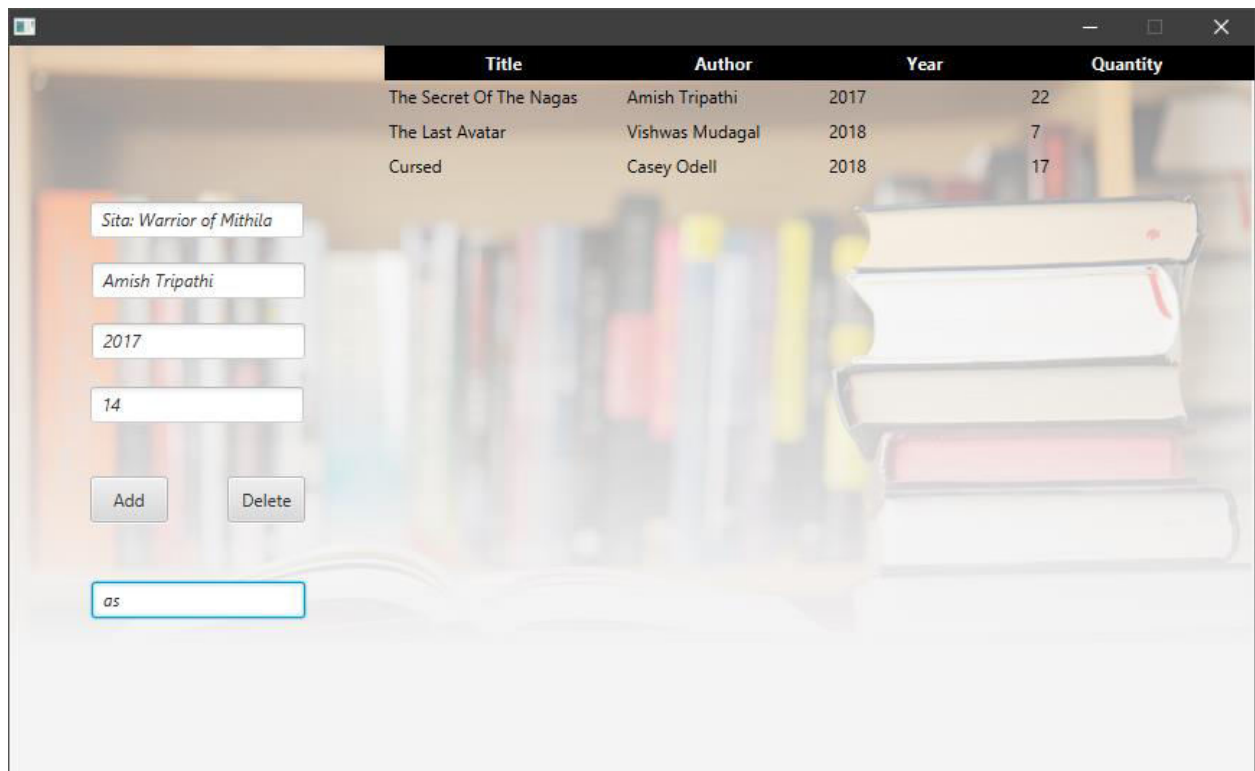
-daca toate campurile sunt libere, returneaza alerta

-daca cel putin un camp este liber, returneaza alerta

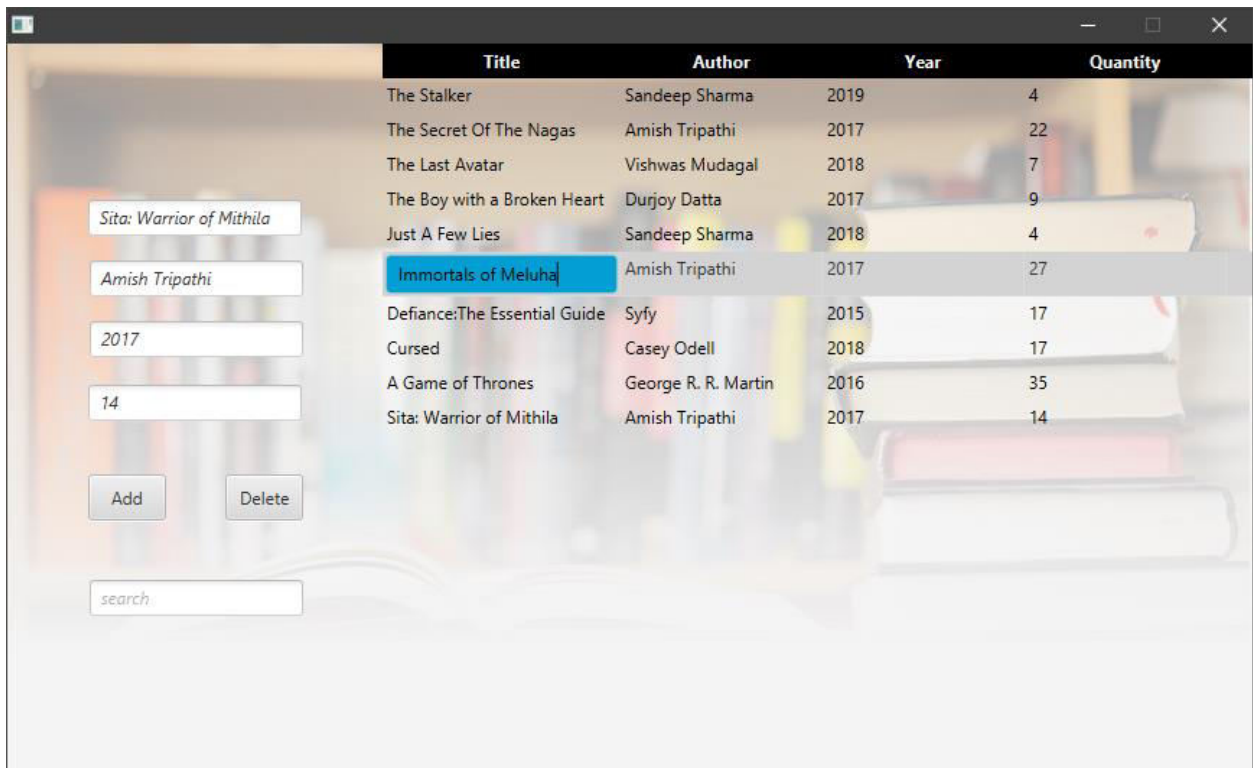
-functia de search, aceasta cauta in TableView daca elementele unui cell din toate categoriile contin caracterele introduse in SearchField "TextField"

-functia de search se actualizeaza de fiecare data dupa ce o tasta este eliberata "onKeyReleased"

-functia de search inlocuieste tipul de listei din observableList in filteredList in momentul in care este folosita, observableList fiind returnata in momentul in care SearchFiled este gol



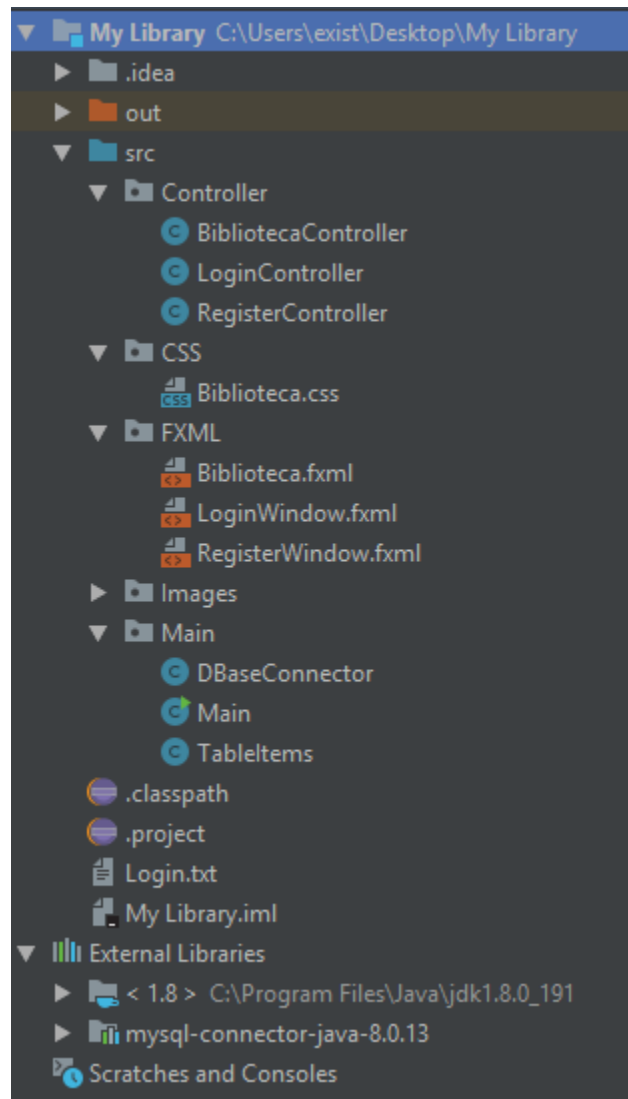
-functia de editare, aceasta poate fi apelata pe orice cell al tabelului, primele doua coloane sunt de tip String , ultimele doua sunt de tip Int, aceasta face conversia new IntegerStringConverter pentru a afisa in TableView o data de tip String



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Fisiere de resurse:

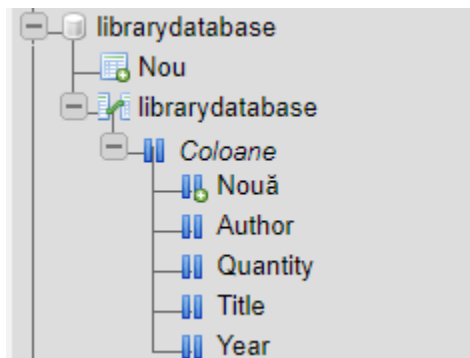
Fiecare tip de clasa este separate in proiect in diferite packages. Toate adresele folosite pentru executarea aplicatie @ sunt atribuite local pentru executarea si pe alte dispositive, fiecare controller are cate un fisier FXML atribuit.



Baza de date:

Pentru a executa programul, trebuie sa ca dispozitivul sa fie conectat la o baza de date locala.

Ca librerie externa este folosit mysql-connector-java-8.0.13 pentru conectarea la baza de date myphpadmin.



+ Opțiuni

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