

Introduction

This document describes the implementation and functionality of the **Phonebook Application** developed using **JavaFX**. The program allows users to manage their contact list by adding, updating, deleting, searching, and sorting contacts, as well as displaying all contacts in a table view.

The application is designed with a simple **Graphical User Interface (GUI)** that lets users interact with the phonebook features. The contact data consists of a name and a phone number, and all information is displayed in a table for easy access.

Features and Functionalities

The **Phonebook Application** provides the following key functionalities:

1. Add Contact

- Allows users to add new contacts to the phonebook.
- Input fields: Name and Phone Number.
- The new contact is displayed in the TableView.

2. Update Contact

- Enables users to update the name and phone number of an existing contact.
- The user selects a contact from the table, modifies the details in the input fields, and clicks the **Update Contact** button.

3. Delete Contact

- Users can delete a contact from the phonebook by selecting the contact in the TableView and clicking the **Delete Contact** button.

4. Search Contact

- Users can search for a specific contact by name. The contact details will be populated in the input fields if found.

5. Sort Contacts

- Contacts can be sorted alphabetically by name. The sorting is case-insensitive.

6. Display All Contacts

- Users can view all contacts in the phonebook in a tabular format.

Functions

The main functionalities are implemented in separate functions:

- **addButton.setOnAction:** Adds a new contact by taking input from text fields.
- **updateButton.setOnAction:** Updates the selected contact's details.
- **deleteButton.setOnAction:** Deletes the selected contact.
- **searchButton.setOnAction:** Searches for a contact based on the name provided.
- **sortButton.setOnAction:** Sorts the contact list alphabetically.
- **displayButton.setOnAction:** Displays all contacts in the table view.

The Java code of the Project

```
import javafx.application.Application;
import javafx.collections.FXCollections;
import javafx.collections.ObservableList;
import javafx.geometry.Insets;
import javafx.scene.Scene;
import javafx.scene.control.*;
import javafx.scene.layout.GridPane;
import javafx.scene.layout.HBox;
import javafx.scene.layout.VBox;
import javafx.stage.Stage;

public class PhonebookApp extends Application {
    private ObservableList<Contact> contacts;

    public static void main(String[] args) {
        launch(args);
    }
}
```

@Override

```
public void start(Stage primaryStage) {
```

```
    contacts = FXCollections.observableArrayList(); // Initialize contact list
```

```
    primaryStage.setTitle("Phonebook Application");
```

```
    // Create UI components
```

```
    Label nameLabel = new Label("Name:");
```

```
    TextField nameInput = new TextField();
```

```
    Label phoneLabel = new Label("Phone Number:");
```

```
    TextField phoneInput = new TextField();
```

```
    Button addButton = new Button("Add Contact");
```

```
    Button updateButton = new Button("Update Contact");
```

```
    Button deleteButton = new Button("Delete Contact");
```

```
    Button searchButton = new Button("Search Contact");
```

```
    Button sortButton = new Button("Sort Contacts");
```

```
    Button displayButton = new Button("Display All Contacts");
```

```
    // TableView to display contacts
```

```
    TableView<Contact> tableView = new TableView<>();
```

```
    TableColumn<Contact, String> nameColumn = new TableColumn<>("Name");
```

```
    nameColumn.setCellValueFactory(cellData -> cellData.getValue().nameProperty());
```

```
    TableColumn<Contact, String> phoneColumn = new TableColumn<>("Phone Number");
```

```
    phoneColumn.setCellValueFactory(cellData ->  
cellData.getValue().phoneNumberProperty());
```

```

tableView.getColumns().addAll(nameColumn, phoneColumn);
tableView.setItems(contacts);

// Layout
GridPane inputGrid = new GridPane();
inputGrid.setPadding(new Insets(10));
inputGrid.setVgap(10);
inputGrid.setHgap(10);
inputGrid.add(nameLabel, 0, 0);
inputGrid.add(nameInput, 1, 0);
inputGrid.add(phoneLabel, 0, 1);
inputGrid.add(phoneInput, 1, 1);

HBox buttonBox = new HBox(10);
buttonBox.getChildren().addAll(addButton, updateButton, deleteButton, searchButton,
sortButton, displayButton);

VBox layout = new VBox(10);
layout.setPadding(new Insets(10));
layout.getChildren().addAll(inputGrid, buttonBox, tableView);

// Add event handling
addButton.setOnAction(e -> {
    String name = nameInput.getText();
    String phone = phoneInput.getText();
    if (!name.isEmpty() && !phone.isEmpty()) {
        Contact contact = new Contact(name, phone);
    }
});

```

```
        contacts.add(contact);

        clearInputs(nameInput, phoneInput);
    } else {
        showAlert("Please enter both name and phone number.");
    }
});
```

```
updateButton.setOnAction(e -> {
    Contact selectedContact = tableView.getSelectionModel().getSelectedItem();
    if (selectedContact != null) {
        selectedContact.setName(nameInput.getText());
        selectedContact.setPhoneNumber(phoneInput.getText());
        tableView.refresh(); // Refresh to show updated info
        clearInputs(nameInput, phoneInput);
    } else {
        showAlert("Please select a contact to update.");
    }
});
```

```
deleteButton.setOnAction(e -> {
    Contact selectedContact = tableView.getSelectionModel().getSelectedItem();
    if (selectedContact != null) {
        contacts.remove(selectedContact);
    } else {
        showAlert("Please select a contact to delete.");
    }
});
```

```
searchButton.setOnAction(e -> {  
    String name = nameInput.getText();  
    for (Contact contact : contacts) {  
        if (contact.getName().equalsIgnoreCase(name)) {  
            nameInput.setText(contact.getName());  
            phoneInput.setText(contact.getPhoneNumber());  
            return;  
        }  
    }  
    showAlert("Contact not found.");  
});
```

```
sortButton.setOnAction(e -> {  
    contacts.sort((c1, c2) -> c1.getName().compareToIgnoreCase(c2.getName()));  
});
```

```
displayButton.setOnAction(e -> tableView.setItems(contacts));
```

```
// Set scene and show the stage
```

```
Scene scene = new Scene(layout, 500, 400);
```

```
primaryStage.setScene(scene);
```

```
primaryStage.show();
```

```
}
```

```
// Clear the input fields
```

```
private void clearInputs(TextField nameInput, TextField phoneInput) {
```

```

        nameInput.clear();
        phoneInput.clear();
    }

    // Display an alert box
    private void showAlert(String message) {
        Alert alert = new Alert(Alert.AlertType.INFORMATION);
        alert.setTitle("Info");
        alert.setHeaderText(null);
        alert.setContentText(message);
        alert.showAndWait();
    }
}

import javafx.beans.property.SimpleStringProperty;
import javafx.beans.property.StringProperty;

public class Contact {
    private final StringProperty name;
    private final StringProperty phoneNumber;

    public Contact(String name, String phoneNumber) {
        this.name = new SimpleStringProperty(name);
        this.phoneNumber = new SimpleStringProperty(phoneNumber);
    }

    public String getName() {

```

```
        return name.get();  
    }
```

```
    public void setName(String name) {  
        this.name.set(name);  
    }
```

```
    public StringProperty nameProperty() {  
        return name;  
    }
```

```
    public String getPhoneNumber() {  
        return phoneNumber.get();  
    }
```

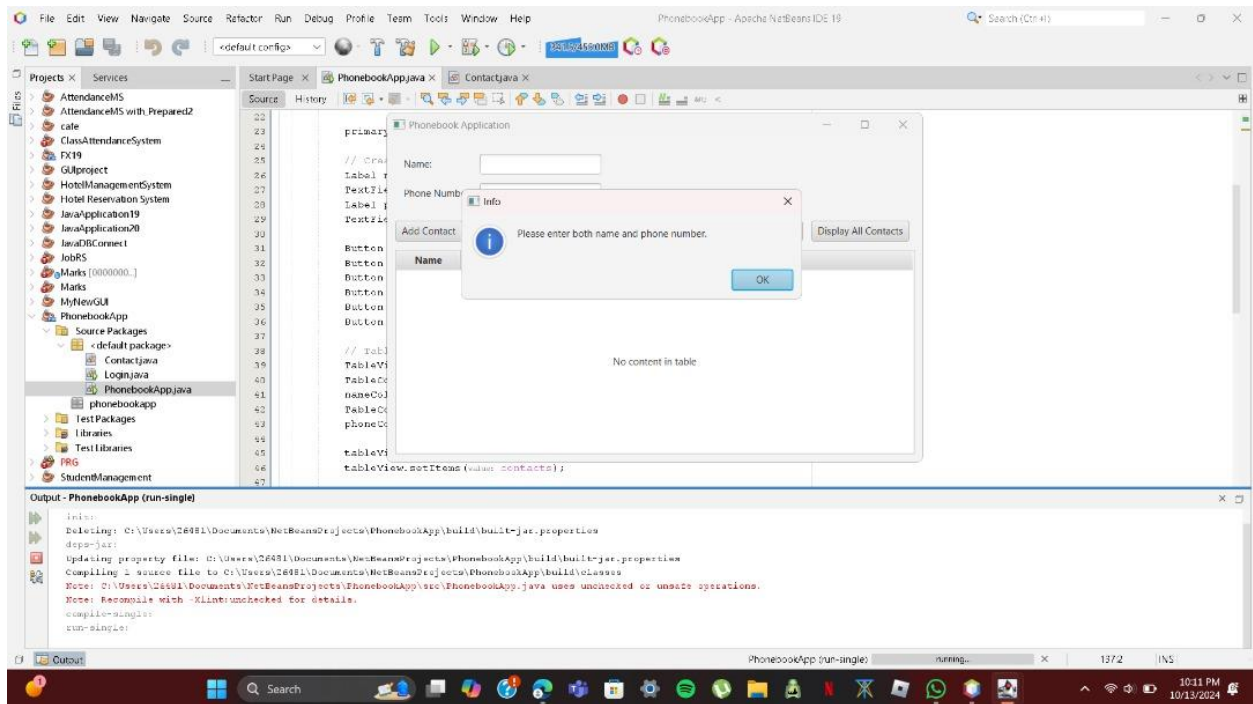
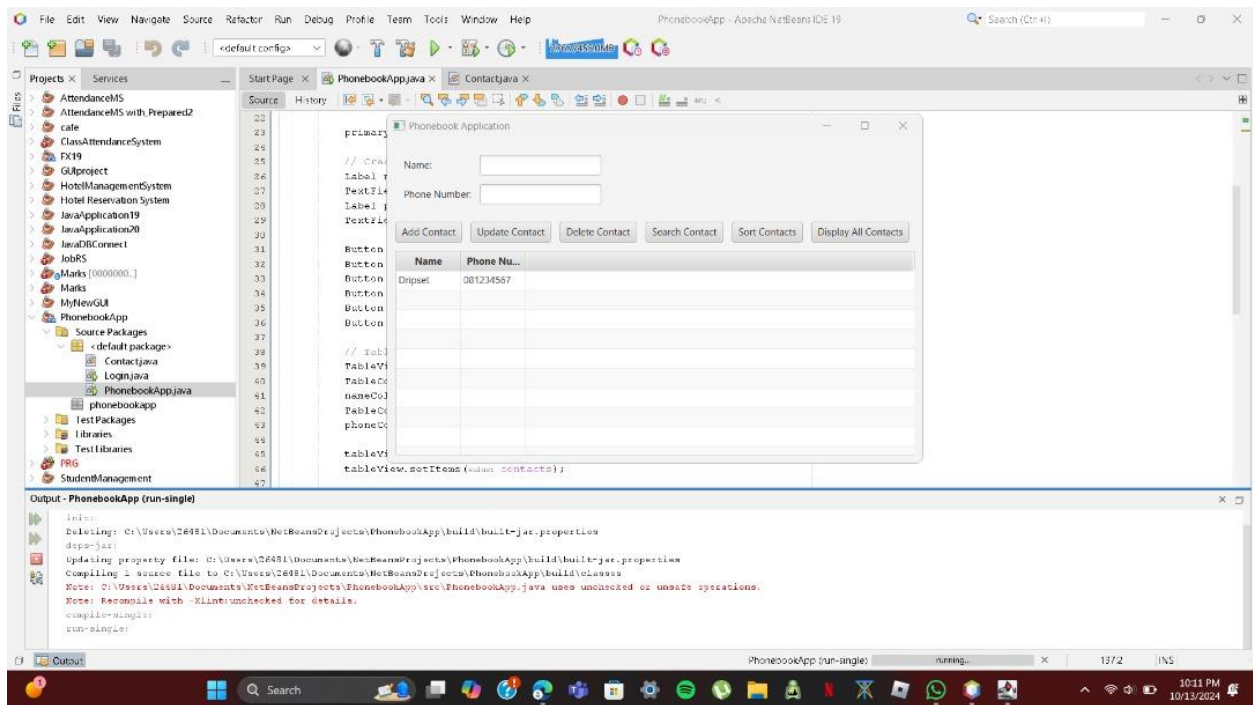
```
    public void setPhoneNumber(String phoneNumber) {  
        this.phoneNumber.set(phoneNumber);  
    }
```

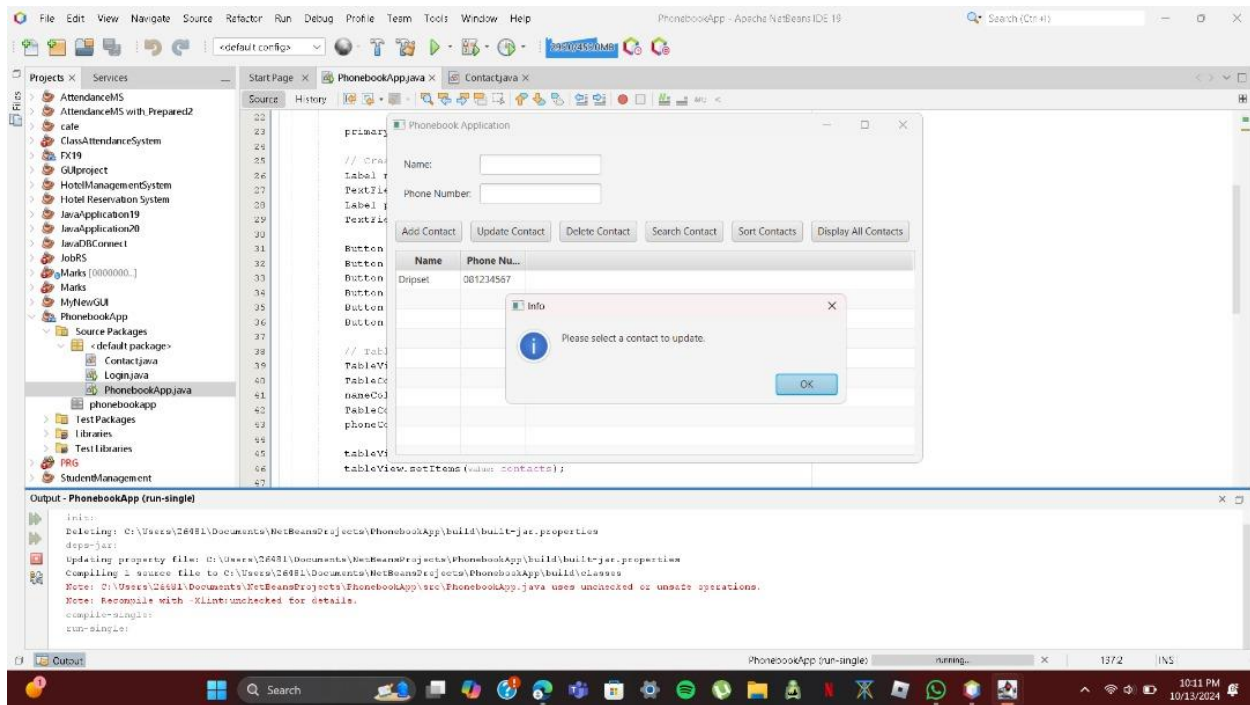
```
    public StringProperty phoneNumberProperty() {  
        return phoneNumber;  
    }
```

@Override

```
    public String toString() {  
        return "Name: " + name.get() + ", Phone: " + phoneNumber.get();  
    }
```


}





Conclusion

The **Phonebook Application** is a simple and efficient contact management tool developed using JavaFX. It provides a well-structured and intuitive GUI for users to perform basic operations such as adding, updating, deleting, searching, sorting, and displaying contacts. The application code is modular, with clear and well-defined functions, making it easy to maintain and extend.