INFORMATION & COMMUNICATION TECHNOLOGY DEPARTMENT SESI 2: 2022/2023 FINAL ASSESSMENT: PRACTICAL TEST

COURSE CODE: DFP50273

COURSE NAME: INTEGRATIVE PROGRAMMING AND TECHNOLOGIES

DURATION: 2 HOURS

NAME: GURMIT SINGH

REGISTRATION NUMBER: 10DDT21F1022

CLO1: Construct the elements of GUI from java package that integrates database for an interactive GUI application (**P4, PLO 3**)

SECTION A: 100 MARKS

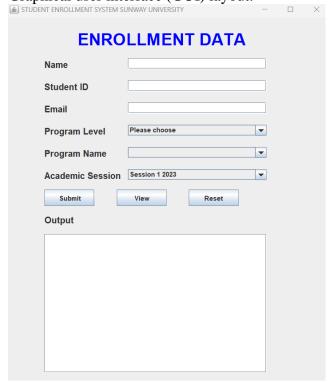
INSTRUCTION:

Paste your coding and GUI results here

Question 1

A vendor company has appointed you to develop an enrollment system for Sunway University. They ask you to develop an interface that collects student enrollment data using Java Swing components and the data must be stored in a MySQL database. Your task is to:

a. Graphical user interface (GUI) layout:



- **b.** GUI to perform the **exception handling** in message box to notify the user for:
 - i. Name must insert in Alphabetic only.

```
txtname.addKeyListener(new KeyAdapter() {
    public void keyTyped(KeyEvent e) {
        char c = e.getKeyChar();
        if(!Character.isSpaceChar(ch:c)&&!Character.isAlphabetic(codePoint:c)) {
            e.consume();
        }
    }
});
```

ii. Email must contain @

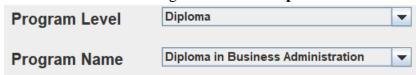
```
txtmail.addKeyListener(new KeyAdapter() {
   public void keyTyped(KeyEvent e) {
      char c = e.getKeyChar();
      if(Character.isWhitespace(ch:c)) {
        e.consume();
      }
   }
});
```

- **c. GUI for ItemListener** is used for the Program Level combo box.
 - a. If the selected item in Program Level is "Degree".

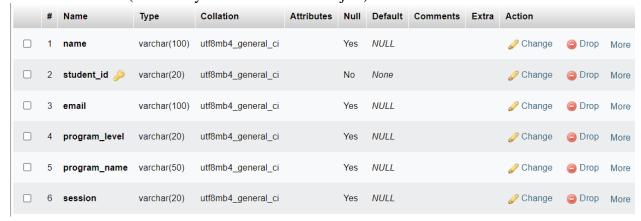
```
programlevel.addItemListener(e->{
   int selectedprogram =programlevel.getSelectedIndex();
   if(selectedprogram == 2) {
      programname.removeAllItems();
      for(String item : diploma) {
            programname.addItem(item);
      }
   }
} else if(selectedprogram == 1) {
      programname.removeAllItems();
      for(String item2 : degree) {
            programname.addItem(item:item2);
      }
} else if(selectedprogram == 0) {
      programname.removeAllItems();
      for(String item3 : choose) {
            programname.addItem(item:item3);
      }
}
});
```



b. If the selected item in Program Level is "Diploma".



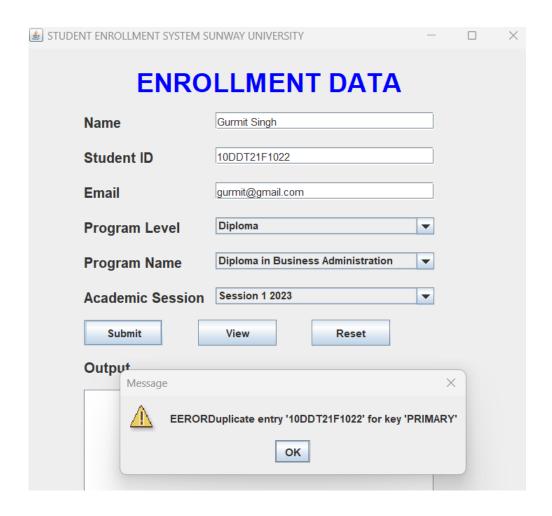
d. GUI for Database (In PHPMyadmin / Netbeans Project) – STRUCTURE



- **e.** When user click on the "**Submit**" button, all the entered information should be stored in database. Perform:
 - a. **exception handling** to handle successful or unsuccessful data inserted into the database.

```
String square = "toning preferency;
String studentmail = "toning preferency;
String square = "toning toning ton
```

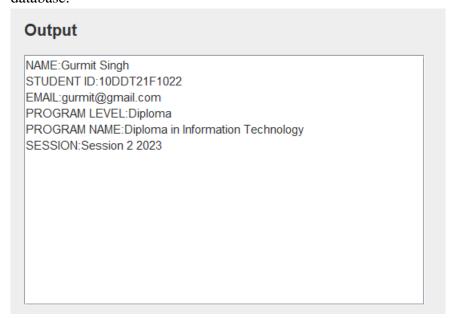
b. exception handling if the user enters the same student id.



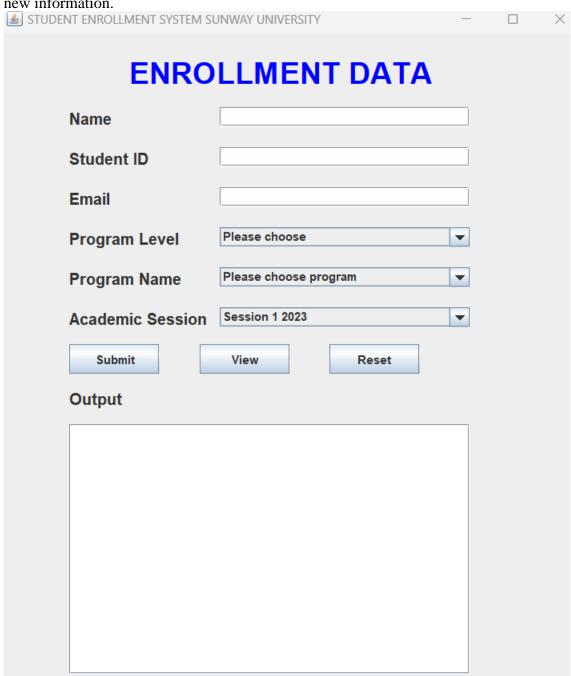
f. Your database RESULTS.



g. When user click on "**View**" button, the information will display in output TextArea from database.



h. When user clicks on the "**Reset**" button, it should clear the fields and allow user to enter new information.



FULL CODING (PRINT SCREEN CODING HERE)

INFORMATION AND COMMUNICATION TECHNOLOGY DEPARTMENT									
PRACTICAL TEST RUBRIC (CL01, P4)									
COURSE CODE	DFP50273 COURSE NAME INTEGRATIVE PROGRAMMING AND TECHNOLOGIES								
LECTURER' S NAME	SIR HILMI	SIR HILMI							
STUDENT'S NAME	GURMIT SINGH			REGISTRATION NUMBER					
CRITERIA	4	3	2	1	0	WEIGHT	CALCULA TION	STUDE NT'S SCORE (MAX: 4)	STUDE NT'S MARK 60
PROGRAM HANDLING	File is able to open and data can be written and read from file.	File is able to open and few data is missing while writing and reading from file.	File is able to open and some data is missing while writing and reading from file.	File is not able to open but it can show error message.	File is not able to open.	1	x 1/60		0.00
INTERFACE DESIGN LAYOUT	Excellently use all the components and organize them in appropriate manner	Use over than 50% of the components and organize them in appropriate manner	Use less than 50% of the components but organize them in inappropriate arrangement	Use inappropriate components, and inappropriate arrangement	Use inappropriate Layout and Components	1	x 1/60		0.00
INTERFACE DESIGN CODE	Successfully use the correcct components and correctly code the design	Use the correcct components and correctly code the design	Use the correcct components but inappropriate design code.	Use the incorrecct components and too many error in design code	Incorrect coding for Layout and Components	2	x 2/60		0.00

CREATE DATABASE	Successfully create database, table and attributes with suitable name and data type.	Create database, table and attributes with suitable name and data type.	Create database, table and attributes with unsuitable name and data type.	Create database, table and attributes with unsuitable name and data type. Missing more than one attributes.	Not create any database	1	x 1/60	0.00
ITEM LISTENER	Successfully implement ItemListener interface for ComboBox	Implements ItemListener interface for ComboBox with minor error	Implements ItemListener interface for ComboBox with major error	Implements ItemListener interface for ComboBox with major error	Not implement ItemListener interface	1	x 1/60	0.00
COMBO BOX CONDITION	Successfully create coding for if-else condition for comboboxs	Implements create coding for if-else condition for comboboxs with minor error	Implements create coding for if-else condition for comboboxs with major error	Implements create coding for if-else condition for comboboxs with major error	Not implement any code	1	x 1/60	0.00
EXCEPTION HANDLING	Successfully create Execption handling for 4 Condition	Create Execption handling for 3 Condition	Create Execption handling for 2 Condition	Create Execption handling for 1 Condition	Not create any Exception handling	1	x 1/60	0.00
ACTION LISTENER (SUBMIT, CLEAR, VIEW)	Successfully implement ActionListener interface for All Buttons	Implement ActionListener interface for Buttons with minor error	Implement ActionListener interface for Buttons with major error	Implement ActionListener interface for Buttons with major error	Not implement ActionListener interface	1	x 1/60	0.00
DATABASE CONNECTION	Successfully make a connection to database	Able to make a connection to database with minor error	Able to make a connection to database with major error	Cannot make a connection but have simple coding	No Coding for database connection	1	x 1/60	0.00

INSERT DATA INTO DATABASE	Successfully insert all the data into database (Accepct term and condition should collect 1)	Insert more than 50% of the data into the database	nsert less than 50% of the data into the database	Program cannot insert any data into database but have simple coding	No coding to insert Data	2	x 2/60	0.00
VIEW ALL DATA	Program successfully display all the data from the database	Program displays more than 50% of the output as required with no errors.	Program display less than 50% of the output as required with some errors	Simpe coding for view data but cannot view in TextArea	No Coding to view all data	2	x 2/60	0.00
PROGRAM STANDARDS	Program is stylistically well designed complete with all required comments	Few inappropriate design choices (i.e. relevant variable names, proper indentation but missing a few required comments)	Several inappropriate design choices (i.e. relevant variable names but improper indentation and missing a few required comments)	Program is inappropriate design choices (i.e. still relevant variable names, improper indentation and no comments at all)	Program is poorly written with no indentation and no comments at all.	1	x 1/60	0.00
* Marks will de	educt if students done to the control of the contro	uplicates the			TOTAL WARRO			0.00