

JAVA DOCUMENTATION

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Section: four

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Project's Number: 18

Project's NAME:"Pizza Cafe"

- technologies that i used

IDE : IntelliJ IDEA

GUI : JAVAFX , SCENE BUILDER

LANGUAGE : JAVA

- libraries

1- javafx.application.Application

2-javafx.fxml.FXMLLoader

3-javafx.scene.Scene

4-javafx.scene.layout.Anchorpane

5-javafx.stage.Stage

6-javafx.scene.Control

- the form of the project

the project have two classes the main class which have the main method and the start method than we have the Control class which have the rest of the project .

than we have the sample.FXML file and this file is the GUI file .

- The functions of the program

costOfTopping	Calulate the cost of Topping and return it
costOfPizza	Calculate the cost of pizza and put the cost in the rate text
numOfPizza	Calculate the number of pizza that have been ordered
totalCost	Calculate the total cost and put it in amountTxt
clickCalculateBut	If the button clicked calculate the total cost,number of pizza ,cost of pizza and cost of topping and check if the quntity is a postive number
clickClearBut	Clear the all form

- problems and how I solved it

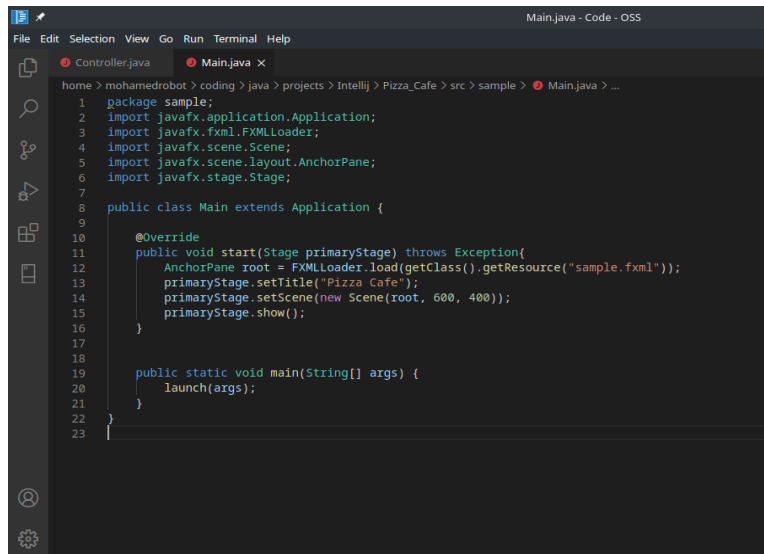
1-make the user not allowed to put input in the rateTextfield , costOfToppingTextfield and amount textfield

I solve it by make the editable property false in the fxml file

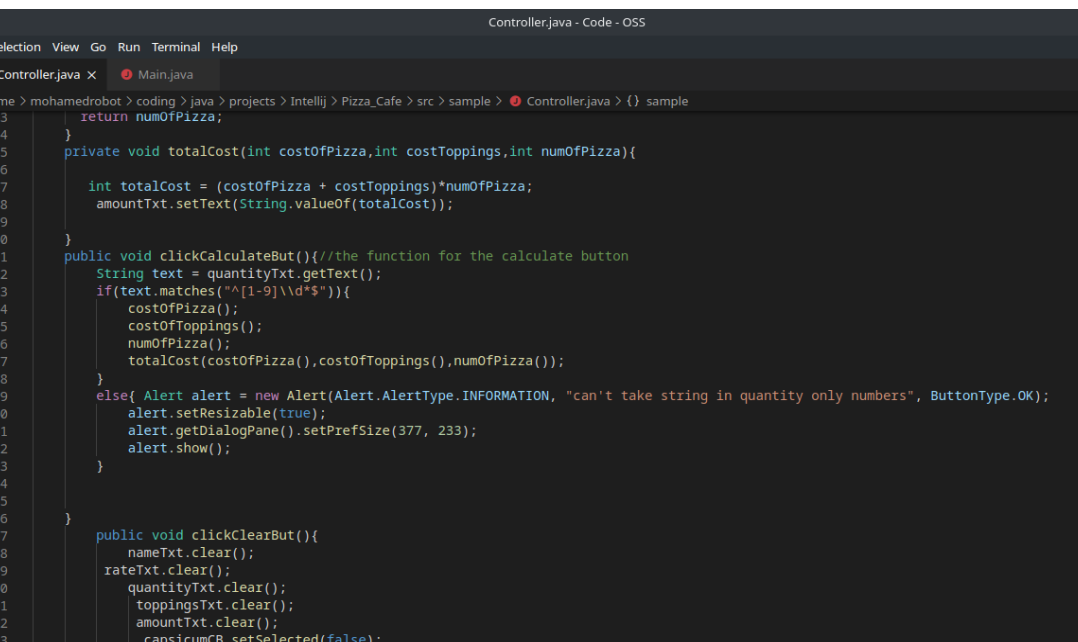
2- make the user not allowed to put string or negative numbers in the quantity

I solve it by using if statement in the calculate button that check by regex and it a library

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```
1 package sample;
2 import javafx.application.Application;
3 import javafx.fxml.FXMLLoader;
4 import javafx.scene.Scene;
5 import javafx.scene.layout.AnchorPane;
6 import javafx.stage.Stage;
7
8 public class Main extends Application {
9
10     @Override
11     public void start(Stage primaryStage) throws Exception{
12         AnchorPane root = FXMLLoader.load(getClass().getResource("sample.fxml"));
13         primaryStage.setTitle("Pizza Cafe");
14         primaryStage.setScene(new Scene(root, 600, 400));
15         primaryStage.show();
16     }
17
18     public static void main(String[] args) {
19         launch(args);
20     }
21 }
22
23
```



```
43 return numOfPizza;
44 }
45 private void totalCost(int costOfPizza,int costToppings,int numOfPizza){
46
47     int totalCost = (costOfPizza + costToppings)*numOfPizza;
48     amountTxt.setText(String.valueOf(totalCost));
49 }
50
51 public void clickCalculateBut(){//the function for the calculate button
52     String text = quantityTxt.getText();
53     if(text.matches("^^[1-9]\\d*$")){
54         costOfPizza();
55         costOfToppings();
56         numOfPizza();
57         totalCost(costOfPizza(),costOfToppings(),numOfPizza());
58     }
59     else{ Alert alert = new Alert(Alert.AlertType.INFORMATION, "can't take string in quantity only numbers", ButtonType.OK);
60         alert.setResizable(true);
61         alert.getDialogPane().setPrefSize(377, 233);
62         alert.show();
63     }
64 }
65
66 }
67 public void clickClearBut(){
68     nameTxt.clear();
69     rateTxt.clear();
70     quantityTxt.clear();
71     toppingsTxt.clear();
72     amountTxt.clear();
73     capsicumCB.setSelected(false);

```

PIZZA CAFE

Customer Name

mohamed

Pizza rate

60

Quantity

sda

Cost of Toppings

20

Amount

400

pepperoni

CALCULATE

CLEAR

Message

can't take string in quantity only numbers

OK

PIZZA CAFE

Customer Name

mohamed

Pizza rate

60

Quantity

5

Cost of Toppings

20

Amount

400

select pizza type

Regular

Pan

Select Toppings

☒ cheese

☒ capsicum

☐ pepperoni

CALCULATE

CLEAR