# Advanced Programming Applications

# CS244

# 12th Project Submission


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**The project design structure:**

1. **Inheritance (Classes FirstClass – SecondClass - LuxuryClass extends Ticket Class)**

```
package advanced12th.t1;

public class FirstClass extends Ticket {

    FirstClass(int Start_location, int End_location) {
        super(Start_location, End_location);
    }

    @Override
    public double payment() {
        return Math.abs(End_location - Start_location) * 70;//calculating price by number of stops
    }

}
```

2. **Aggregation and/or Composition (Composition)**

```
package advanced12th.t1;
public interface Refund
{

    Ticket a = new Ticket(0,0);//Compostion (There is no refund without buying a ticket)

    public double calculateRefund();
}
```

3. **Interface (Refund Interface)**

```
package advanced12th.t1;
public interface Refund
{

    Ticket a = new Ticket(0,0);//Compostion (There is no refund without buying a ticket)

    public double calculateRefund();
}
```

4. **Polymorphism**

```
public class TicketBookController extends TrainController implements Initializable {

    Ticket tb = new LuxuryClass(0, 0);    //polymorphism
```

5. **Overloading and Overriding (at least one each)**
   **(Many Overriding methods is the project, here it is an example)**

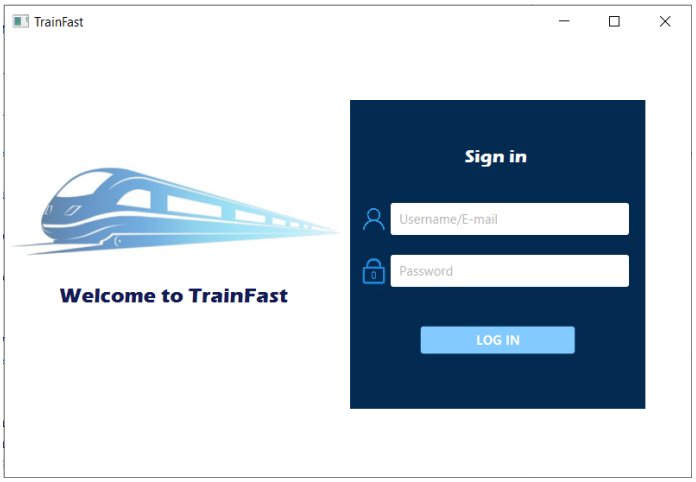
```
@Override
public double payment()
{
    return Math.abs(End_location - Start_location )*50; //calculating refund by number of stops
}
```

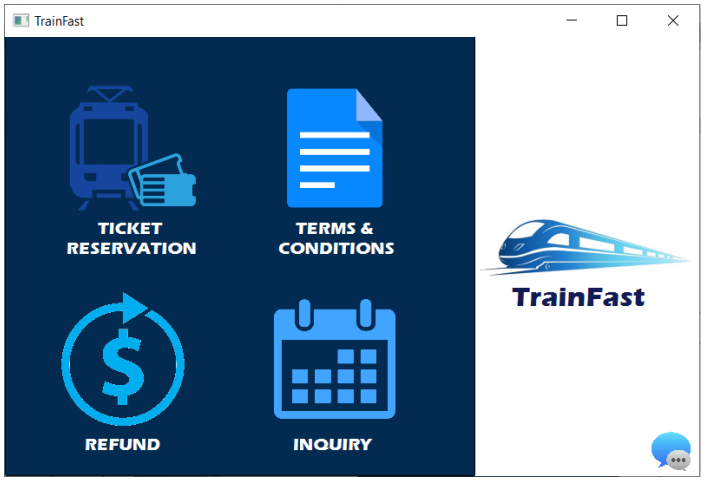
6. **Reading and writing data through files or Database (Reading through file)**

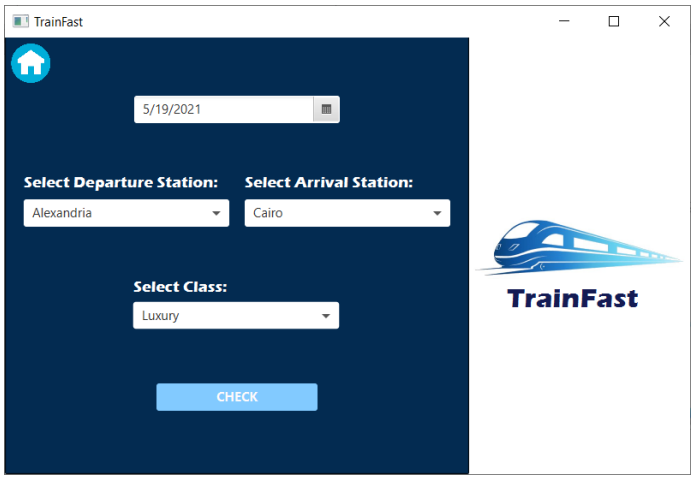
```
@FXML
public void LogIn(ActionEvent event) throws IOException {

    String Real_username = Username.getText();//String to store the username

    String Real_password = Password.getText();//String to store the password

    String filepath = ("C:\\Users\\DELL G3\\Documents\\NetBeansProjects\\Advanced12th-T1\\src\\advanced12th\\t1\\members.txt");

    boolean found = false;//boolean flag checking if the certain string is found or not

    String tempUsername = "";

    String tempPassword = "";

    try {
        x = new Scanner(new File(filepath));//Openning the file to scan info
        x.useDelimiter("[,\n]");//function for scanner to make him stop scanning at "\n" or ","

        while (x.hasNext() && !found) {
            tempUsername = x.next();
            tempPassword = x.next();
            //Scanning from the file

            if (tempUsername.trim().equals(Real_username.trim()) && tempPassword.trim().equals(Real_password.trim())) {//comparing the info of the
                Parent MainMenuParent = FXMLLoader.load(getClass().getResource("MainMenu2.fxml"));
                Scene MainMenuScene = new Scene(MainMenuParent);
                Stage stage = (Stage) ((Node) event.getSource()).getScene().getWindow();
                stage.setScene(MainMenuScene);
                stage.show();
                //entering the next scene if the username and password are correct
            } else {
                label.setText("Incorrect Username or Password, Try Again");//telling the user that the username or password are wrong
            }
            x.close();//closing file
        }
```

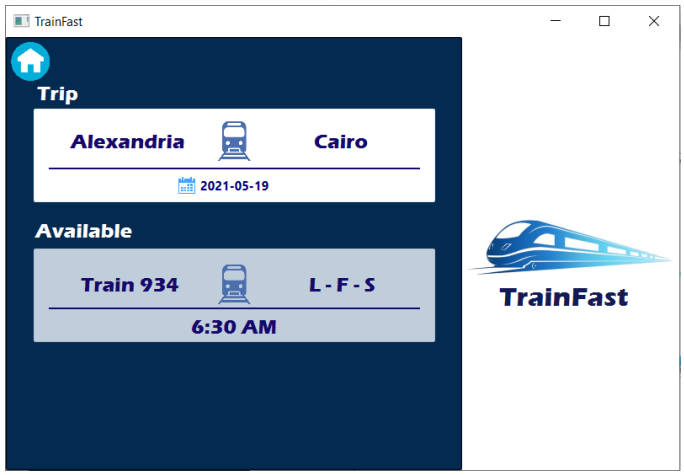
## 7. User friendly GUI

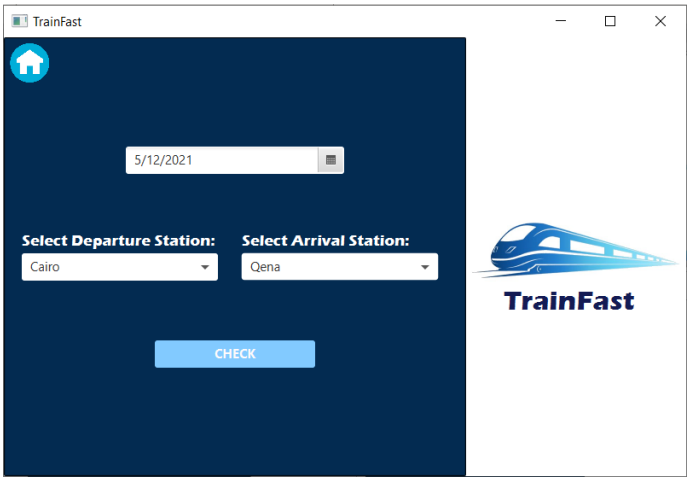
**(Some Examples)**

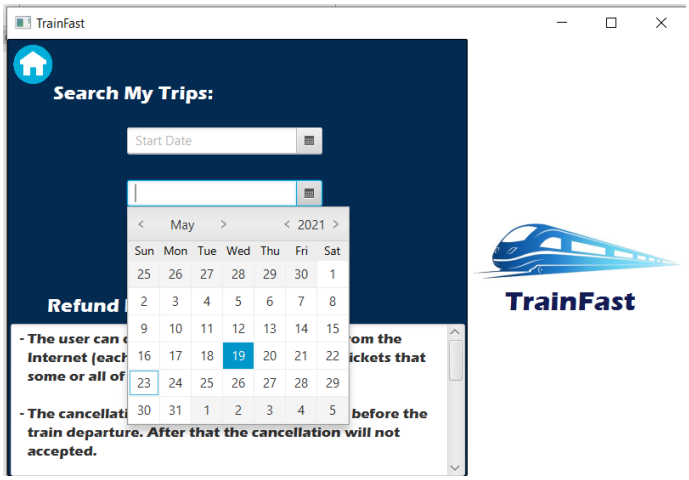


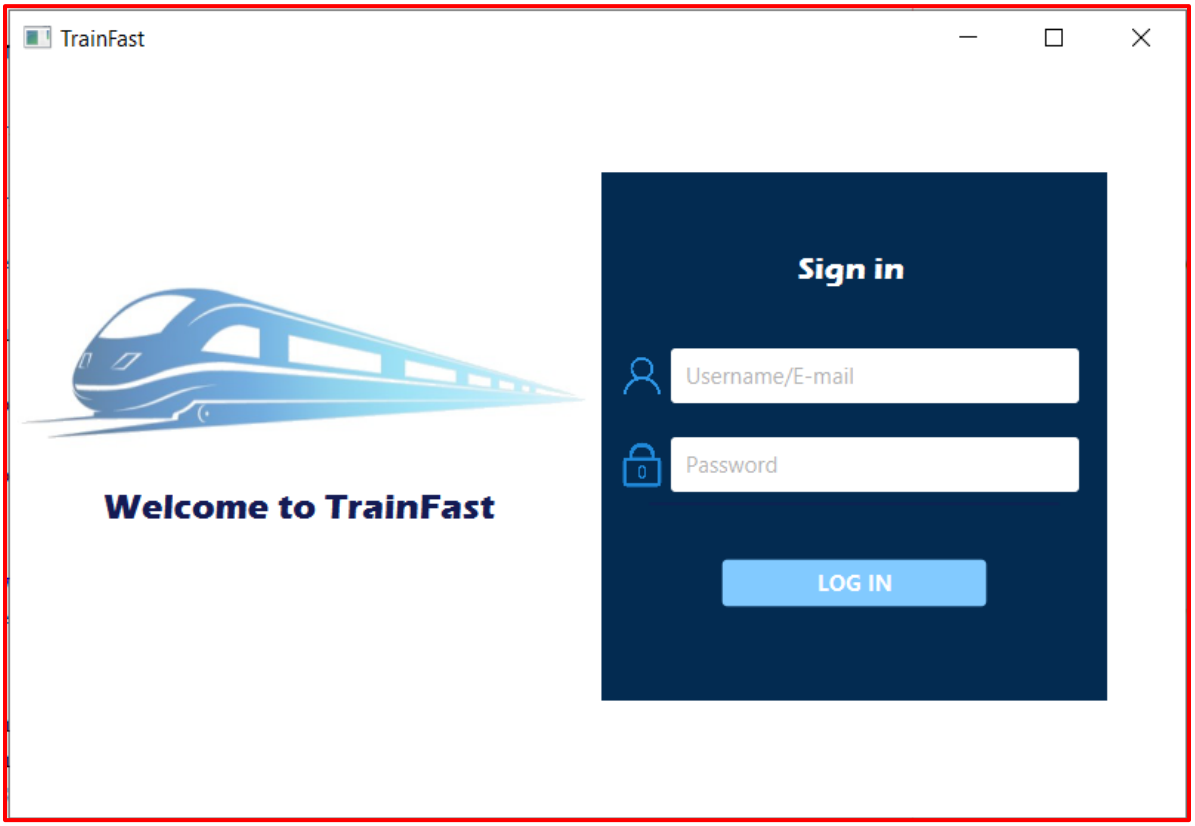



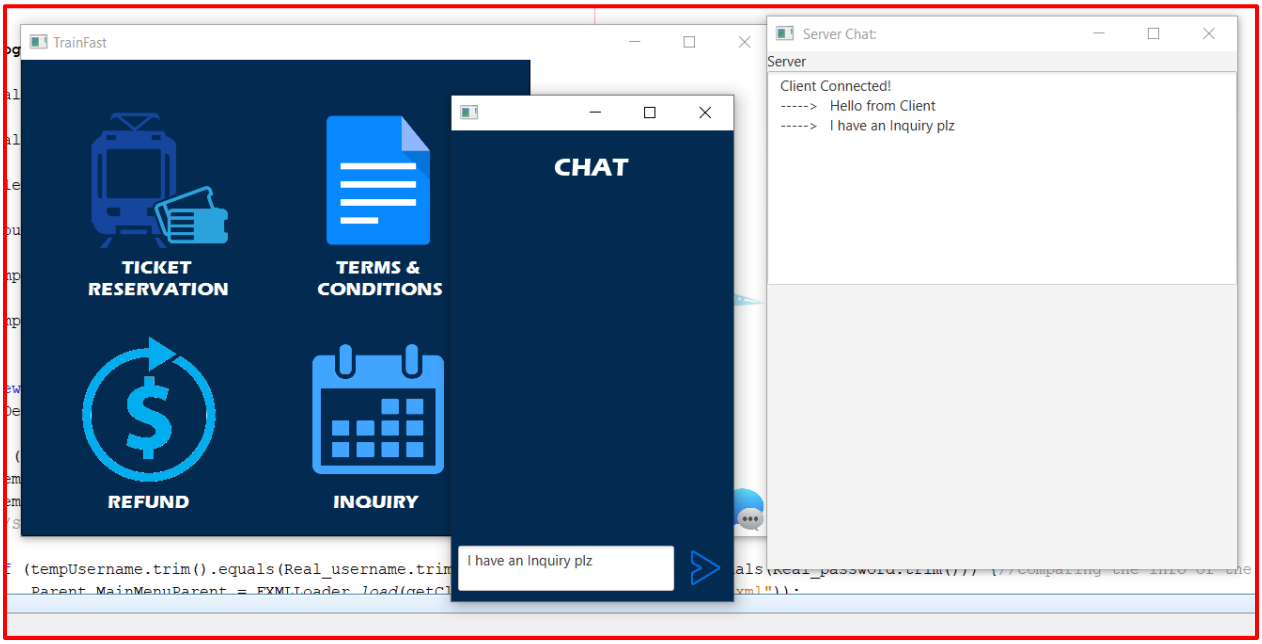



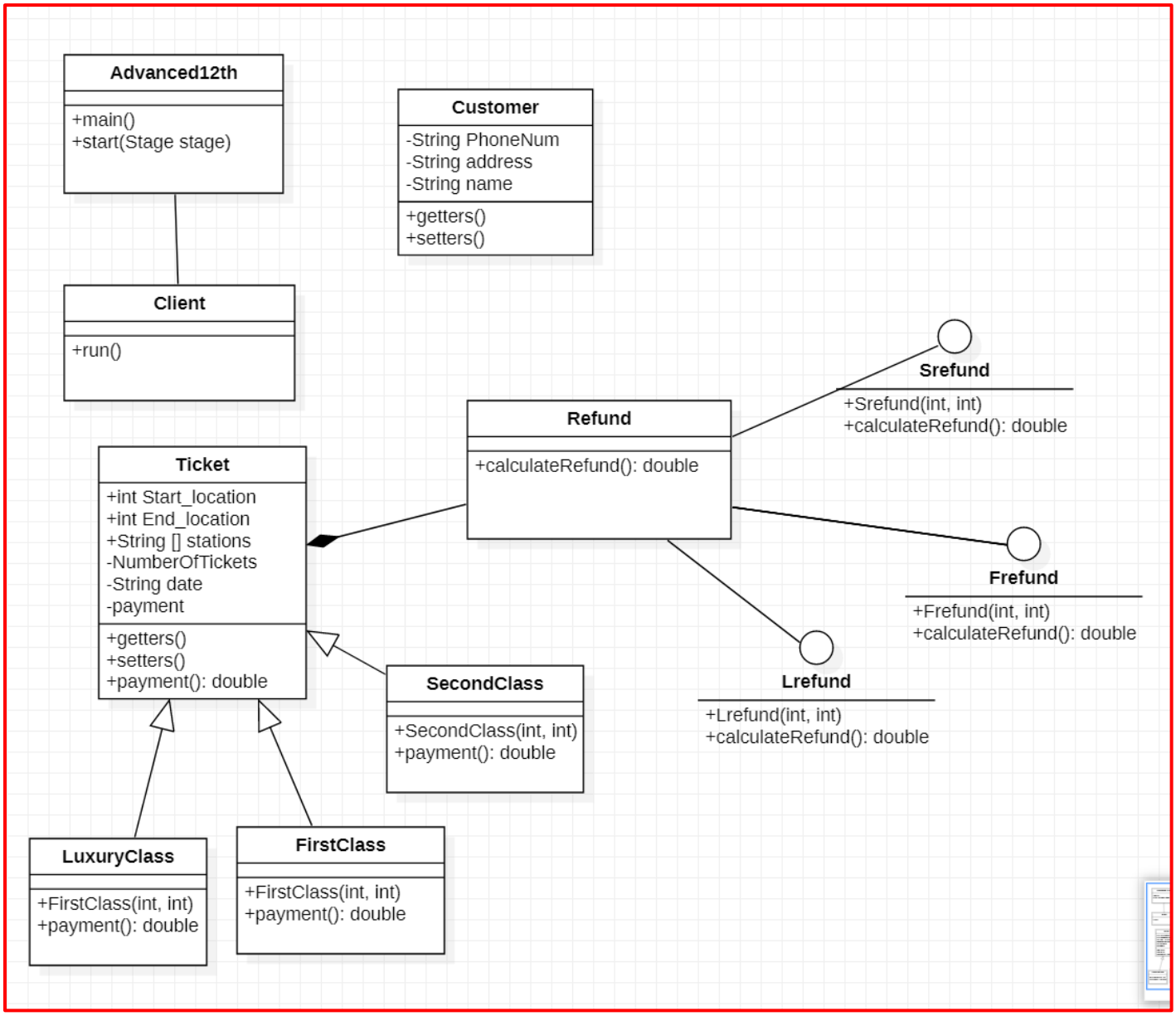
8. **Login form for users and owner/manager**




9. **Network model (Messaging option)**



**UML**




**Refund is an interface**

**Frefund, Srefund and Lrefund implements Refund**