

Disciplina: LP Profa. Me Juliana Pasquini 25-3-2024

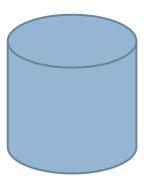
Objetivo

 O objetivo desta aula é desenvolver uma aplicação em JSE (Java Standard Edition) de inserção de dados utilizando alguns padrões de projeto

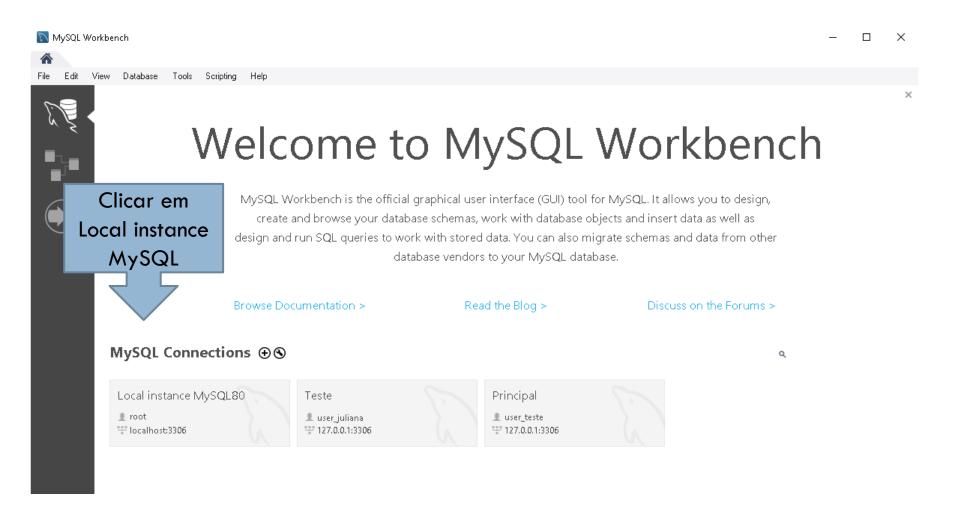
Roteiro

- Criar o banco de Dados Vendas e a tabela Cliente no MySQL;
- Criar o Projeto no Netbeans.

Criando o Banco de Dados e a tabela Cliente no MySQL



Acessando MySQL Workbench (1)



Acessando MySQL Workbench(2)

Entrar com a senha, informada na instalação. Nos laboratórios da Fatec colocar fatec.

Connect to MySQL Server

Please enter password for the following service:

Service: Mysql@localhost:3306
User: root

Password:

Save password in vault

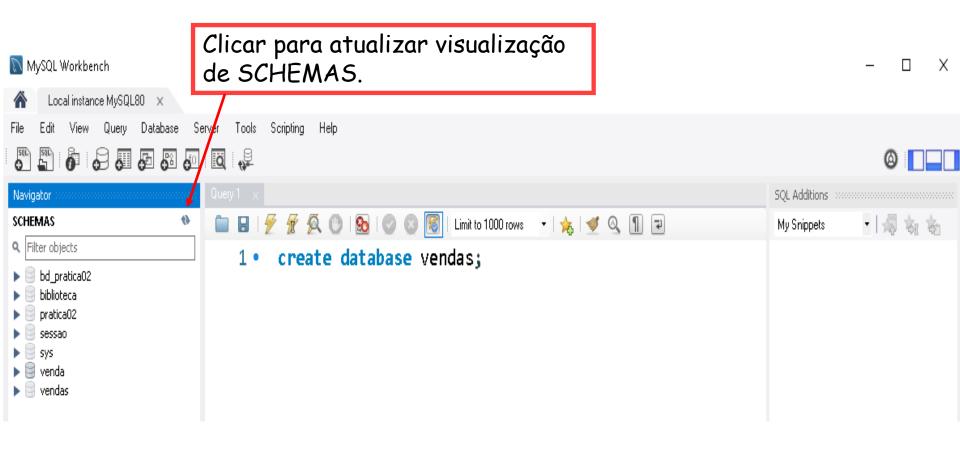
OK Cancel

Acessando MySQL Workbench(3)

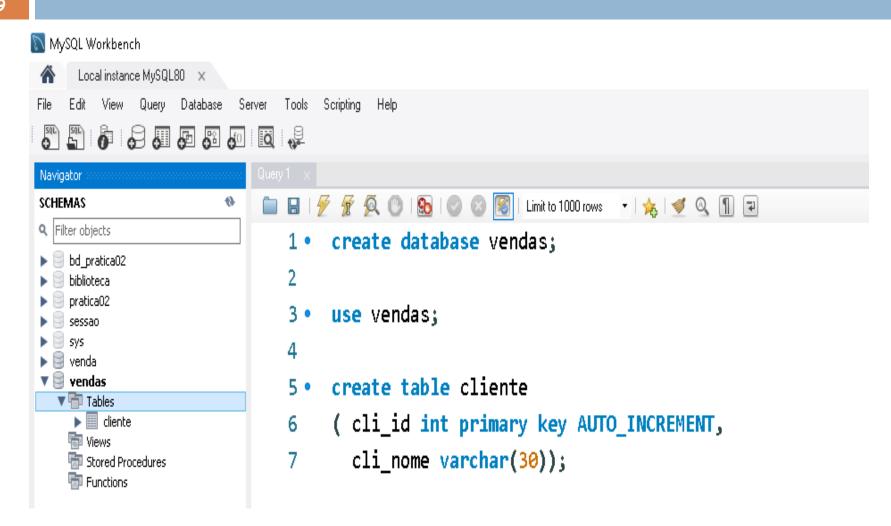
📉 MySQL Workbench × Local instance MySQL80 × Edit View Query Database Server Tools Query 1 SQL Additions SCHEMAS Limit to 1000 rows ▼ | 🙀 | 🥩 🔍 👖 📦 - B & & My Snippets Q Filter objects 1 bd_pratica02 biblioteca pratica02 sessao sys venda Administration Schemas Information No object selected > Context Help Snippets Output Action Output Duration / Fetch Time Action Message

Criando o Banco de Dados Vendas

Sintaxe: create database <nome do Banco de dados>;



Criando a tabela cliente

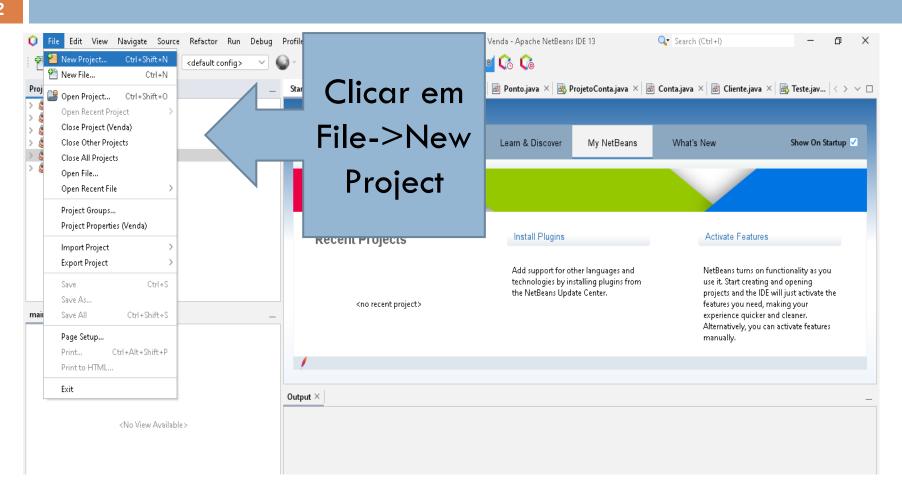


Usando o comando Select

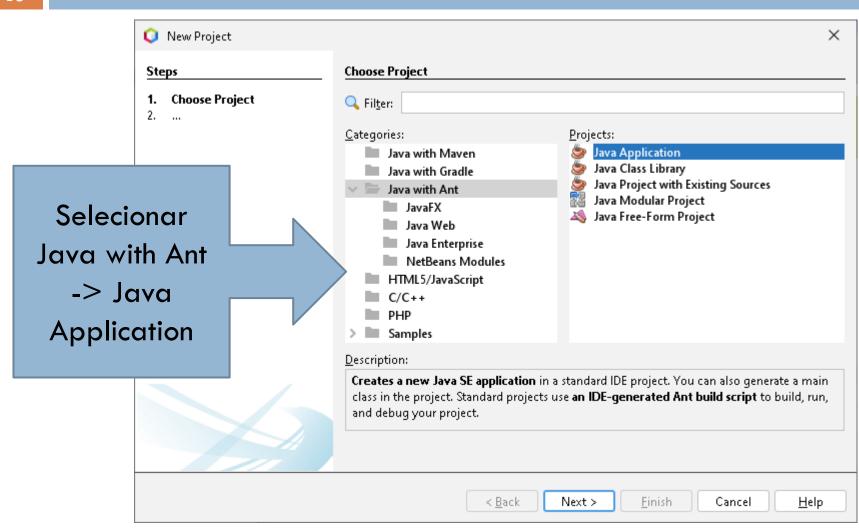
10 MySQL Workbench Local instance MySQL80 × Edit View Query Database Server Tools Scripting Help SCHEMAS 🌃 | Limit to 1000 rows 🔻 🝌 | 🎺 🔍 🚹 🖃 Q Filter objects use vendas; bd pratica02 4 biblioteca pratica02 create table cliente sessao venda ▼ 🗐 vendas cli_nome varchar(30)); ▼ 📅 Tables la cliente 8 Wiews select * from cliente; Stored Procedures Functions | Edit: 🔏 🖶 🖶 | Export/Import: 🟢 🌄 | Wrap Cell Content: 🔣 cli_id | cli_nome Administration Schemas NULL NULL Schema: vendas

Criando o Projeto Venda no NetBeans

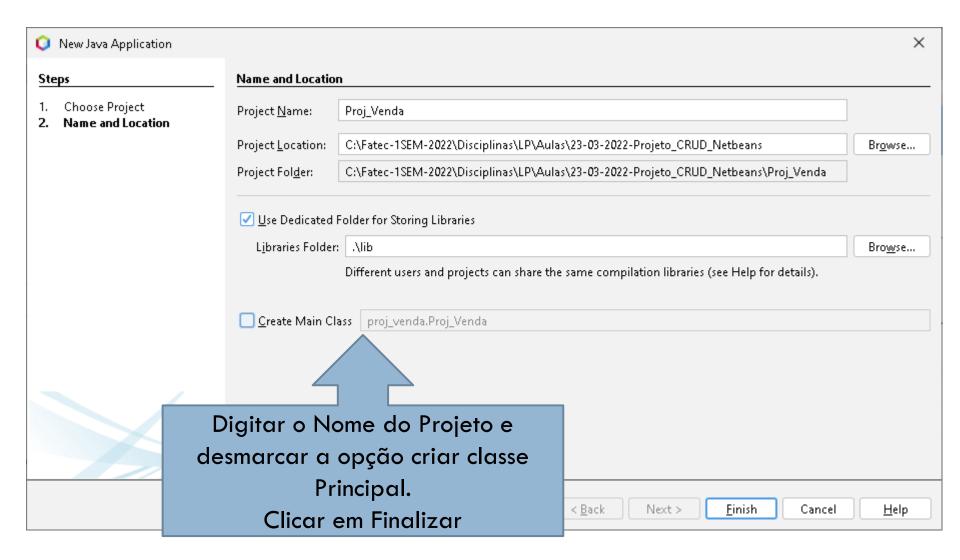
Criando um Novo Projeto (1)



Criando um Novo Projeto (2)

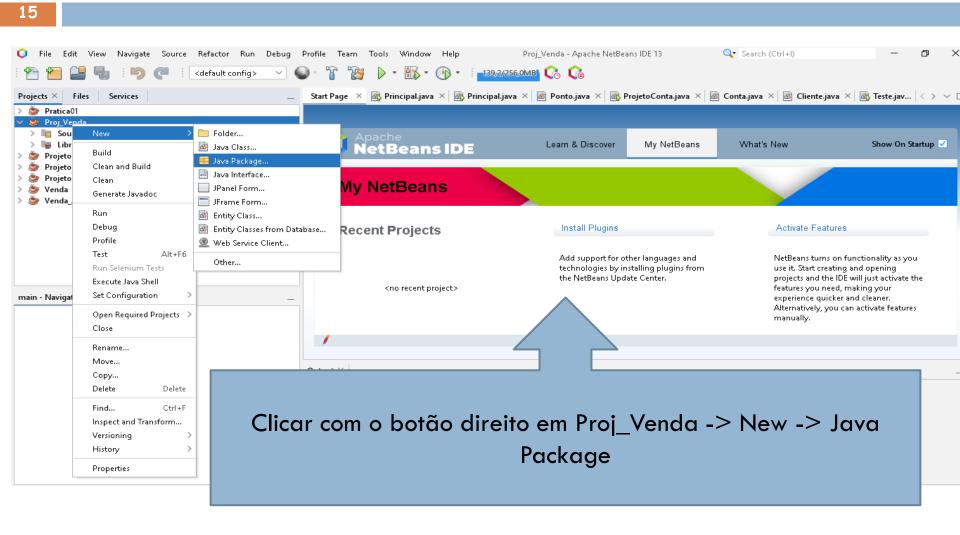


Criando um Projeto (3)

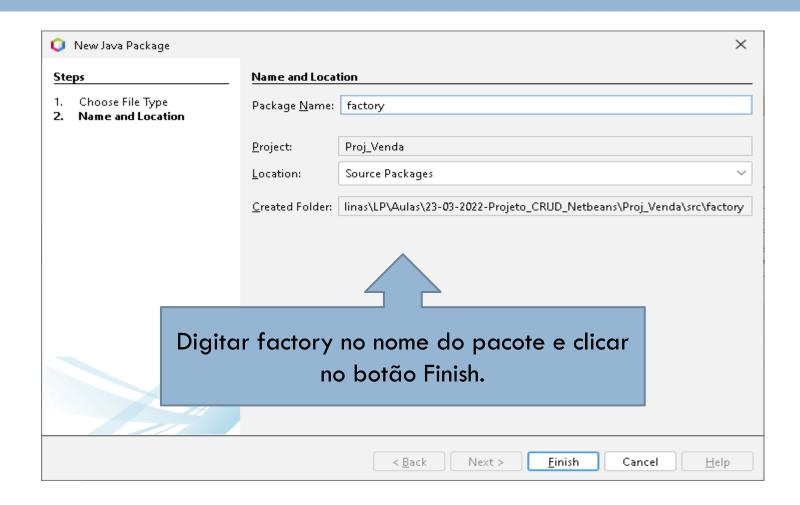


Criando Pacotes (Packages) (1)

Citaliao i acoles (i ackages) (i)



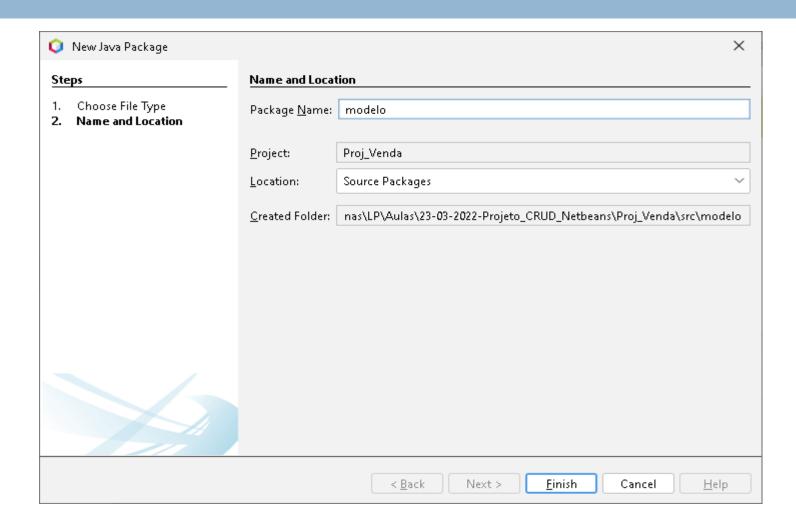
Criando Pacotes (Packages) (2)



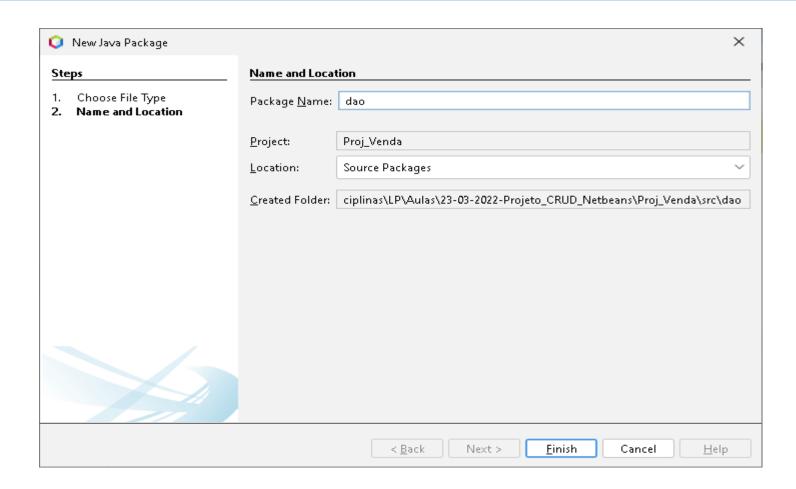
Criando Pacotes (Packages) (3)

Vamos repetir o processo de criação de pacote, criando os seguintes pacotes, além do pacote factory:**modelo**, **dao**, **gui**.

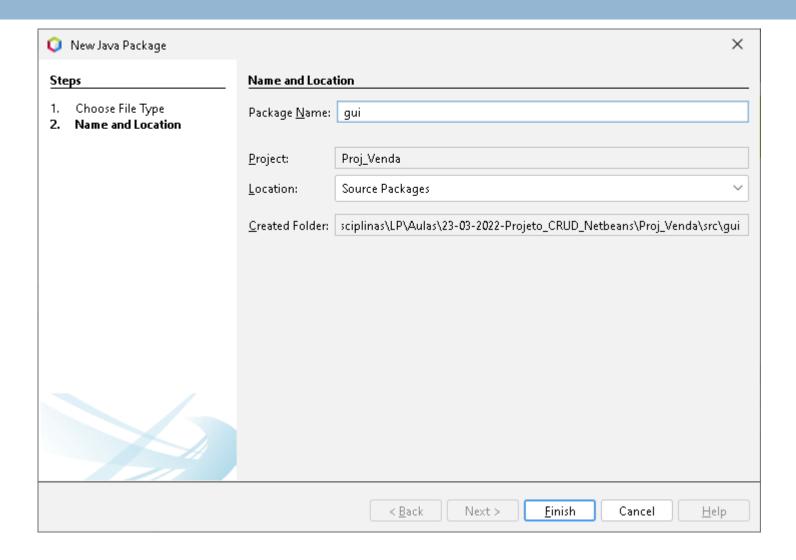
Criando o Pacote modelo



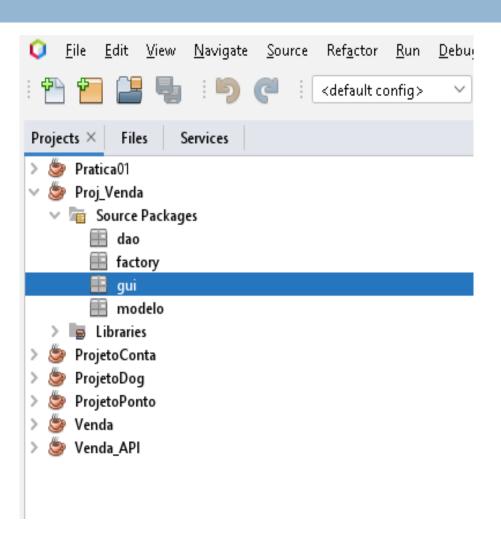
Criando o Pacote dao



Criando o pacote gui



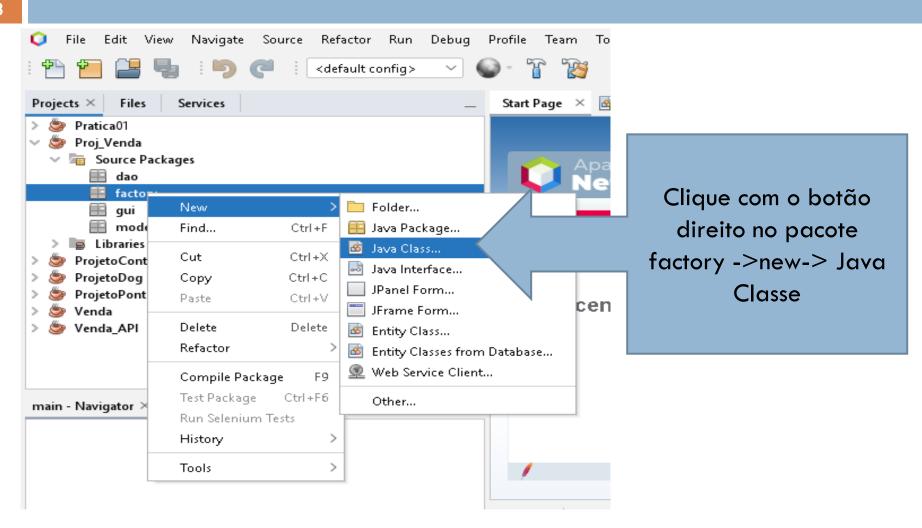
Pacotes Criados



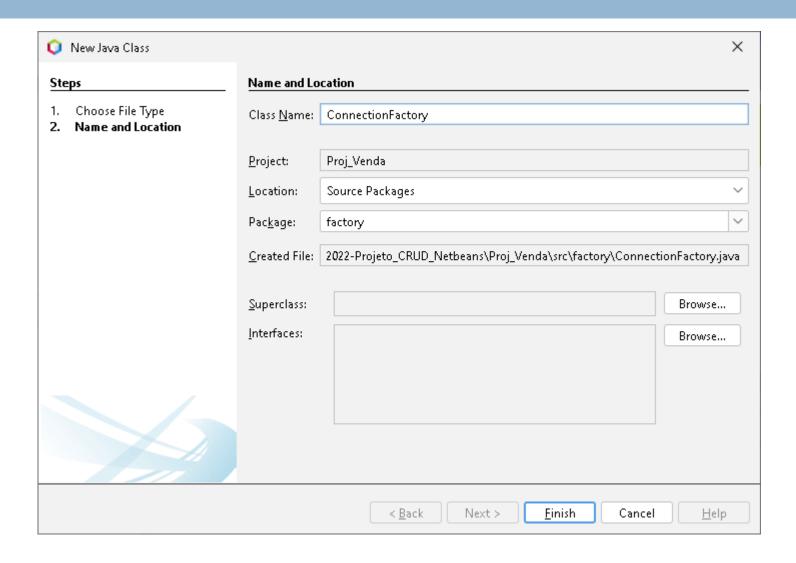
Factory

- Factory significa "fábrica" e ConnectionFactory significa fábrica de conexões.
- Factory será o nome do pacote e ConnectionFactory o nome da classe que fará a interface com o driver JDBC de conexão a qualquer banco que desejar.
- Por isso o nome "fábrica", pois o JDBC permite a conexão a qualquer banco: MySQL, Postgree, Oracle, SQL Server, etc., somente alterando a linha do método "getConnection".

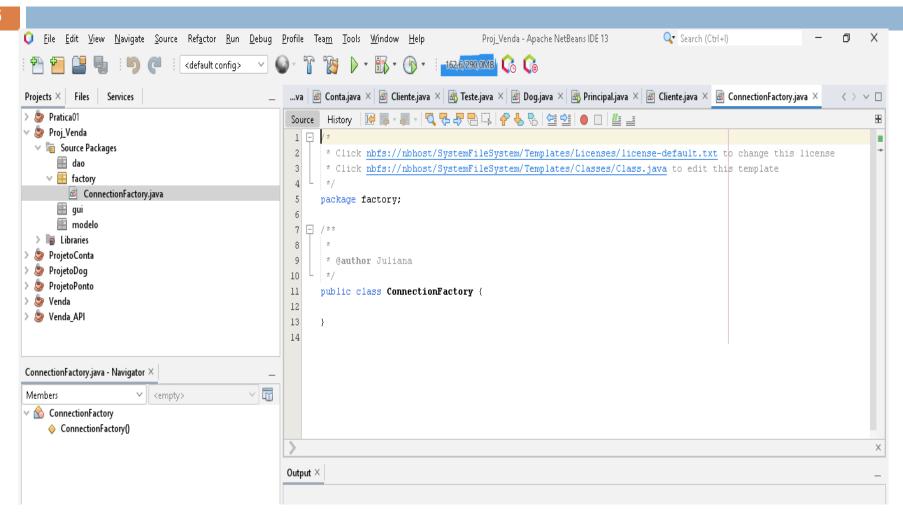
Criando a classe ConnectionFactory (1)



Criando a classe ConnectionFactory (2)



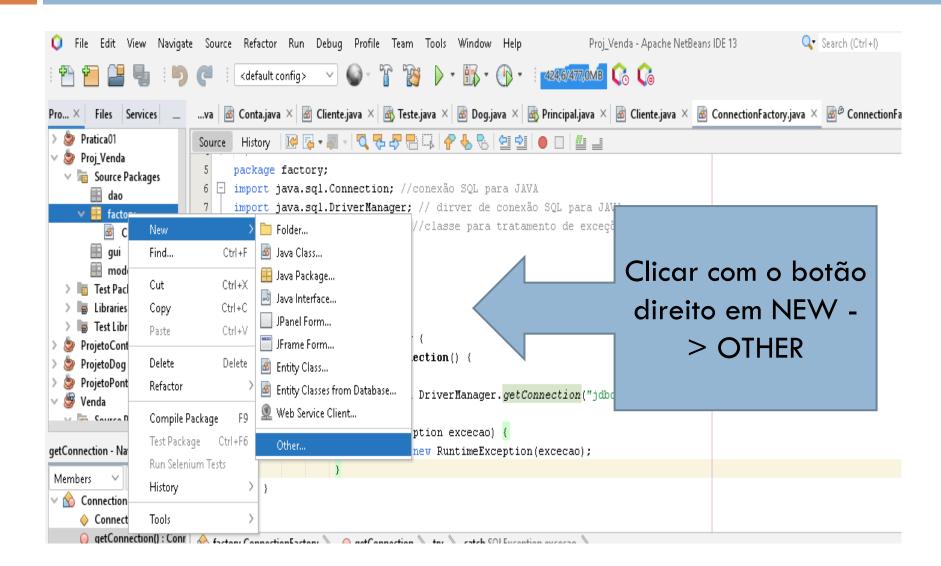
Criando a classe ConnectionFactory (3)



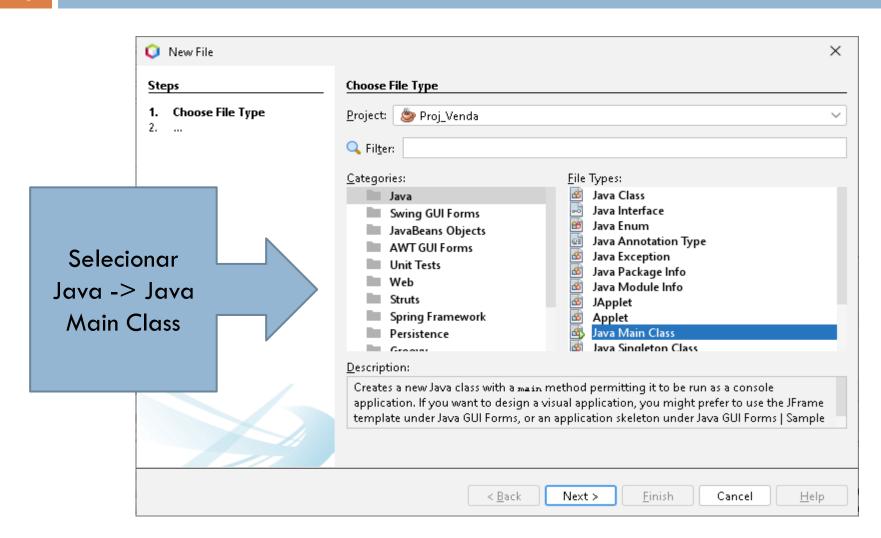
Criando a classe ConnectionFactory (4)

```
package factory;
      import java.sql.Connection; //conexão SQL para JAVA
      import java.sql.DriverManager; // dirver de conexão SQL para JAVA
      import java.sql.SQLException; //classe para tratamento de exceções
       * @author Juliana
14
      public class ConnectionFactory {
15
           public Connection getConnection() {
16
                       trv {
                              return DriverManager.getConnection("jdbc:mysql://localhost/vendas", "root", "fatec");
17
19
                       catch(SQLException excecao) {
                              throw new RuntimeException(excecao);
```

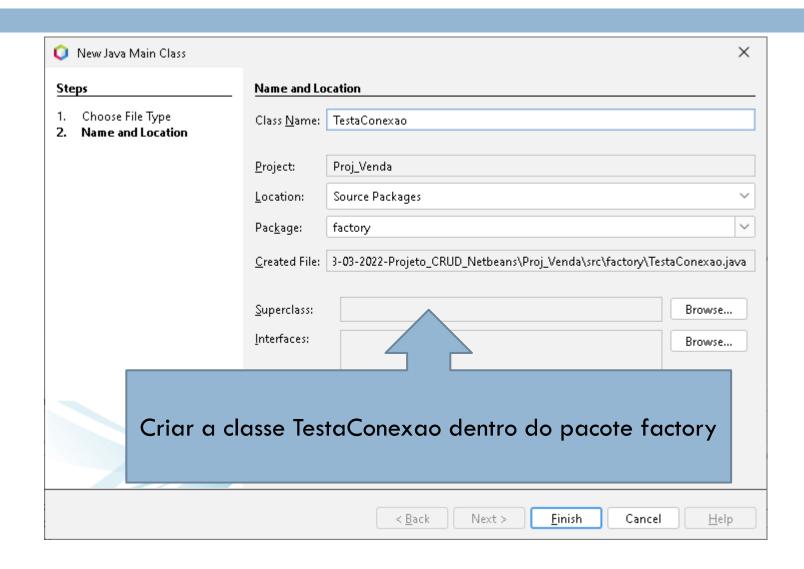
Criando a classe Main TestaConexao (1)



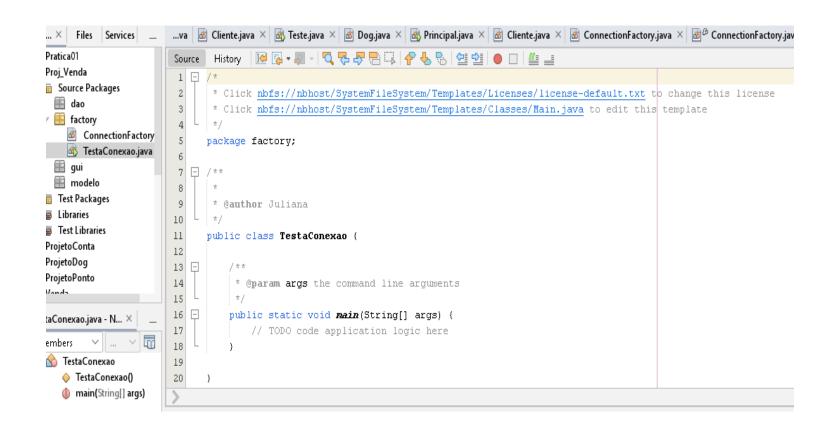
Criando a classe Main TestaConexao (2)



Criando a classe Main TestaConexao (3)



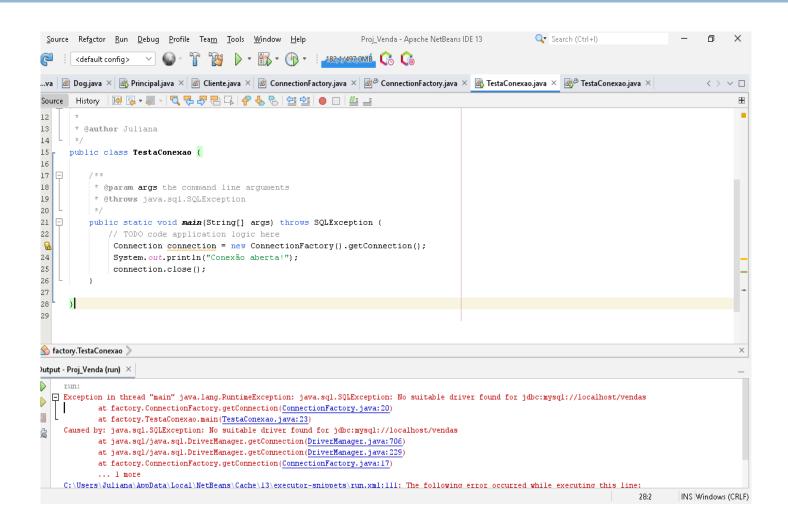
Criando a classe Main TestaConexao (4)



Criando a classe Main TestaConexao (5)

```
public class TestaConexao {
15
16
17
          / ##
18
           * @param args the command line arguments
19
           * @throws java.sql.SQLException
20
           #/
21
          public static void main(String[] args) throws SQLException {
22
              // TODO code application logic here
               Connection connection = new ConnectionFactory().getConnection();
24
               System. out. println("Conexão aberta!");
25
               connection.close();
26
27
28
29
```

Executando a Classe TestaConexão



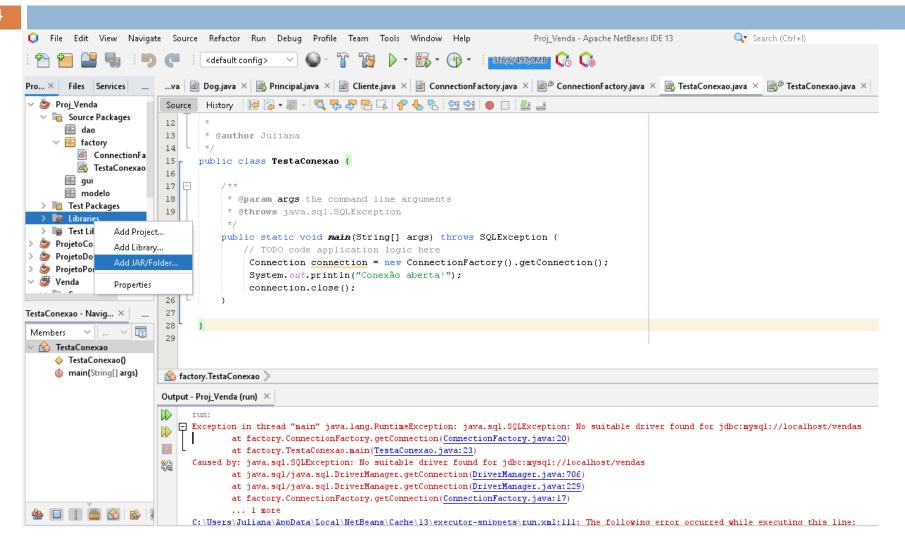
Executando o Projeto

- Ao executar o projeto uma mensagem é exibida no console. Esta mensagem de erro significa <u>ausência do driver JDBC</u>.
- OBS: Quando instalar o MYSQL selecionar Connector/J 8.0.28

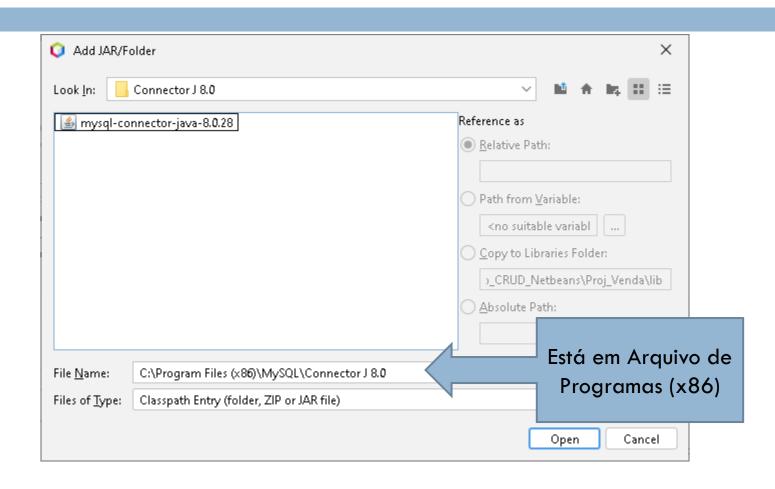
Download do drive :

https://www.mysql.com/products/connector/

Adicionando o drive Connector/J 8.0.28 (1)



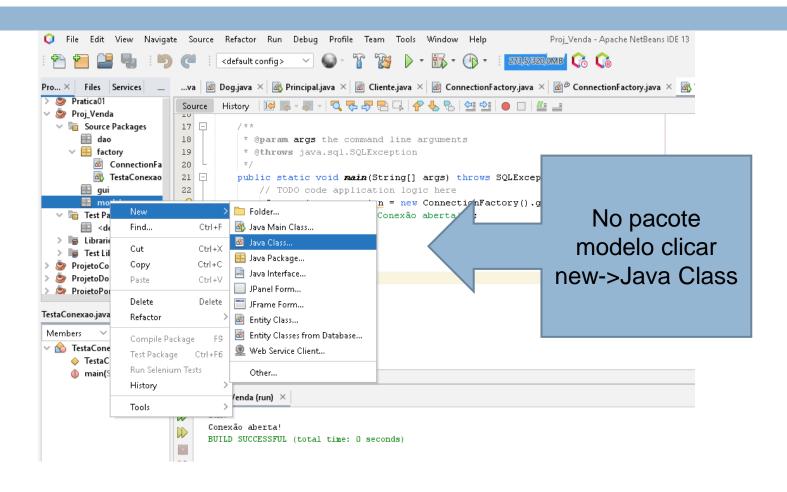
Adicionando o drive Connector/J 8.0.28 (2)



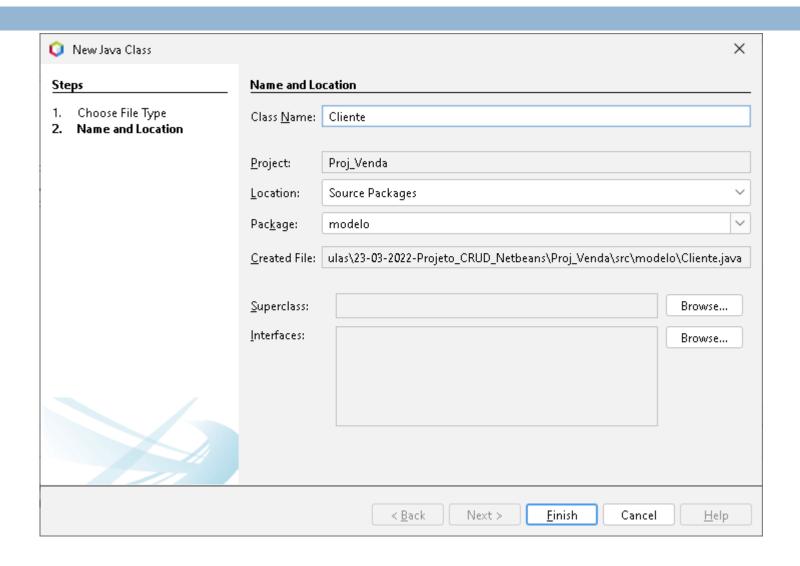
Executando o Projeto

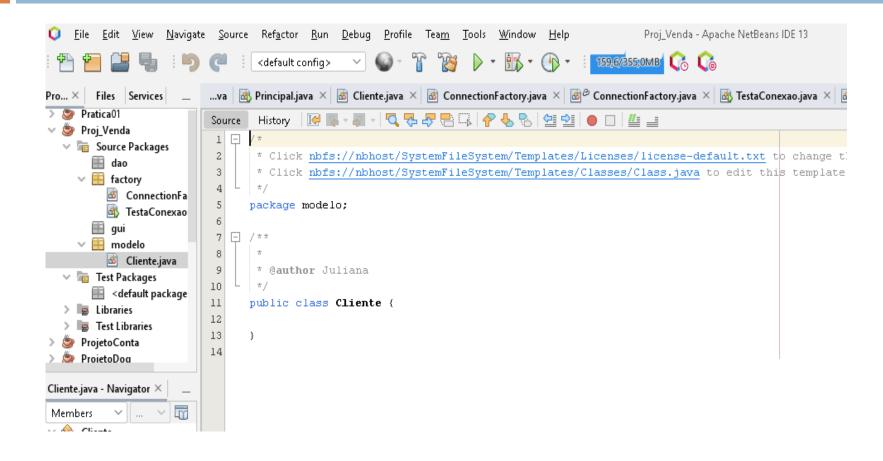
```
run:
Conexão aberta!
BUILD SUCCESSFUL (total time: 0 seconds)
```

Criando a classe Cliente no Pacote Modelo (1)

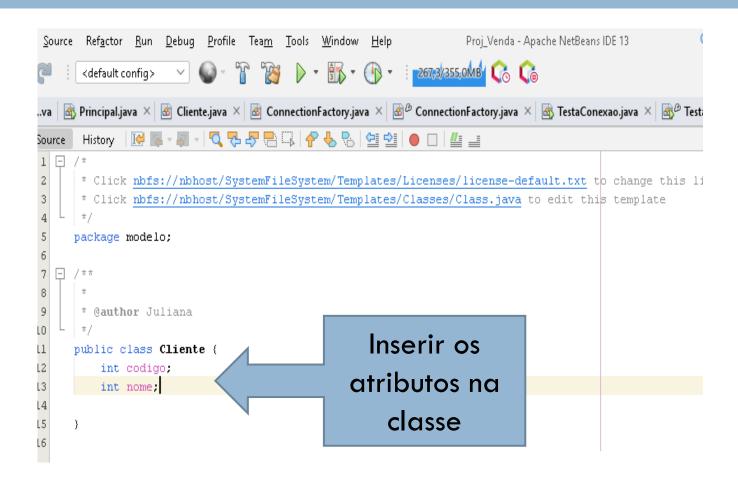


Criando a classe Cliente no Pacote Modelo (2)

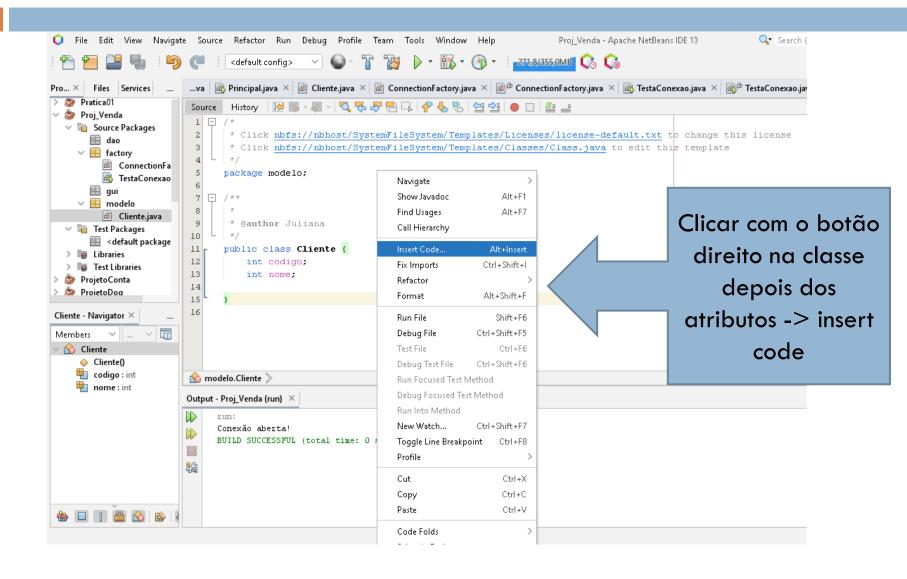




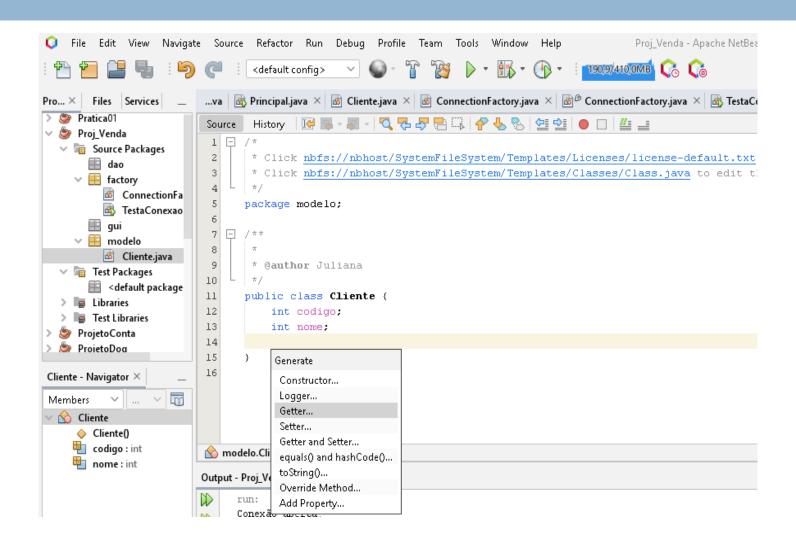
Classe Cliente (Atributos)



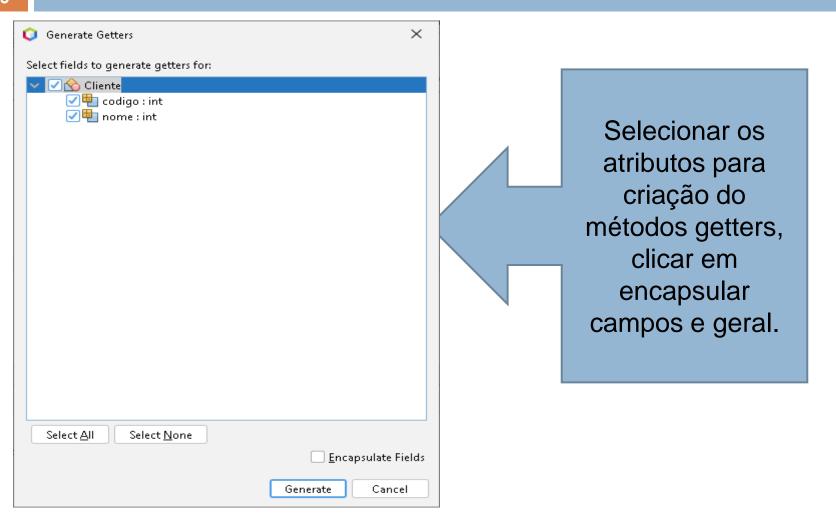
Classe Clientes (métodos)



Classe Clientes (Get)



Classe Clientes (Get)



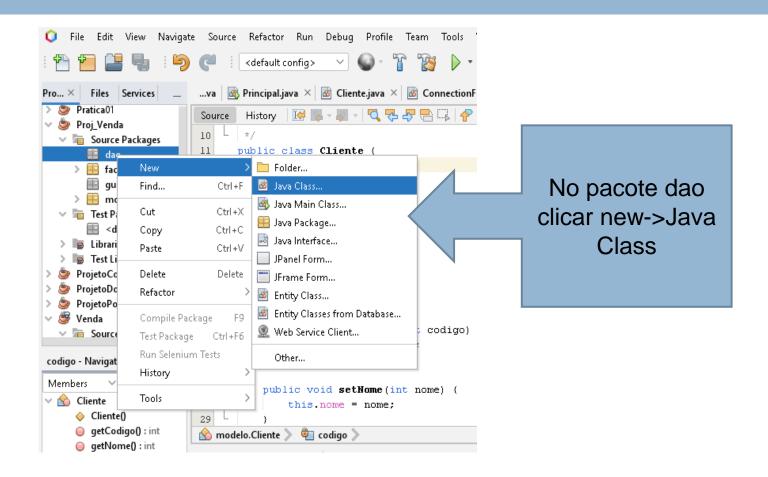
Classe Cliente (Setters)

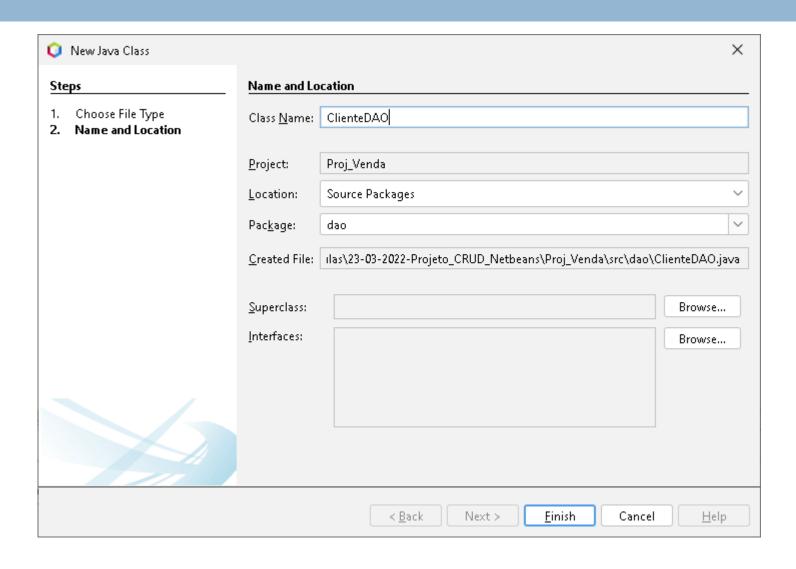
 Repedir o processo anterior para gerar os métodos setters.

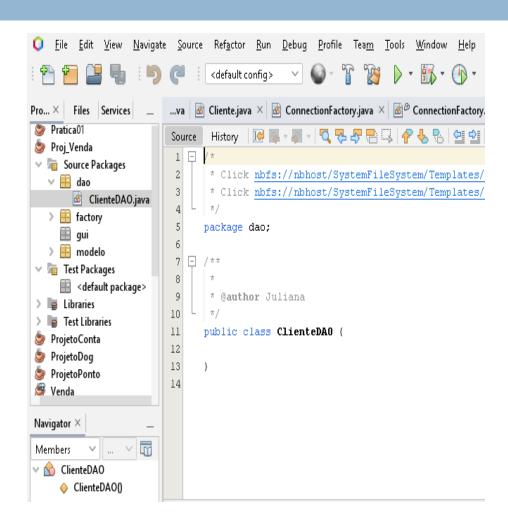
```
Source Refactor Run Debug Profile Team Tools Window
        <default confiq>
    🚳 Principal.java × 🙆 Cliente.java × 🙆 ConnectionFactory.java
Source History 👺 🍒 - 🐺 - 🔽 🖓 🖶 🖫 🔭
   8
        * @author Juliana
10
      #/
11
      public class Cliente {
12
           private int codigo:
13
           private int nome:
14
15
           public int getCodigo() {
16
               return codigo;
17
18
           public int getNome() {
19
20
               return nome;
21
22
23
   public void setCodigo(int codigo) {
24
               this.codigo = codigo;
25
modelo.Cliente
                 🖣 codigo 🕽
Output - Proi Venda (run) ×
```

Crie no pacote DAO a classe ClienteoDAO: dao >
 Novo > Classe Java > UsuarioDAO > Finalizar.

 Nesse pacote ficam as classes que são responsáveis pelo CRUD (Create, Read, Update, Delete - ou - Criar, Consultar, Alterar, Deletar), isto é, dados de persistência.





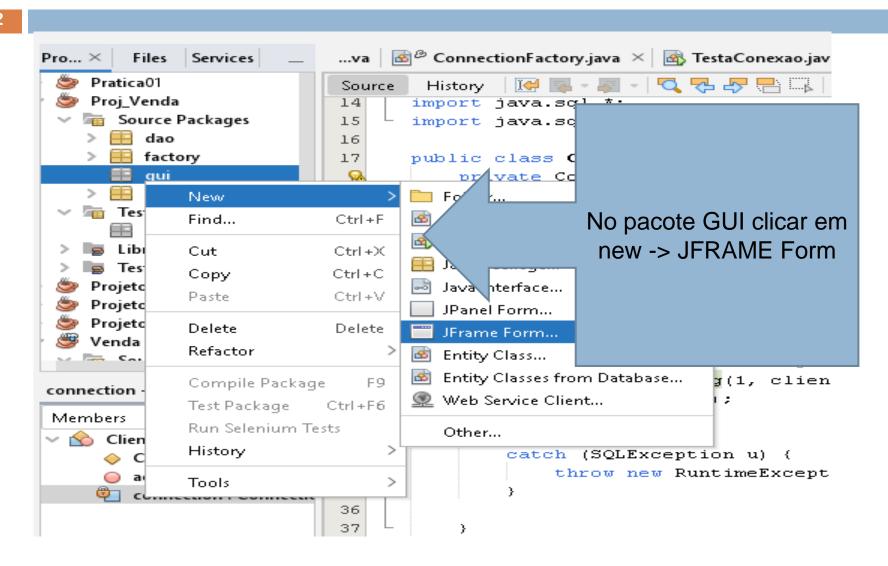


```
Proj_Venda - Apache I
 Source
       Refactor Run Debug Profile Team Tools Window
       <default config>
    🚳 ConnectionFactory.java × 🐧 TestaConexao.java × 🚳 Cliente.java × 🚳
       History 🖟 📮 - 📮 - 🔽 🞝 🖶 🖺 🕌 🔓 😉 💇 🔵 🔲 🕌 📑
Source
      import java.sql.*;
15
      import java.sql.PreparedStatement;
16
17
      public class ClienteDAO {
          private Connection connection;
19
20
          public ClienteDAO(){
21
              this.connection = new ConnectionFactory().getConnection();
22
23
24
          public void adiciona(Cliente cliente) {
25
              String sql = "INSERT INTO cliente(cli nome) VALUES(?)";
26
              try {
                  PreparedStatement stmt = connection.prepareStatement(sql);
28
                 // String id aux=Integer.toString(cliente.getId());
29
                  stmt.setString(1, cliente.getNome());
30
                  stmt.execute();
31
                  stmt.close();
32
33
              catch (SQLException u) {
34
                  throw new RuntimeException(u);
35
37
38
```

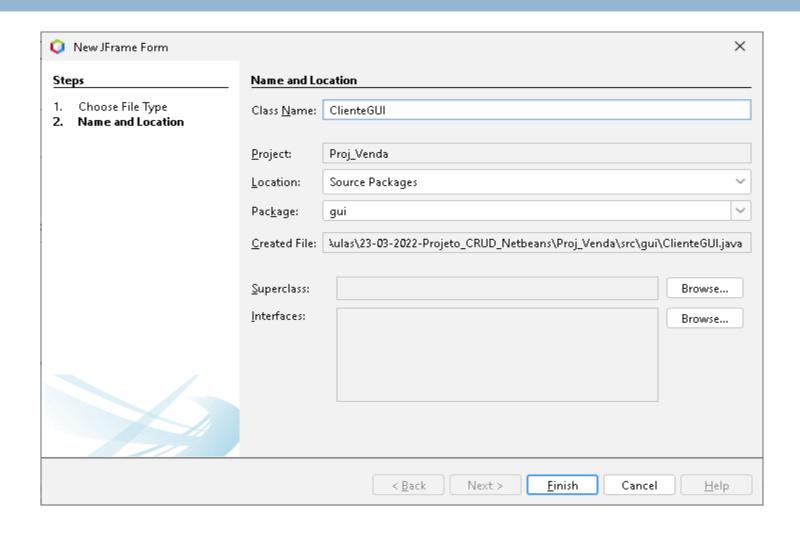
GUI (Graphical User Interface ou Interface Gráfica de Usuário)

- A aplicação back-end está finalizada.
- Vamos fazer o front-end, isto é, a interface de usuário -GUI, ou seja, a classe que será responsável pela interação com o usuário.

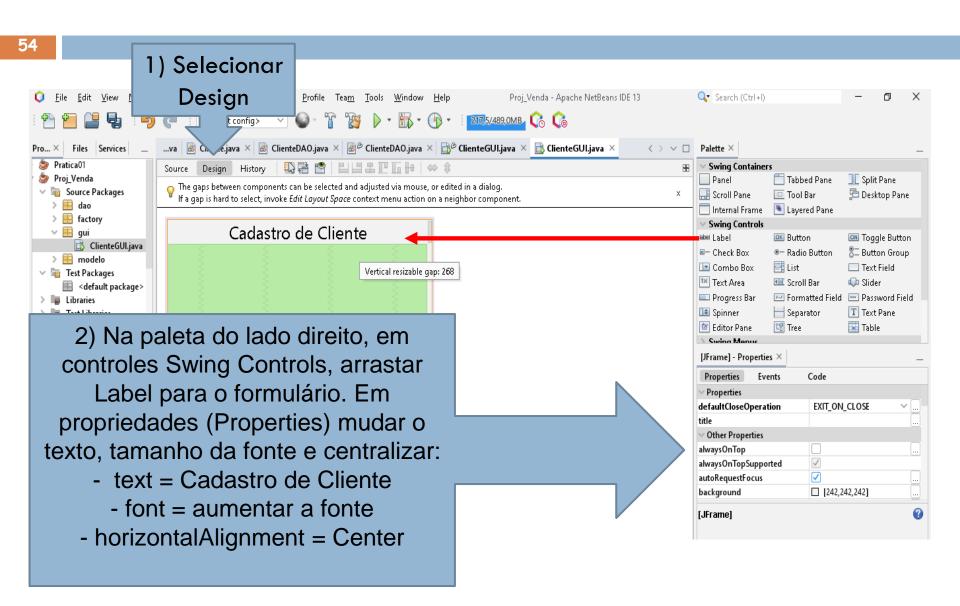
Classe ClienteGUI



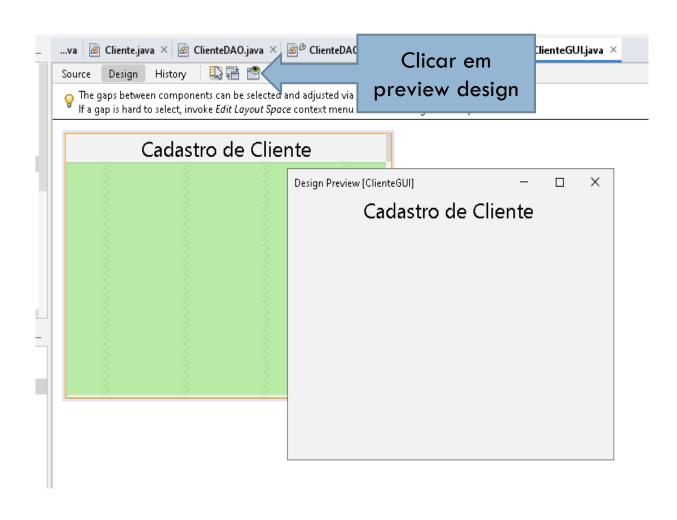
Classe ClienteGUI



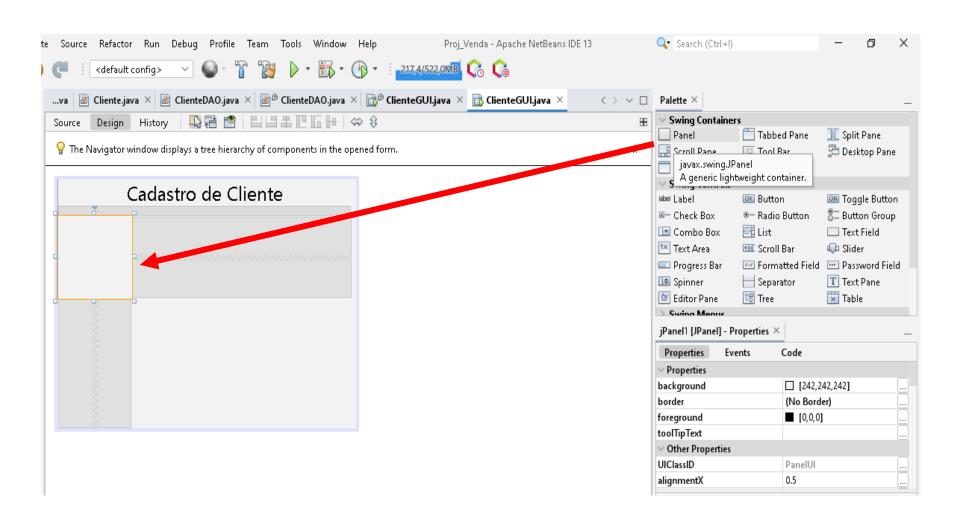
Inserindo Label



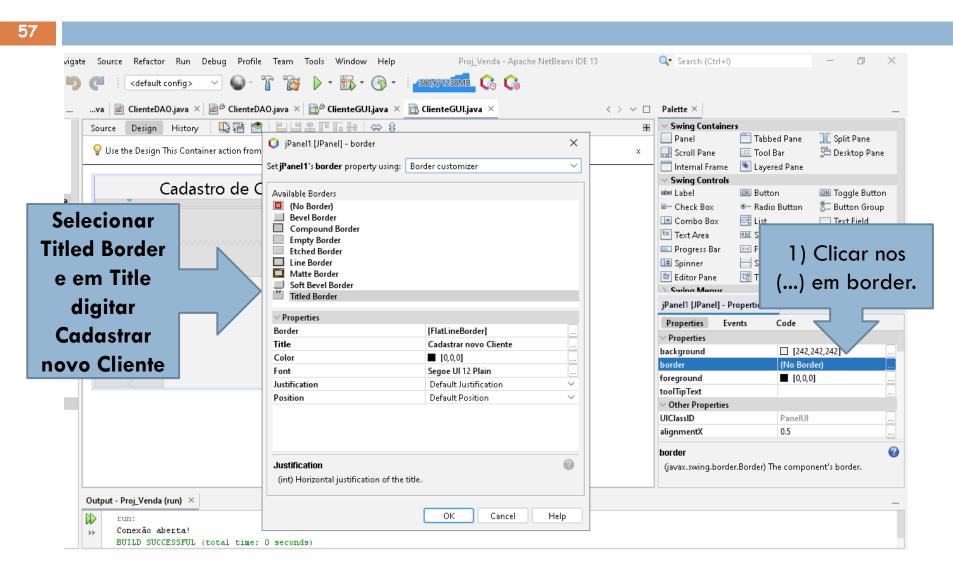
Visualizando o Design

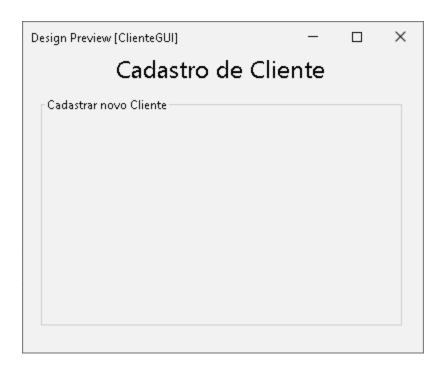


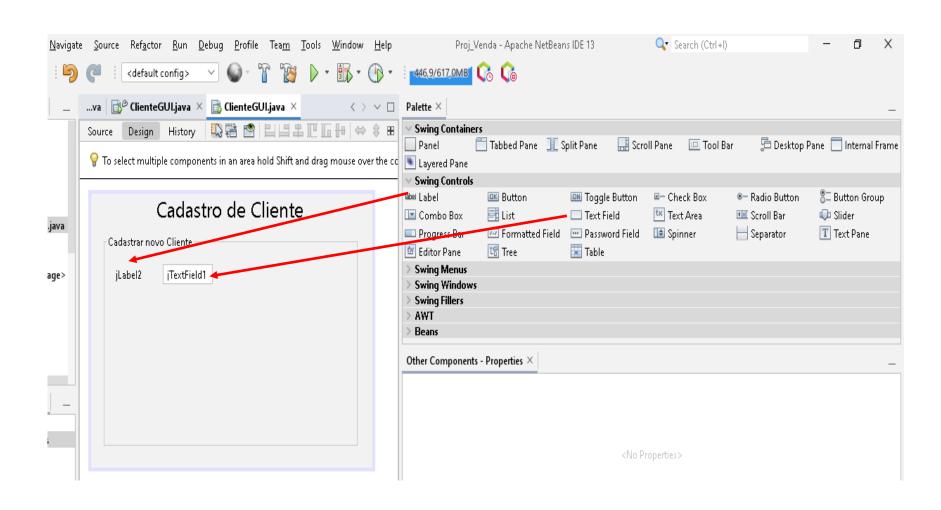
Inserindo Panel

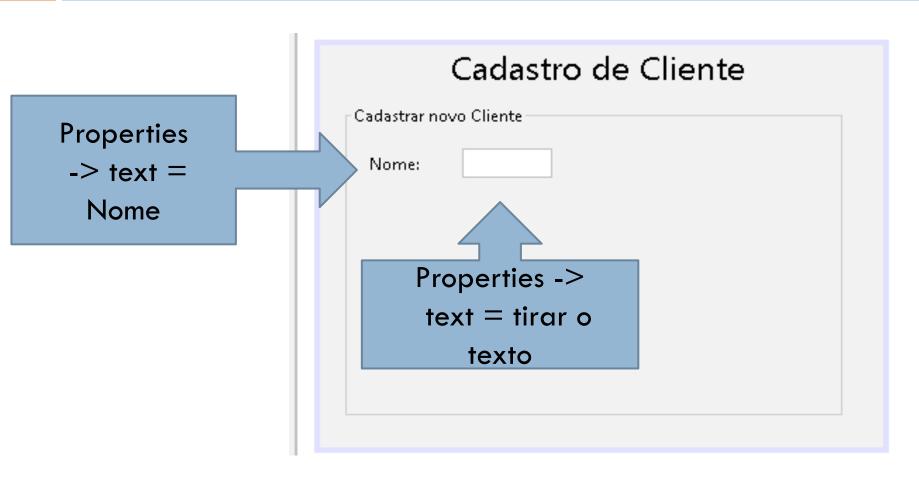


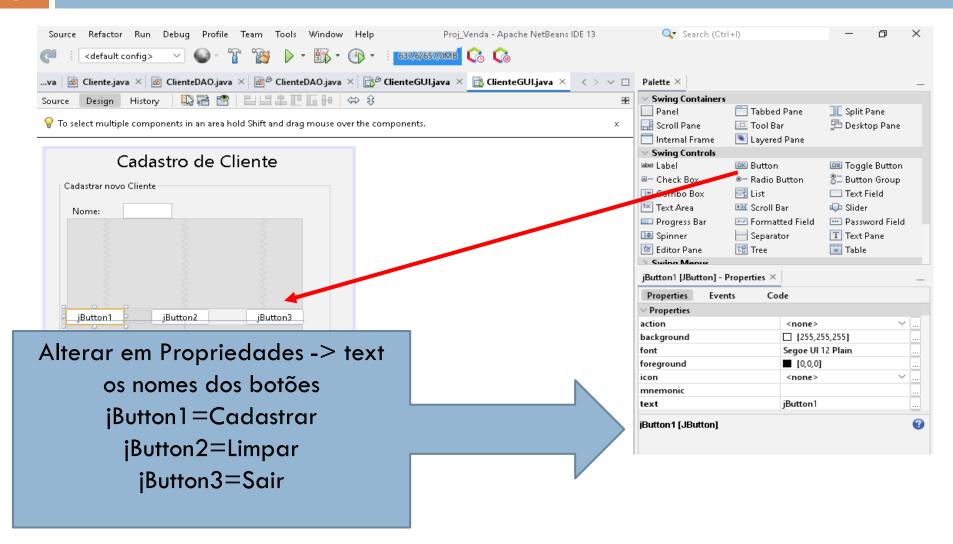
Alterando Propriedades do Panel



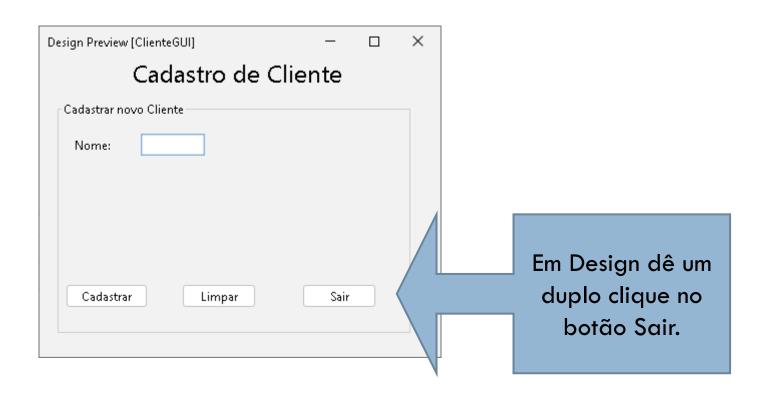




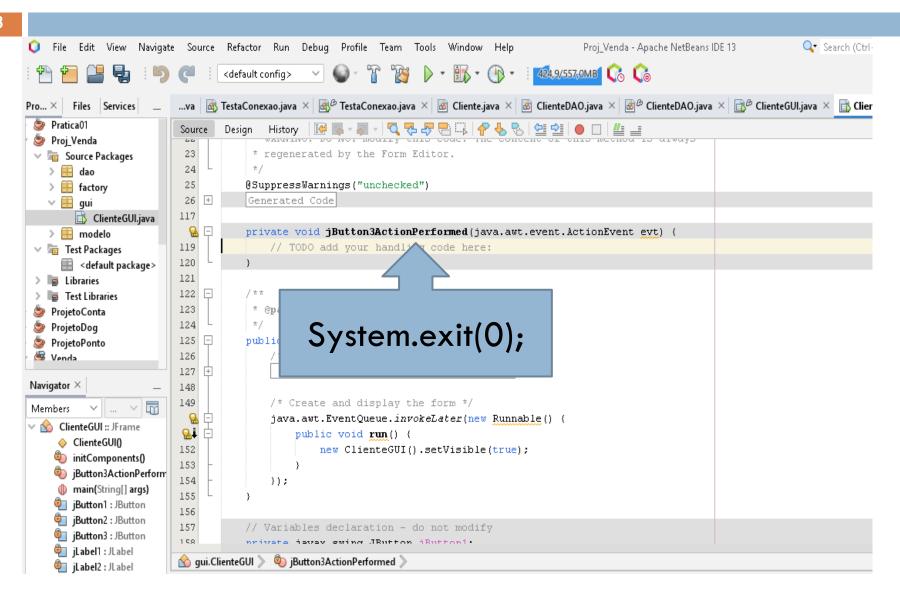




Cadastro de Cliente – Evento Sair



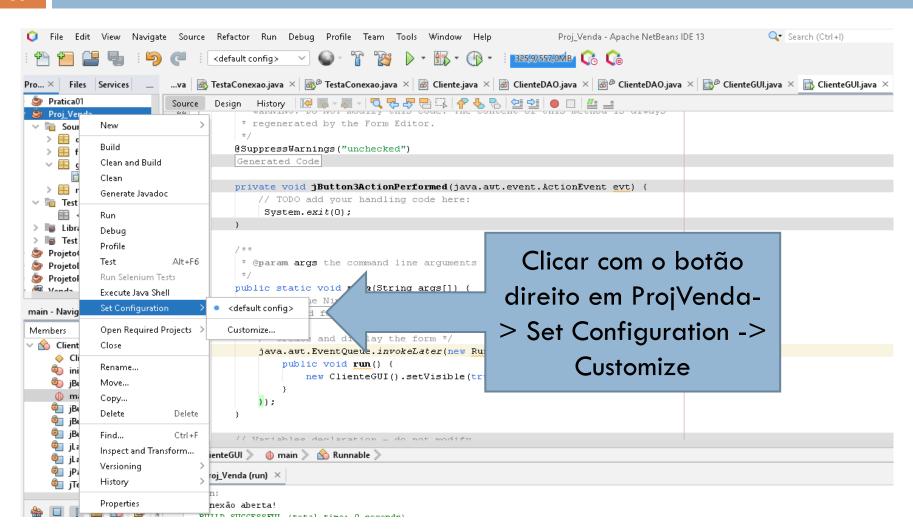
Evento Sair



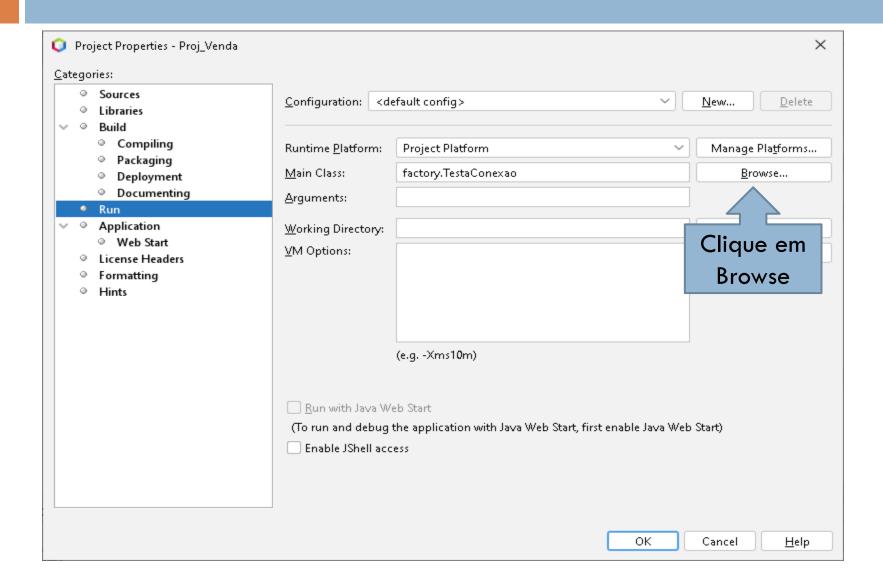
Evento Sair

```
private void jButton3ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    System.exit(0);
}
```

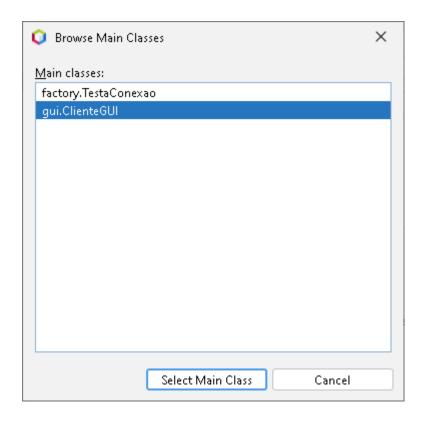
Alterando a Classe Main



Alterando a Classe Main

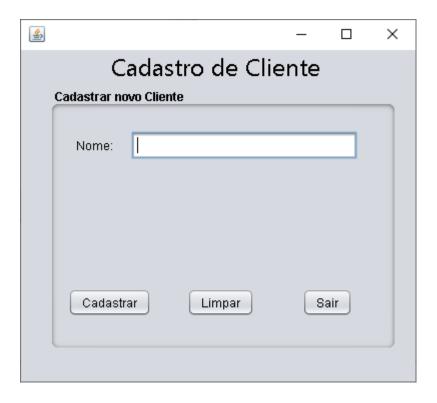


Alterando a Classe Main



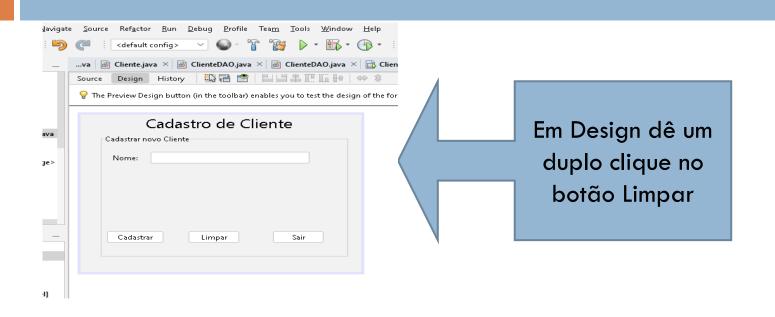
Selecione gui.ClienteGUI e clique no botão Select Main Class

Executando



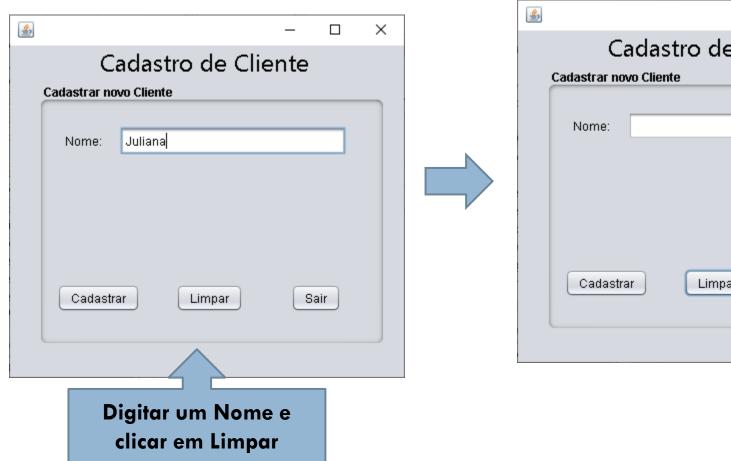


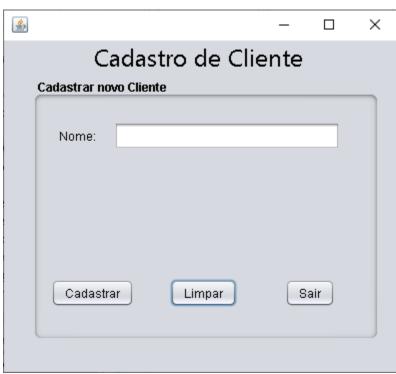
Evento Limpar



```
private void jButton2ActionPerformed(java.awt.event.ActionEvent evt) {
    // TODO add your handling code here:
    jTextField1.setText("");
}
```

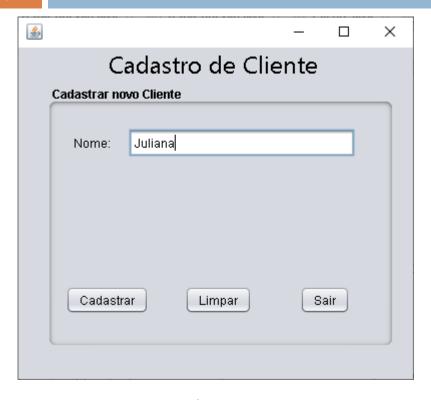
Executando

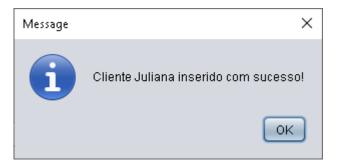


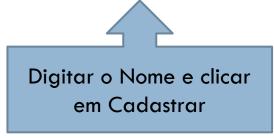


Evento Cadastrar

```
private void jButton1ActionPerformed(java.awt.event.ActionEvent evt) {
   // TODO add your handling code here:
  Cliente cliente = new Cliente();
       cliente.setNome(jTextField1.getText());
  // fazendo a validação dos dados
  if ((jTextField1.getText().isEmpty())) {
         JOptionPane.showMessageDialog(null, "O campo não podem retornar vazio");
   else {
     // instanciando a classe ClienteDAO do pacote dao e criando seu objeto dao
     ClienteDAO dao = new ClienteDAO();
     dao.adiciona(cliente);
     JOptionPane.showMessageDialog(null, "Cliente "+jTextField1.getText()+" inserido com sucesso! ");
  // apaga os dados preenchidos nos campos de texto
  jTextField1.setText("");
```







Visualizando no Banco de Dados

