Homework:

- 1、 用 GUI 改写本例并访问你的计算机某个子目录。
- 答:对于本题,我使用了 JavaFX 进行图形化界面设计,我设计的程序运行逻辑如下:
- 1) 用户点击"打开目录"按钮,通过 Directory Chooser 选择一个目录。
- 2) 程序遍历所选目录及其子目录和文件,生成类似于 Linux tree 命令的目录 结构字符串,并显示在文本区域中。 程序主界面如图 1 所示:



图 1 目录查看器主界面

UIController 类调用了其他类来实现目录和文件结构的显示。

- 用户选择目录: 当用户点击"打开目录"按钮时, handleOpenDirector y 方法被调用。
- 创建目录和文件对象: handleOpenDirectory 方法使用 DirectoryChoos er 选择目录,并创建一个 Directory 对象表示根目录。
- 递归添加子目录和文件: addFilesToDirectory 方法递归地将文件和子目录添加到根目录对象中。
- 显示目录结构: 调用根目录对象的 toTreeString 方法生成目录结构字符串,并将其显示在文本区域中。

本程序使用的设计模式是组合模式,它允许将对象组合成树形结构来表示"部分-整体"的层次结构。组合模式使得用户对单个对象和组合对象的使用具有一致性。在这个程序中,Directory和MyFile类共同实现了组合模式。

- Component (组件): 抽象类 Entry 定义了目录和文件的公共接口。
- Leaf (叶子节点): MyFile 类是叶子节点,表示文件。
- Composite (组合节点): 类 Directory 是组合节点,表示目录,它可以 包含子目录或文件。

UIController 类主要方法代码如下所示:

```
private void handleOpenDirectory() {
DirectoryChooser directoryChooser = new DirectoryChooser();
directoryChooser.setTitle("选择目录");
File selectedDirectory = directoryChooser.showDialog(new Stage());

if (selectedDirectory != null) {
Directory root = new Directory(selectedDirectory.getName());
addFilesToDirectory(root, selectedDirectory);
textArea.setText(root.toTreeString( prefix: ""));
}
```

```
private void addFilesToDirectory(Directory directory, File file) {
    for (File f : file.listFiles()) {
        if (f.isDirectory()) {
            Directory subDirectory = new Directory(f.getName());
            directory.add(subDirectory);
            addFilesToDirectory(subDirectory, f);
        } else {
            directory.add(new MyFile(f.getName(), (int) f.length()));
        }
    }
}
```

程序运行结果如图 2 和图 3 所示,可以看出程序正常运行,并计算出目录和文件大小:

图 2 使用 cmd 的 tree 指令打印访问的子目录结构

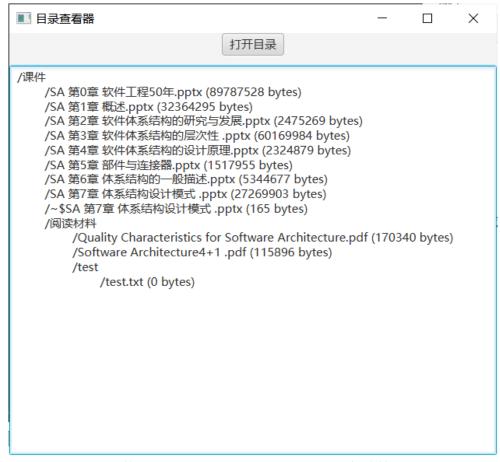


图 3 使用程序打开访问的子目录,观察结构

2、 附录

1) Main. java

```
package com. example. composite;
import javafx.application.Application;
import javafx.fxml.FXMLLoader;
import javafx.scene.Scene;
import javafx.stage.Stage;
import java.io.IOException;
public class Main extends Application {
    @Override
    public void start(Stage primaryStage) throws IOException {
       FXMLLoader loader = new
FXMLLoader(getClass().getResource("ui.fxml"));
       Scene scene = new Scene(loader.load());
       primaryStage. setScene(scene);
       primaryStage.setTitle("目录查看器");
       primaryStage.show();
    public static void main(String[] args) {
        launch(args);
```

2) UIController. java

```
package com. example. composite;
import javafx. fxml. FXML;
import javafx. stage. DirectoryChooser;
import javafx. stage. Stage;
import javafx. scene. control. TextArea;
import java. io. File;
public class UIController {
    @FXML
    private TextArea textArea;
    @FXML
    private void handleOpenDirectory() {
```

```
DirectoryChooser directoryChooser = new DirectoryChooser();
        directoryChooser.setTitle("选择目录");
        File selectedDirectory = directoryChooser.showDialog(new
Stage()):
        if (selectedDirectory != null) {
            Directory root = new
Directory(selectedDirectory.getName());
            addFilesToDirectory(root, selectedDirectory);
            textArea. setText(root. toTreeString(""));
    private void addFilesToDirectory (Directory directory, File file)
        for (File f : file.listFiles()) {
            if (f.isDirectory()) {
                Directory subDirectory = new Directory(f.getName());
                directory. add (subDirectory);
                addFilesToDirectory(subDirectory, f);
                directory.add(new MyFile(f.getName(), (int)
f. length());
```

3) ui. fxml

4) Entry. java

```
package com. example. composite;

public abstract class Entry {
    public abstract String getName();
    public abstract int getSize();
    public Entry add(Entry entry) throws FileTreatmentException {
        throw new FileTreatmentException();
    }
    public void printList() {
        printList("");
    }
    protected abstract void printList(String prefix);
    public abstract String toTreeString(String prefix);
    public String toString() {
        return getName() + " (" + getSize() + ")";
    }
}
```

5) Directory. java

```
package com. example. composite;
import java. util. Iterator;
import java. util. Vector;

public class Directory extends Entry {
    private String name;
    private Vector<Entry> directory = new Vector<>();

    public Directory(String name) {
        this. name = name;
    }

    public String getName() {
        return this. name;
    }

    public int getSize() {
        int size = 0;
        Entry entry;
        for (Iterator<Entry> it = this.directory.iterator();
it.hasNext(); size += entry.getSize()) {
        entry = it.next();
```

```
return size;
    public Entry add(Entry entry) {
        this. directory. add(entry);
    protected void printList(String prefix) {
        System. out. println(prefix + "/" + this);
            Entry entry = it.next();
            entry.printList(prefix + "/" + this.name);
    public String toTreeString(String prefix) {
        StringBuilder builder = new StringBuilder();
builder.append(prefix).append("/").append(getName()).append("\n");
        for (Entry entry : directory) {
            builder.append(entry.toTreeString(prefix + "\t"));
        return builder. toString();
    public String toString() {
```

6) Myfile. java

```
package com. example. composite;

public class MyFile extends Entry {
    private String name;
    private int size;

public MyFile(String name, int size) {
    this. name = name;
}
```

```
this.size = size;
}

public String getName() {
    return this.name;
}

public int getSize() {
    return this.size;
}

protected void printList(String prefix) {
    System. out. println(prefix + "/" + this);
}

public String toTreeString(String prefix) {
    return prefix + "/" + getName() + " (" + getSize() + "
bytes) \n";
}

public String toString() {
    return getName() + " (" + getSize() + " bytes)";
}
```

7) FileTreatmentException. java

```
package com.example.composite;

public class FileTreatmentException extends RuntimeException {
    public FileTreatmentException() {
    }

    public FileTreatmentException(String msg) {
        super(msg);
    }
}
```

8) 程序结构

