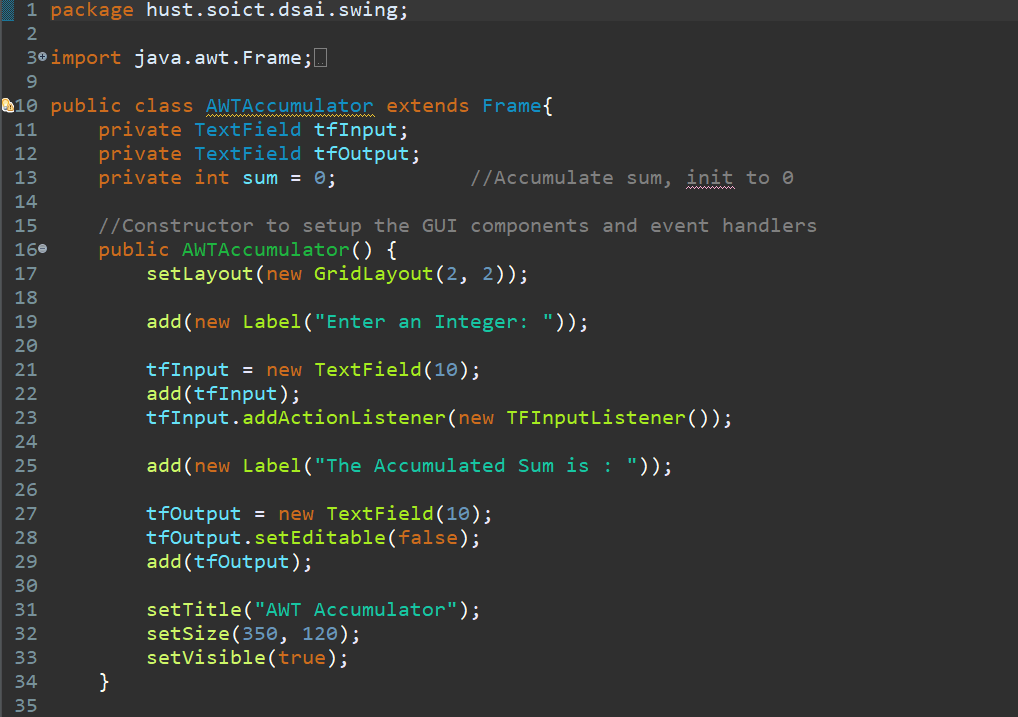
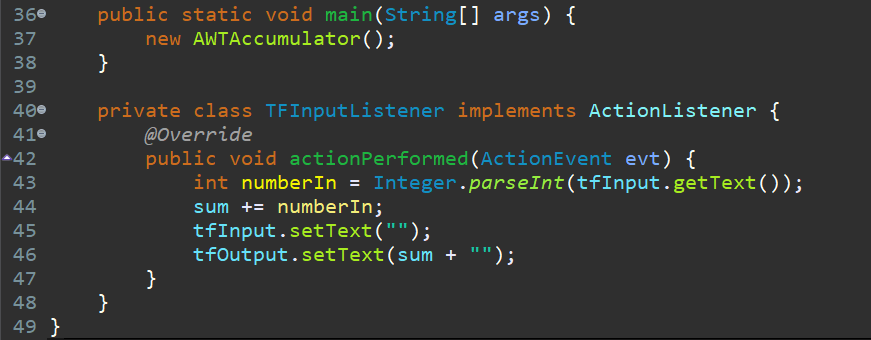
**BÁO CÁO THỰC HÀNH LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG – LAB 05**

**Họ và tên: Trần Đại Hiệp**

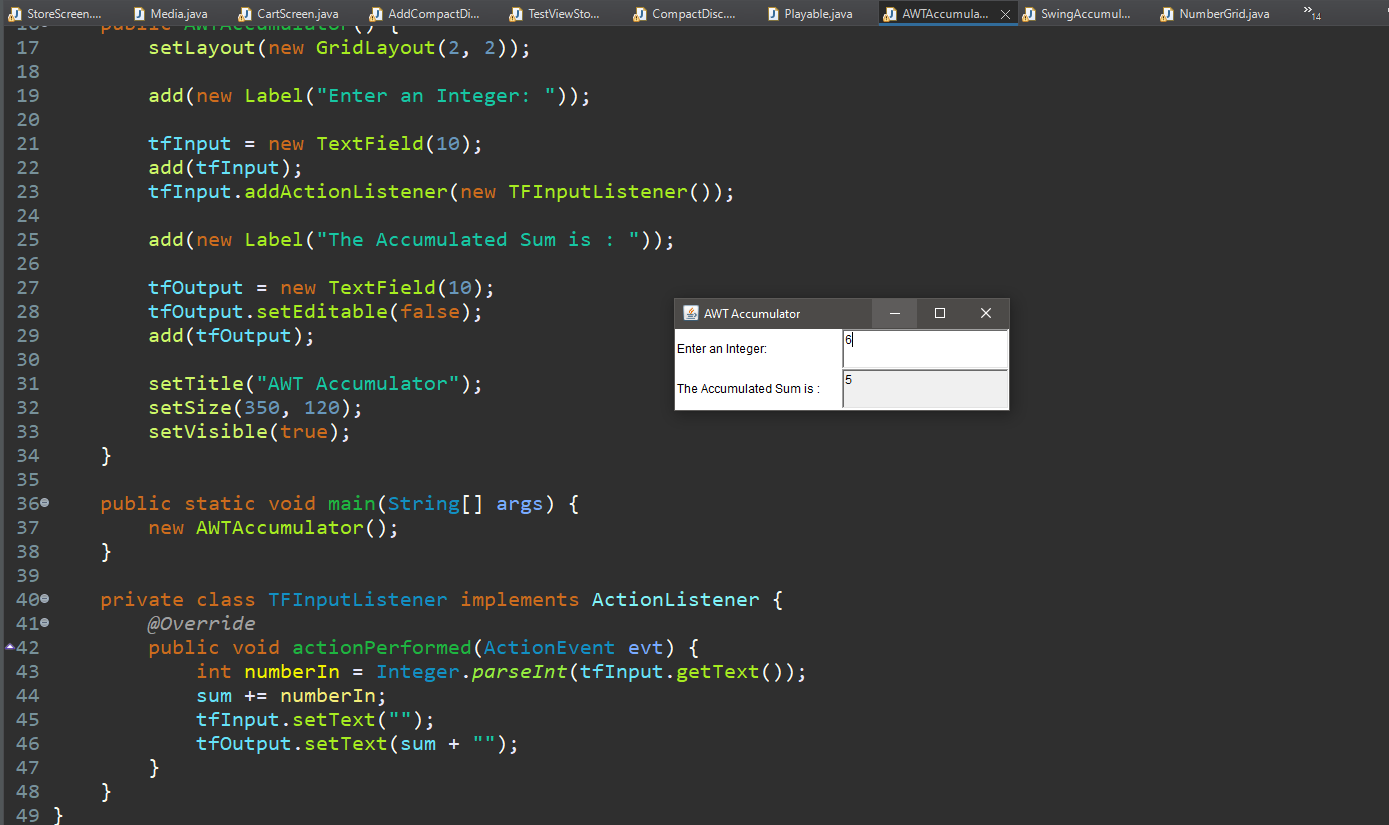
**MSSV: 20226081**

*1.1.1 Create class AWTAccumulator*

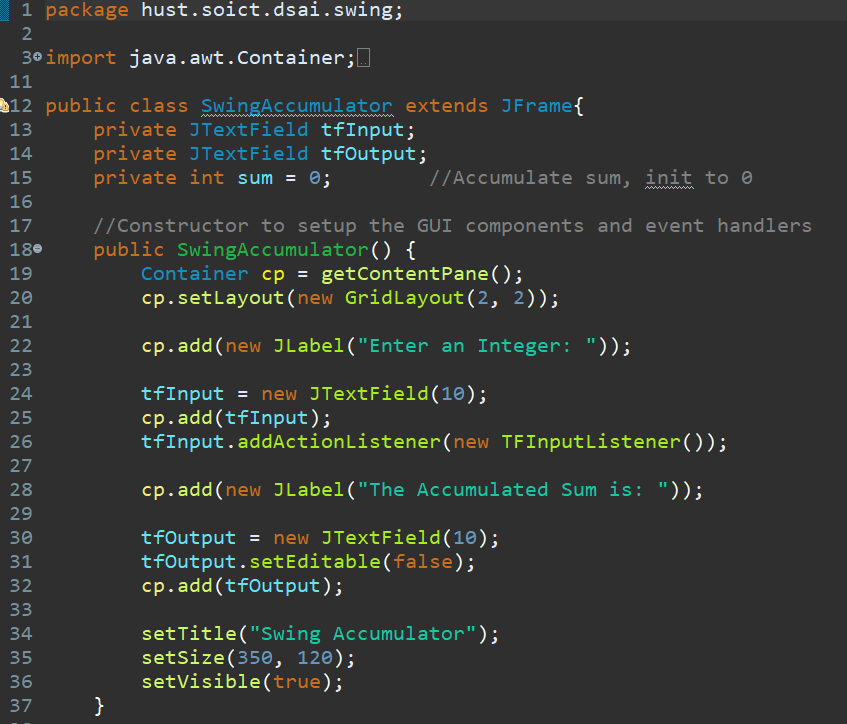


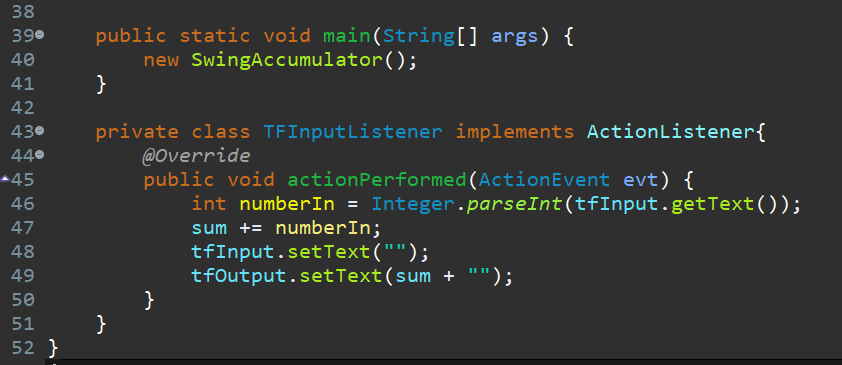


* Results:

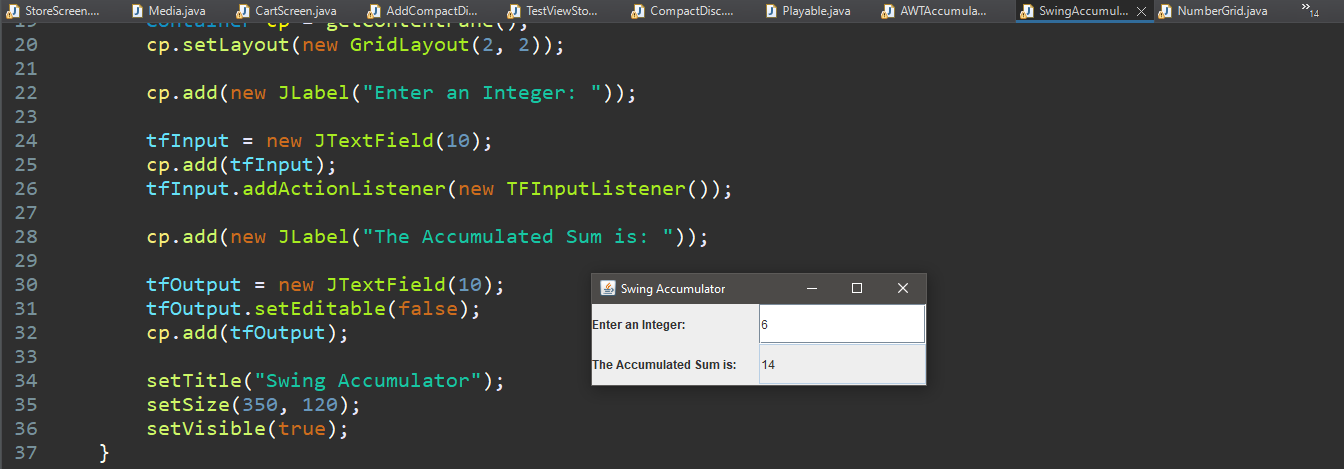


*1.2.1 Create class SwingAccumulator*

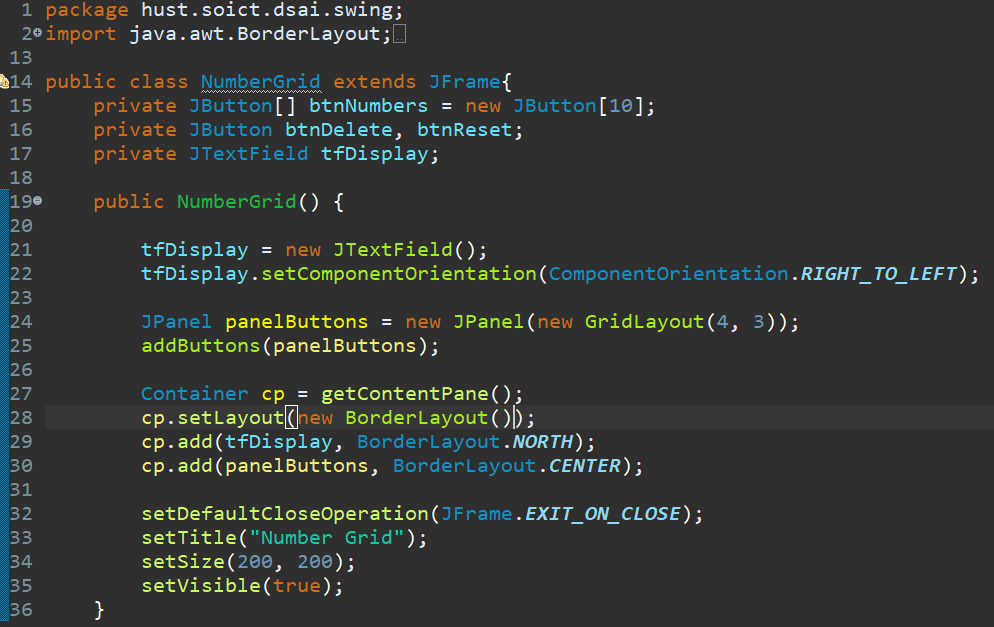




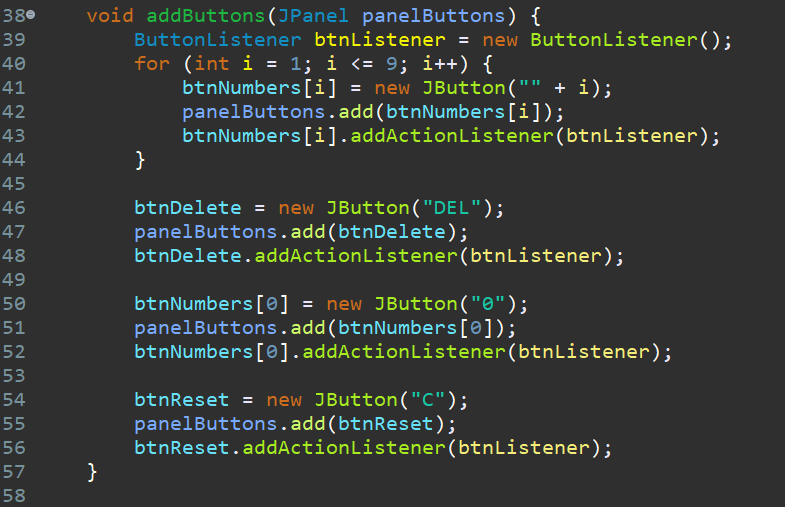
* Results:



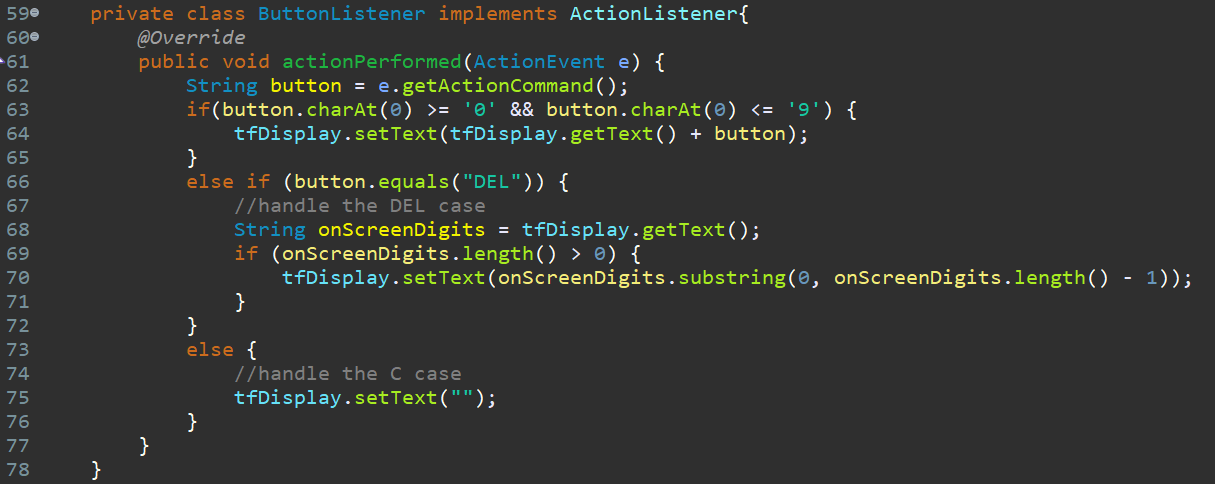
*2.2.1 Create class NumberGrid*



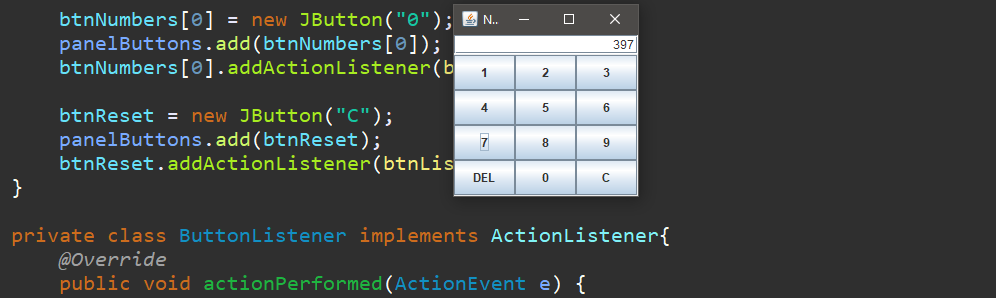
*2.2.2 Adding buttons*



*2.2.3 Complete inner class ButtonListener*

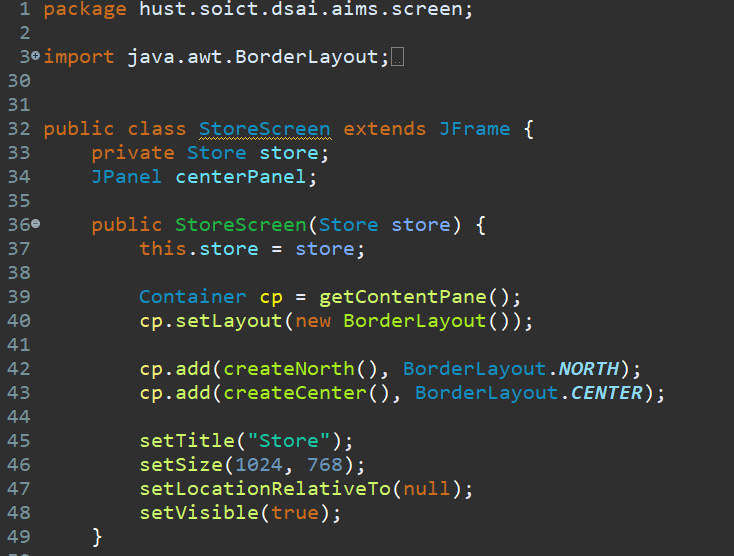


* Results:

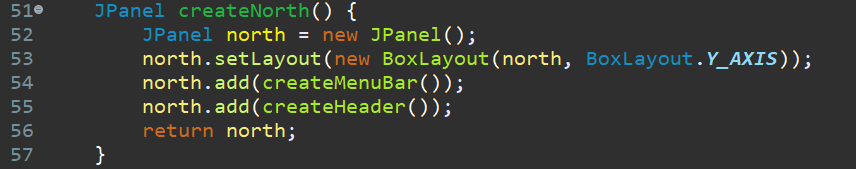


*3. Create a graphical user interface for AIMS with Swing*

*3.1.1 Create StoreScreen class*



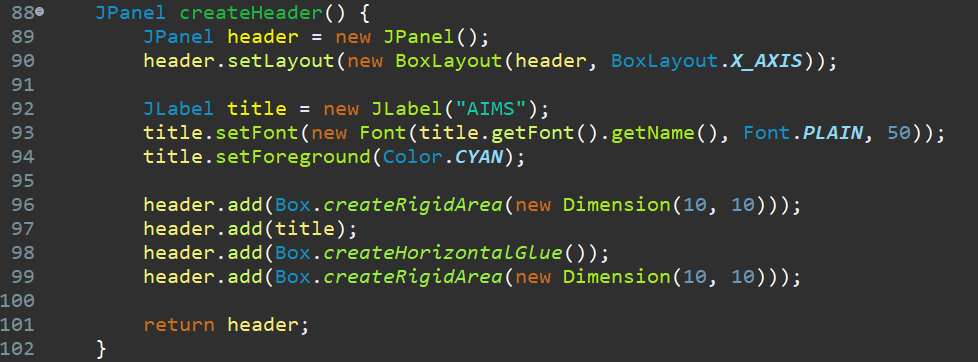
*3.1.2 The NORTH component*



*3.1.2.1 Create method createMenuBar()*



*3.1.2.2 Create method createHeader()*



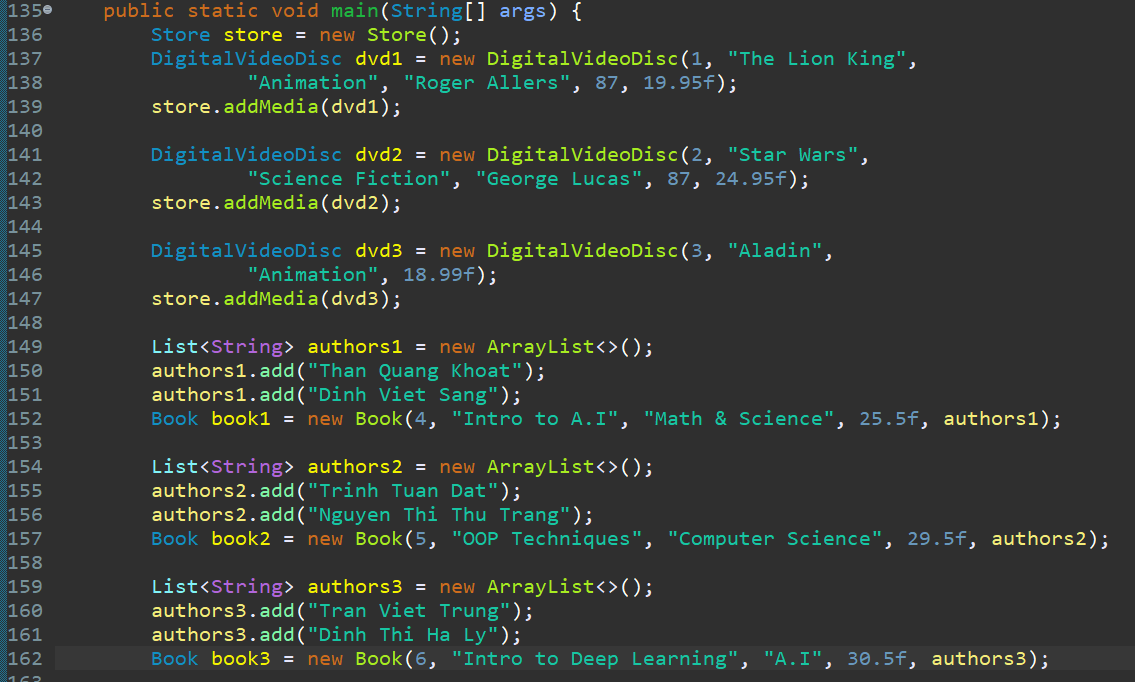
*3.1.3 The CENTER components*



*3.1.4 The MediaStore class*

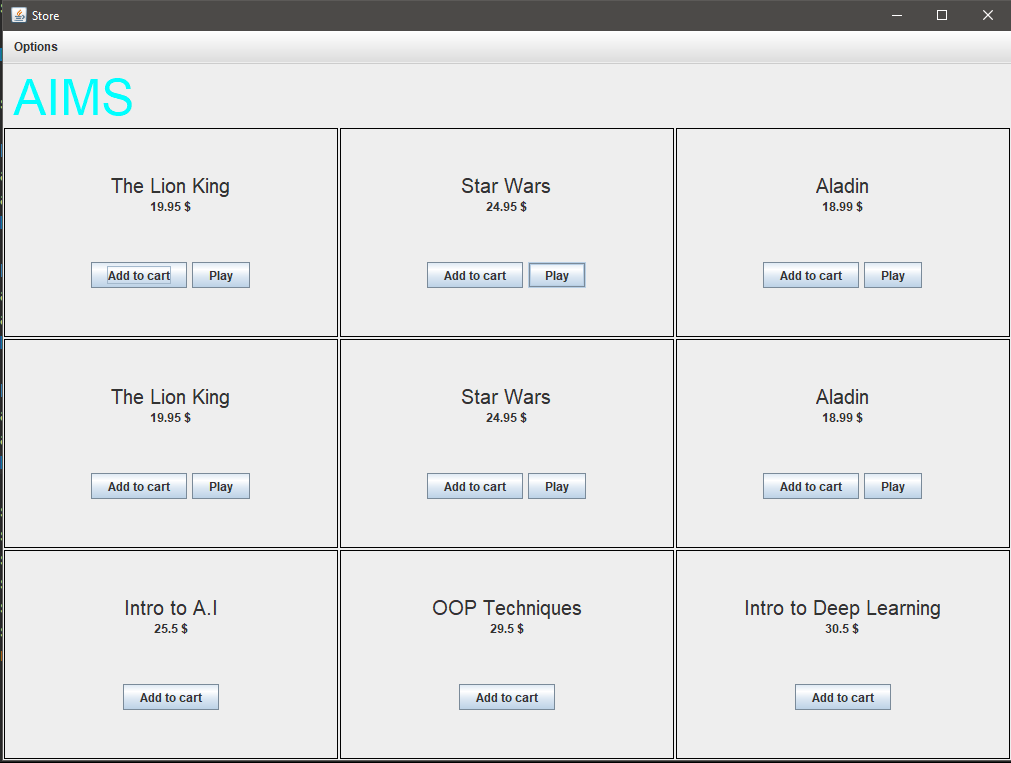


*3.1.5 Putting it all together*



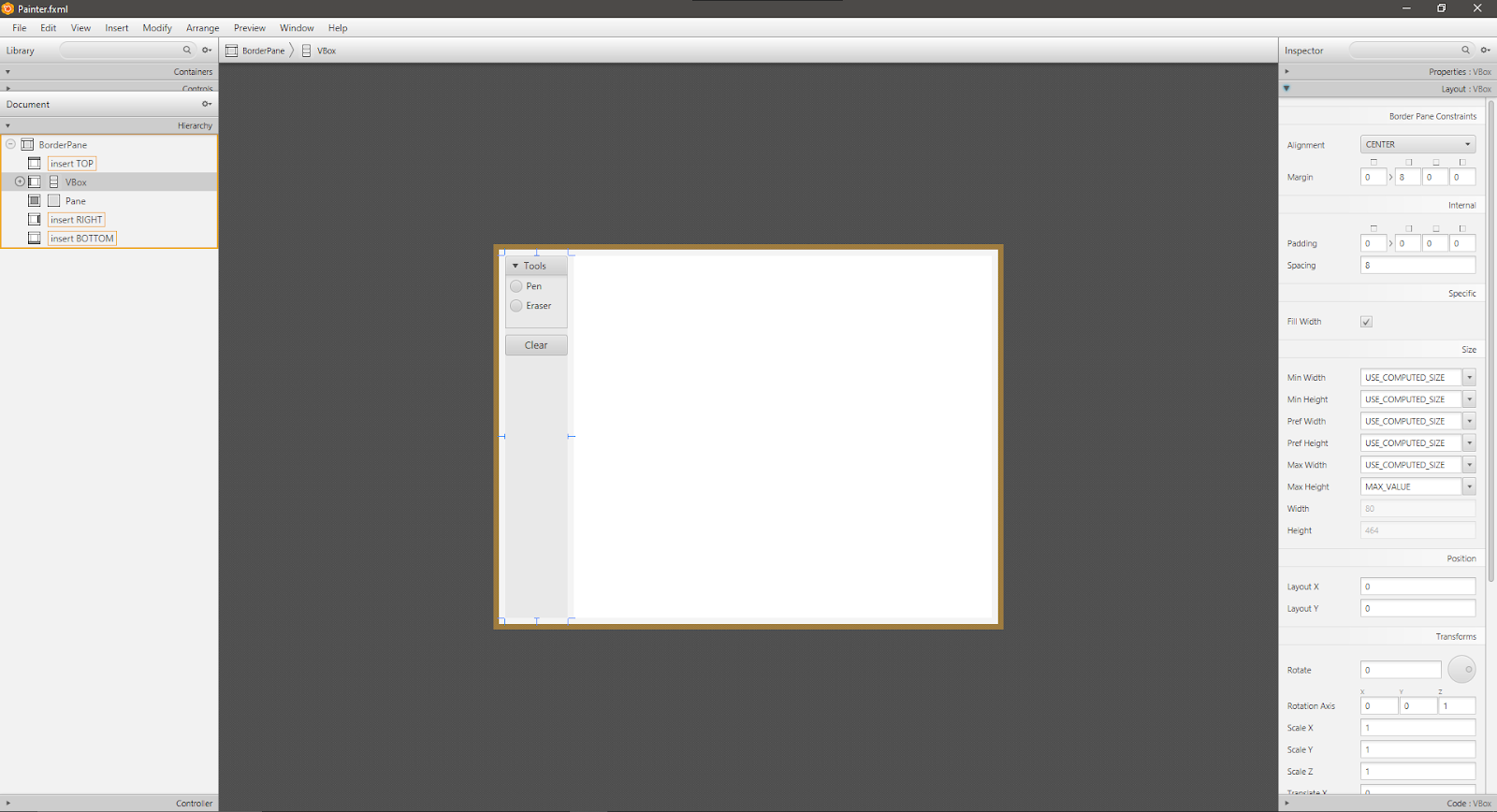
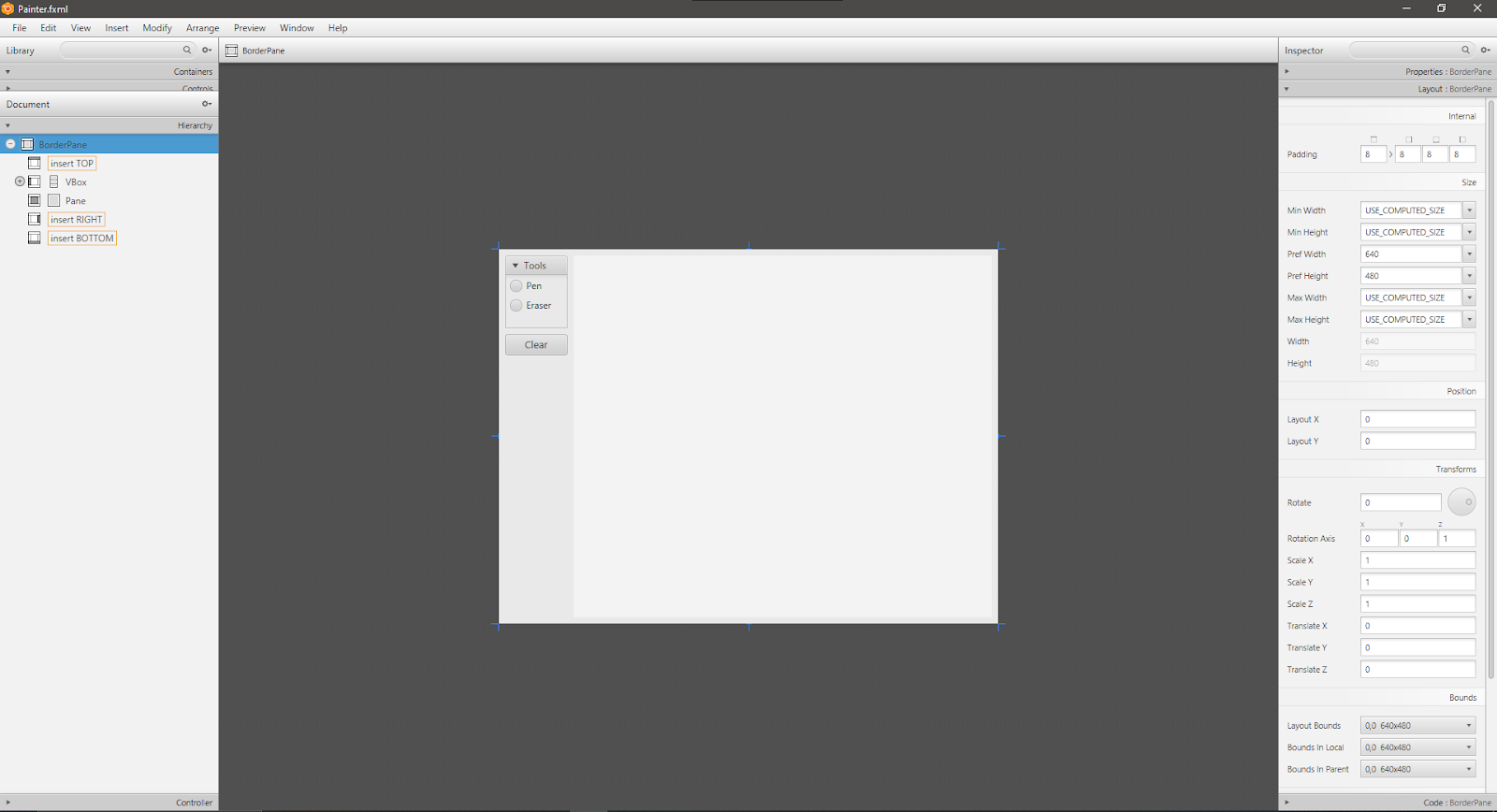


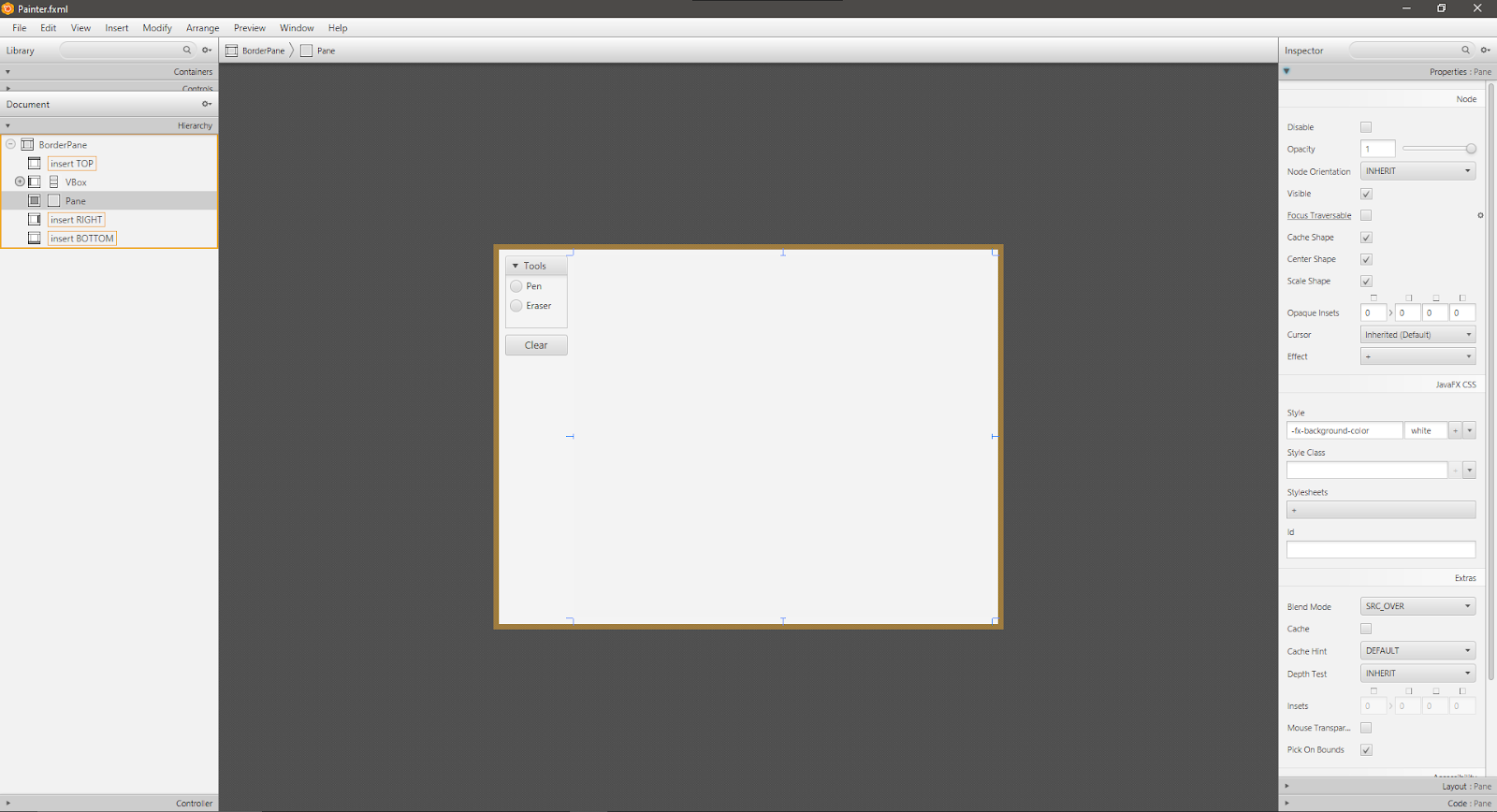
*3.1.6 Test run*

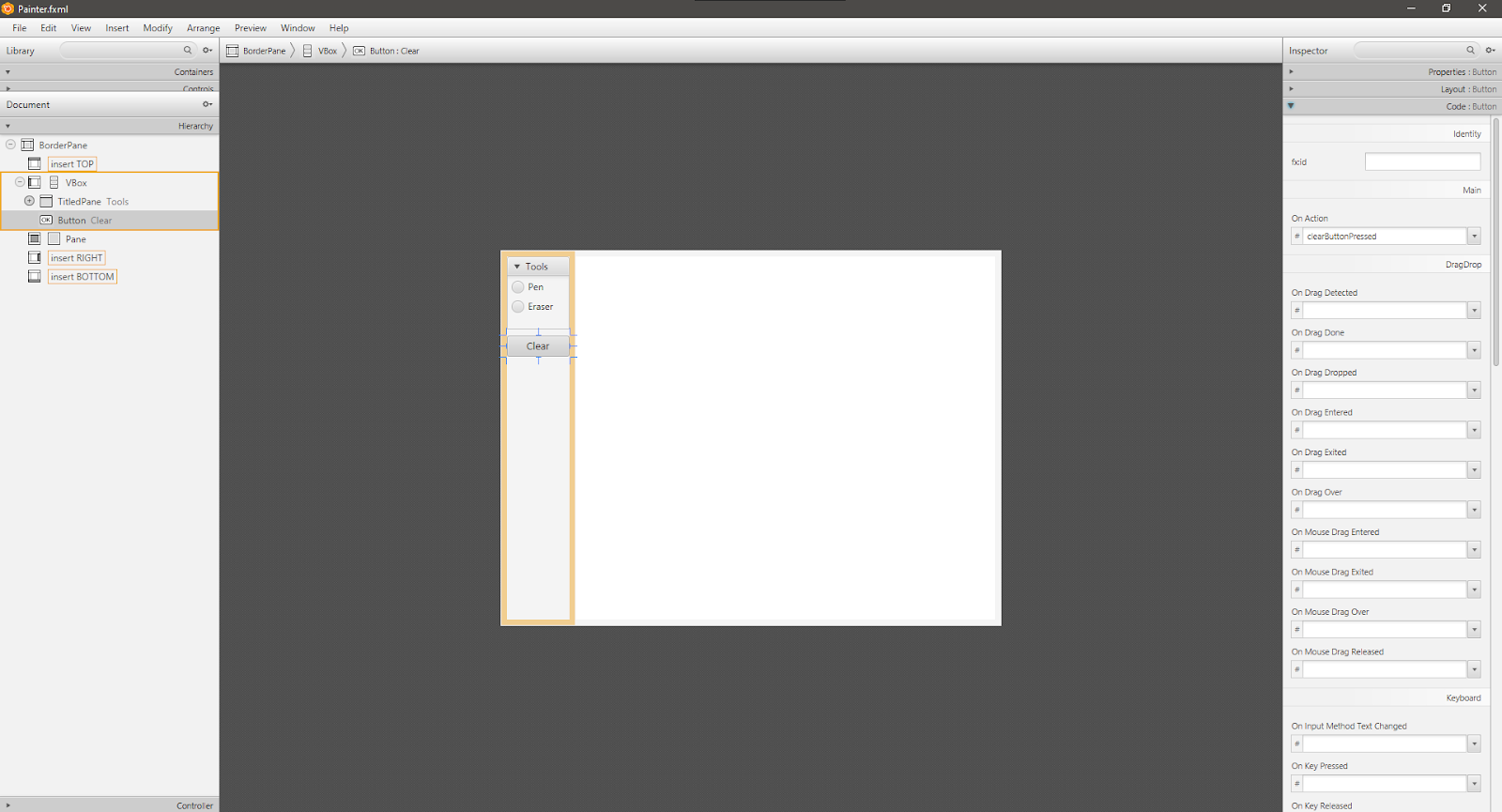


*4. JavaFX API*

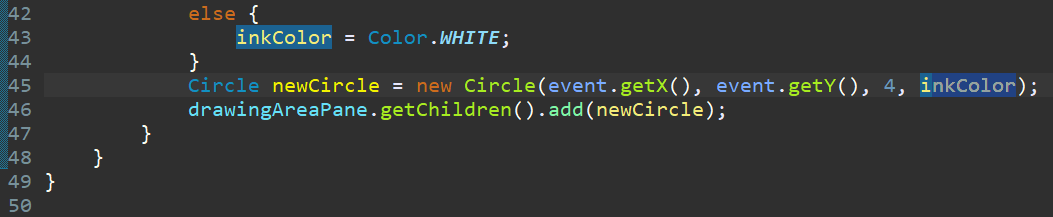
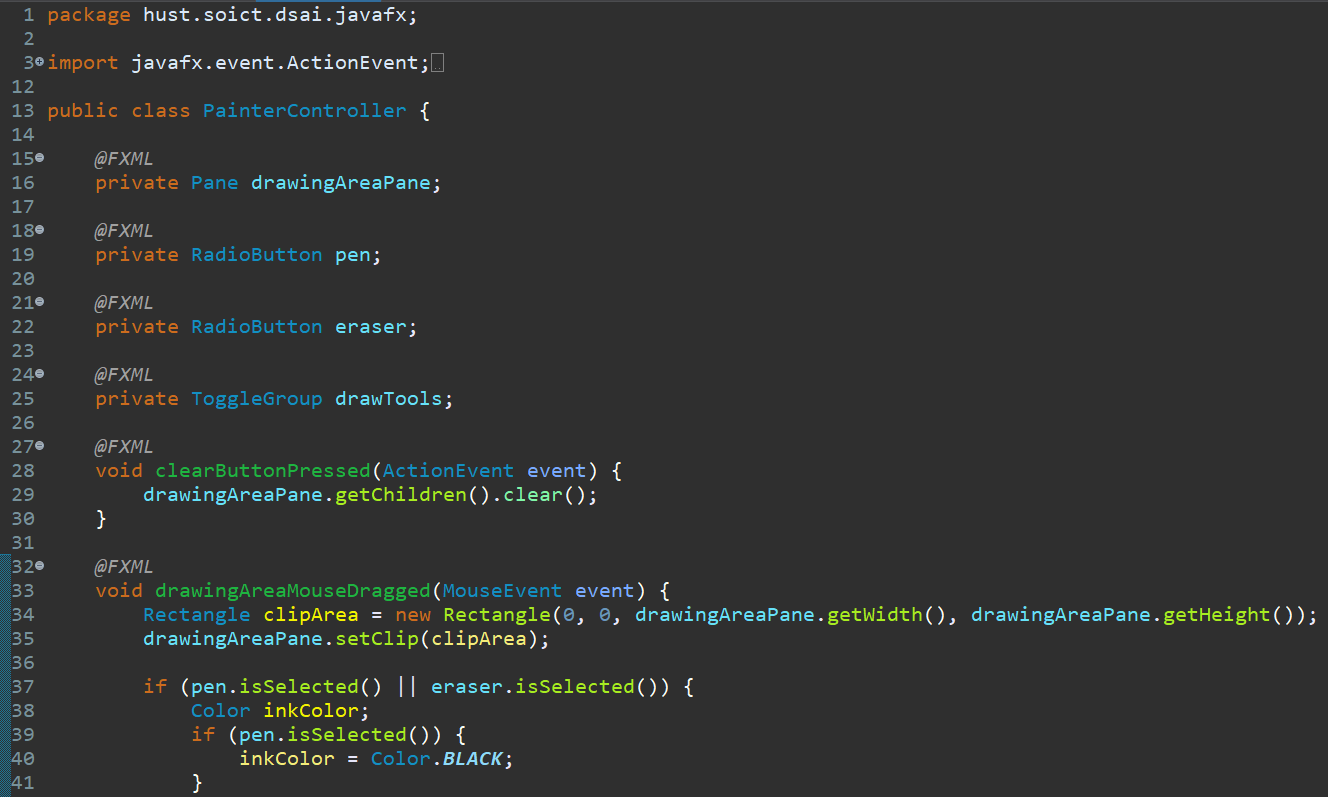
*4.1.1 Create FXML file*



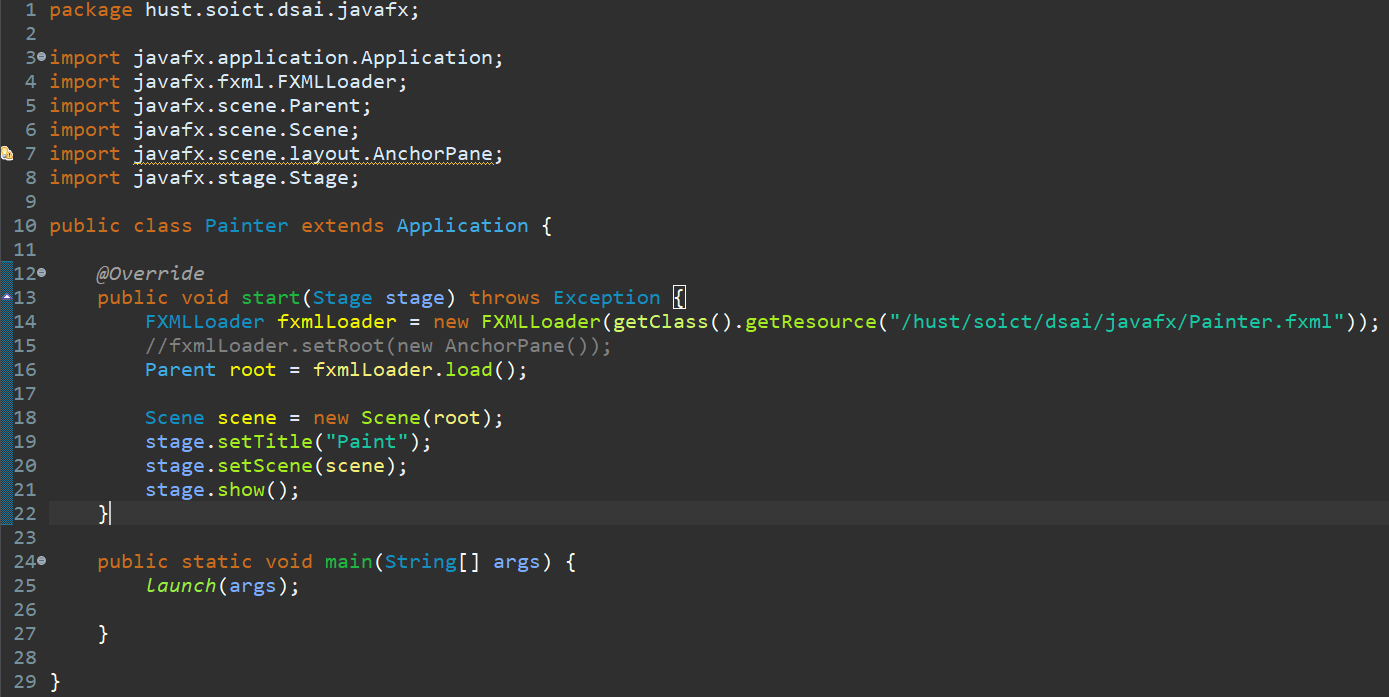




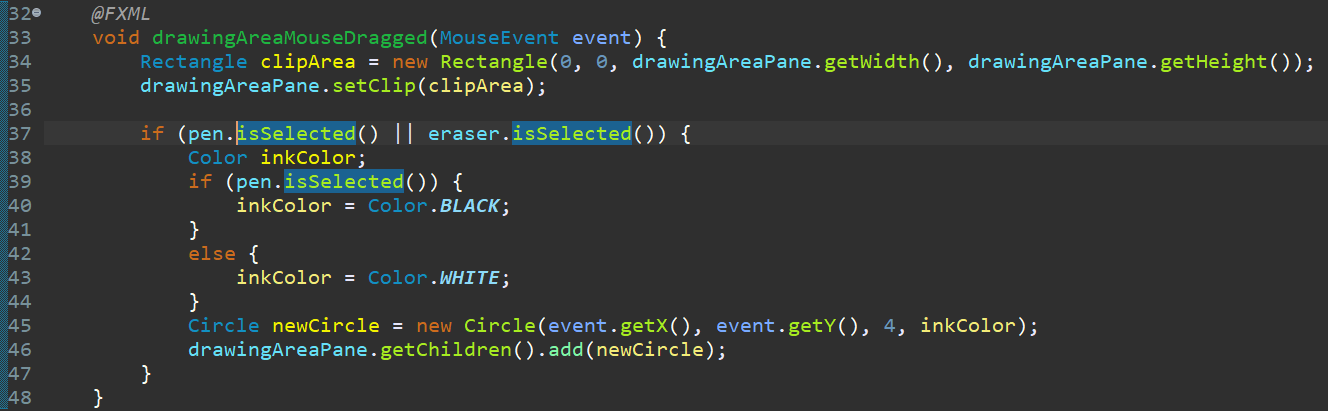
*4.2 Create the Controller class*



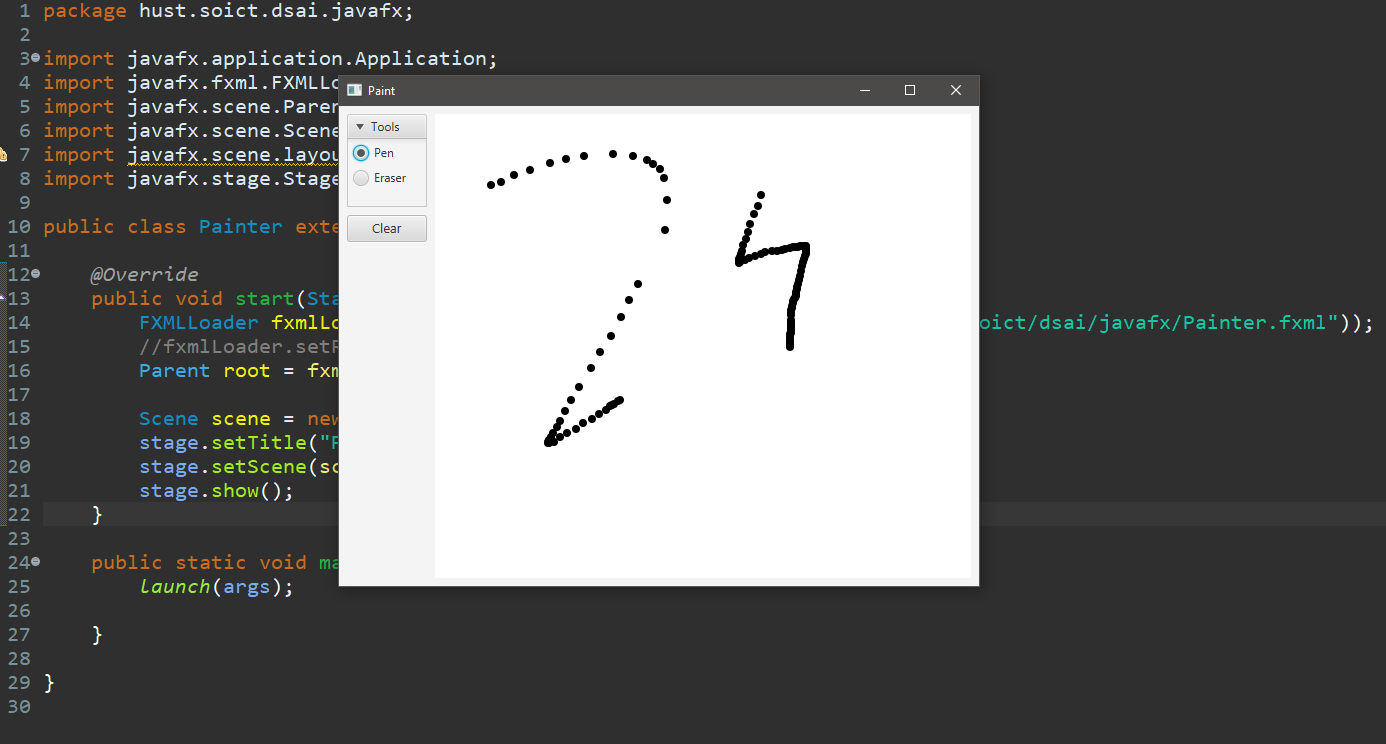
*4.3 Create the application*



*4.4 Erasers*

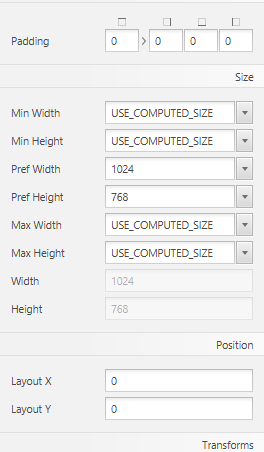


*4.5 Results*



*5. Setting up View Cart Screen with SceneBuilder*

*5.1 Setting up BorderPane*

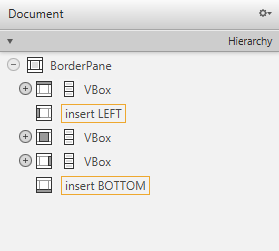


*5.2 Setting up the Top area*

|  |  |
| --- | --- |
| Step 1 | Step 2 & 3 |
|  |  |

*5.3 Setting up the CENTER area*

*5.3.1 Step 1: Drag VBox into CENTER area*



*5.3.2 Step 2, 3, 4*

|  |  |  |
| --- | --- | --- |
| Step 2 | Step 3 | Step 4 |
|  |  |  |

*5.4  Setting up the RIGHT area*

*5.4.1 Step 1: Drag a VBox into the RIGHT area*

|  |  |
| --- | --- |
|  |  |

*5.4.2 Step 2 and 3*

|  |  |
| --- | --- |
| Step 2 | Step 3 |
|  |  |

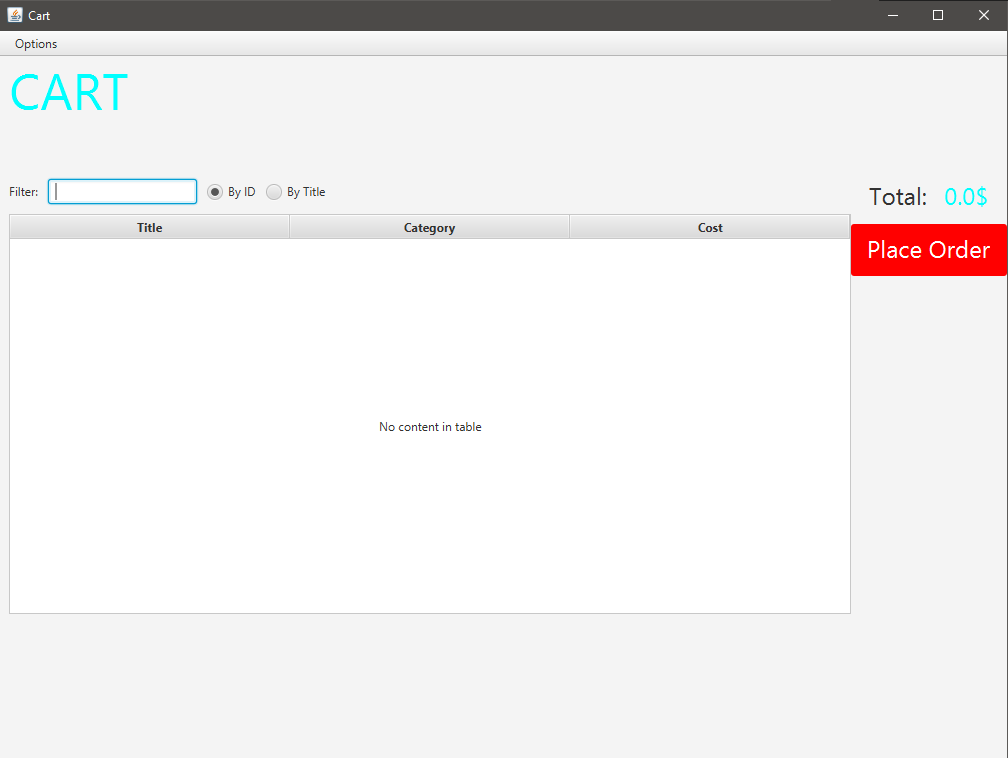
*5.4.3 Step 4 and 5: Add another Label into HBox*

|  |  |
| --- | --- |
| **Step 4** | **Step 5** |
|  |  |

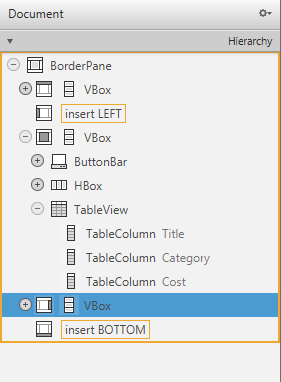
*6. Integrating JavaFX into Swing Application - The JFXPanel class*



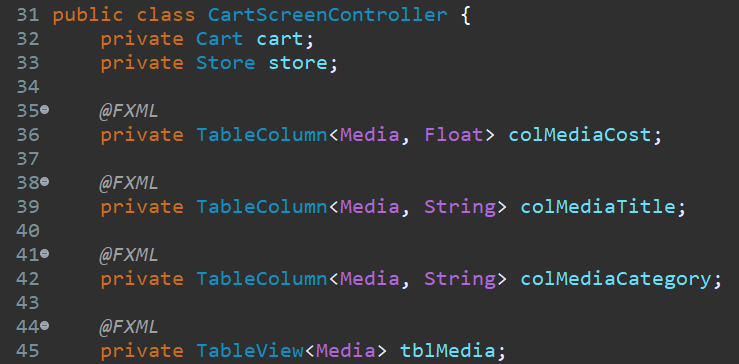
*6.1 Run result*

**

*7 View items in the cart - JavaFX’s data-driven UI*



*7.1 Create CartScreenController*



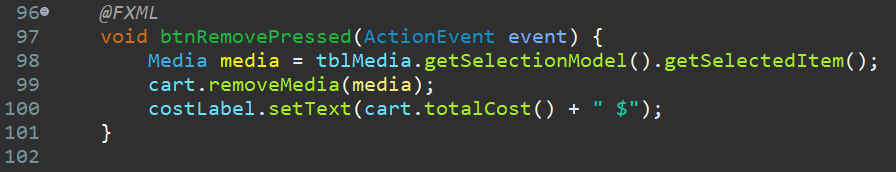


*8. Updating buttons based on selected item in TableView - ChangeListener*





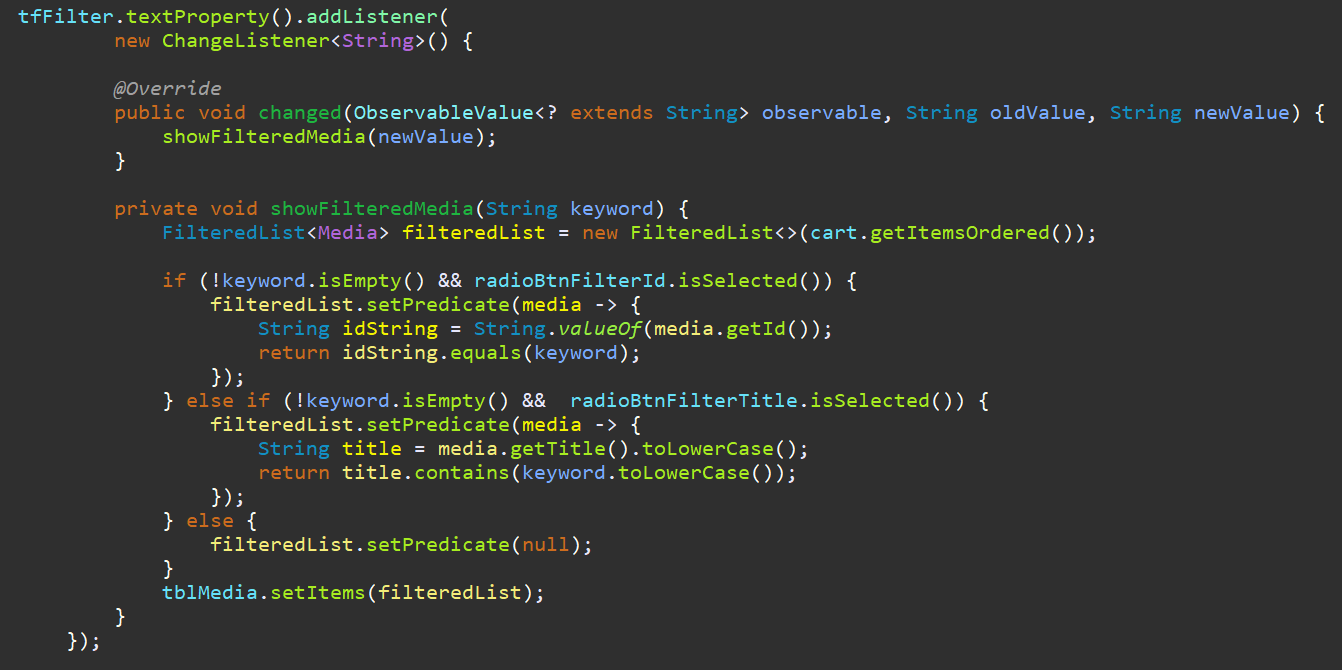
*9. Deleting a media*



*10.  Filter items in cart - FilteredList*

|  |  |  |
| --- | --- | --- |
| TextField | RadioButton “By ID” | RadioButton “By Title” |
|  | A screenshot of a computer  Description automatically generated | A screenshot of a computer  Description automatically generated |

*10.1 showFilteredMedia() implementation*



*11.  Complete the Aims GUI Application*

*11.1  StoreController class*

A screen shot of a computer code

Description automatically generated

A screen shot of a computer program

Description automatically generated

*11.2 ItemController class*

A screen shot of a computer program

Description automatically generated

*11.3 AddBookController class*

A screen shot of a computer program

Description automatically generatedA computer screen shot of a program code

Description automatically generated

*11.4 AddCompactDiscController class*





*11.5 AddDVDController class*

A screen shot of a computer program

Description automatically generated

A screen shot of a computer program

Description automatically generated

*11.6 ItemController class*

A screen shot of a computer code

Description automatically generated

*11.7 Additions to the CartScreenController*

A screen shot of a computer program

Description automatically generatedA screen shot of a computer code

Description automatically generatedA computer screen shot of a computer code

Description automatically generated

*11.8 Run results*

**Notes: If you want to run, please run the TestViewStore.java in AimsProject.hust.soict.dsai.aims.screen.controller**

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

A screenshot of a computer

Description automatically generated

*12. Check all the previous source codes to catch/handle/delegate runtime exceptions*

A computer screen shot of a code

Description automatically generated

*13 Create a class which inherits from Exception*

*13.1 Create PlayerException class*

A screen shot of a computer program

Description automatically generated

*13.1.1 (Optional) create LimitExceededException*

A screen shot of a computer program

Description automatically generated

*13.2 Raise PlayerException in Play() method*

*13.2.1 Raise PlayerException in Play() method in DigitalVideoDisc class*

A screen shot of a computer code

Description automatically generated

*13.2.2 Raise PlayerException in Play() method in Track class*

A screen shot of a computer code

Description automatically generated

*13.3 Update play() in the Playable Interface*

A screen shot of a computer code

Description automatically generated

*13.4 Raise PlayerException in Play() method in CompactDisc class*A computer screen shot of text

Description automatically generated

*15 Modify equals() method of Media class*

A computer screen shot of text

Description automatically generated

*17 Update Aims class diagram*

A diagram of a computer

Description automatically generated