Lab05 Report

1. Swing components.

1.1. AWT Accumulator.

- 2. Create a graphical user interface for AIMS with Swing.
 - 2.1. View Store Screen.
 - 2.1.1. StoreScreen class.

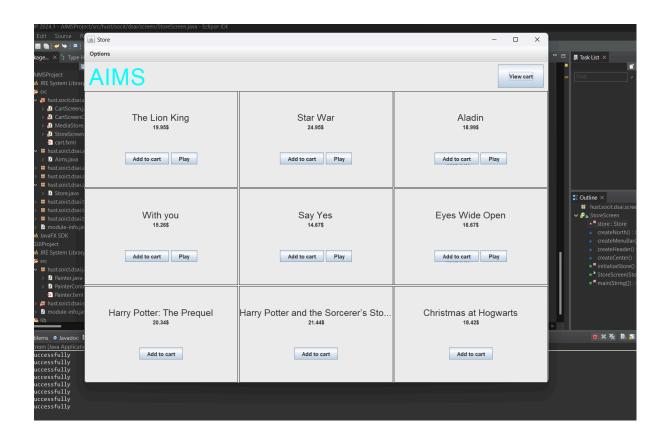
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2.1.2. MediaStore class.

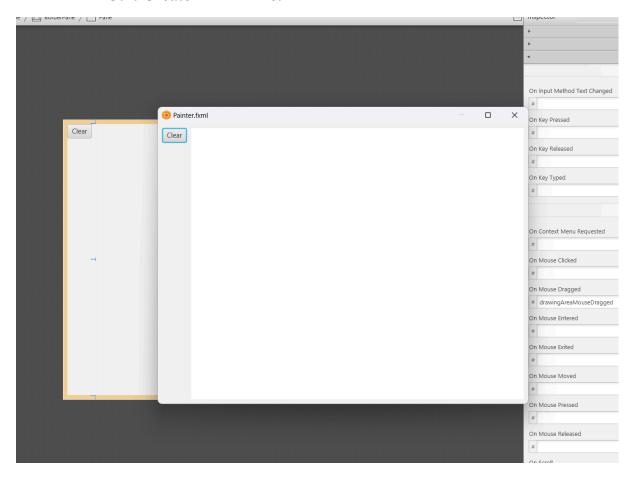
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2.1.3. Store screen.



3. JavaFX API.

3.1. Create FXML file.



3.2. Create the controller class.

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                            ☑ PainterController.java × № Painter.fxml
☑ HelloWorld.java
                Painter.java
 1 package hust.soict.dsai.javafx;
 20 import javafx.event.ActionEvent;
          @FXML
          private VBox drawingAreaPane;
140
           void clearButtonPressed(ActionEvent event) {
              drawingAreaPane.getChildren().clear();
          @FXML
 19e
           void drawingAreaMouseDrag(MouseEvent event) {
              drawingAreaPane.getChildren().add(newCircle);
```

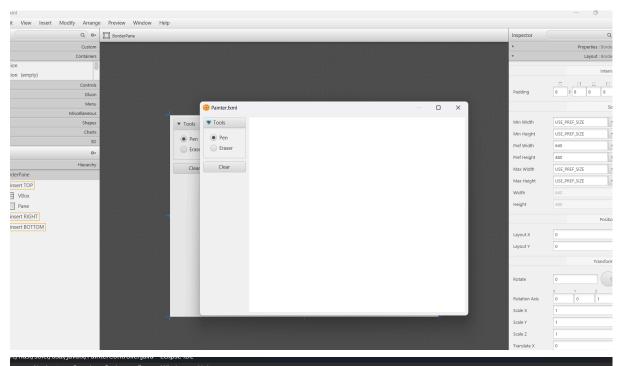
3.3. Create the application.

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☐ ☐ HelloWorld.java

☑ Painter.java × ☑ PainterController.java

                                                       Painter.fxml
package hust.soict.dsai.javafx;
     30 import javafx.application.Application;
           @Override
              Parent root = FXMLLoader.load(getClass()
                       .getResource("/hust/soict/dsai/javafx/Painter.fxml"));
               Scene scene = new Scene(root);
               stage.setTitle("Painter");
               stage.setScene(scene);
               stage.show();
    210
           public static void main(String[] args) {
               launch(args);
```

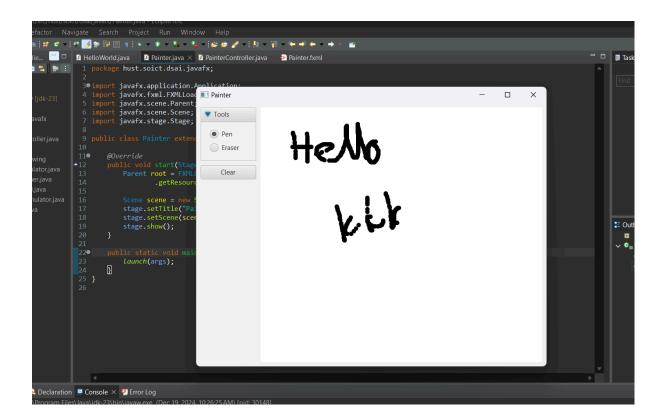
3.4. Practice ex.



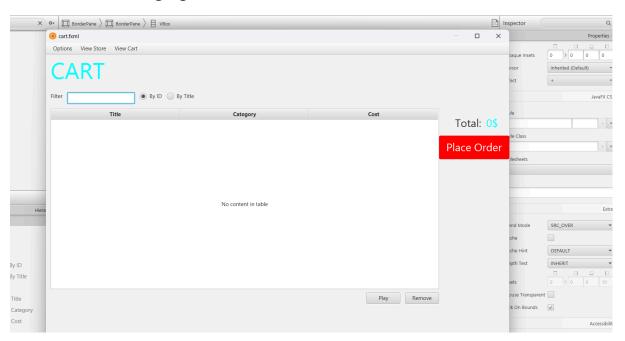
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### Painterform

### Painter
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4. Setting up the View Cart Screen with ScreenBuilder.



5. Integrating JavaFX into Swing application – The **JFXPanel** class.

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6. View the items in cart – JavaFX's data-driven UI.

7. Updating buttons based on selected item in **TableView** – **ChangeListener**.

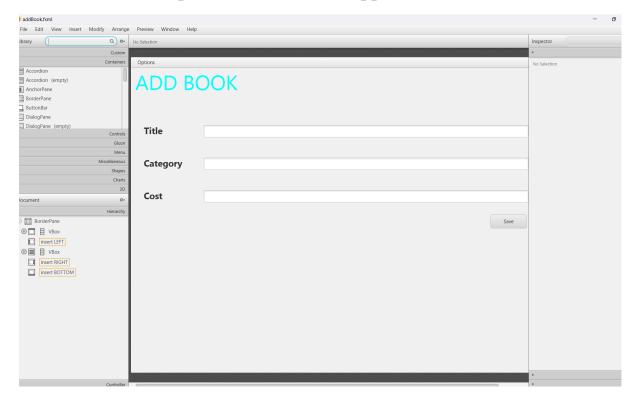
8. Deleting a Media.

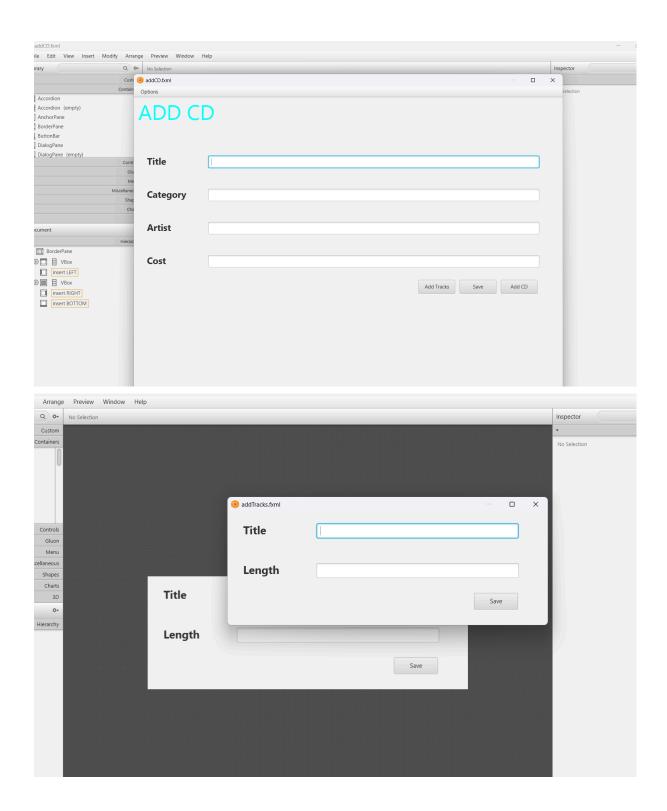
```
@FXML
void btnRemovePressed(ActionEvent event) {
    Media media = tblMedia.getSelectionModel().getSelectedItem();
    cart.removeMedia(media);
}
```

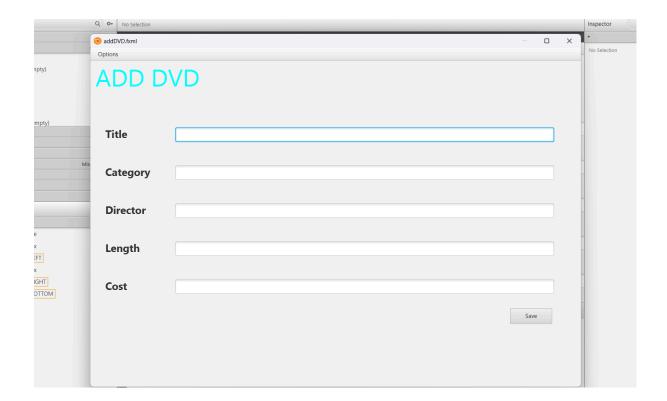
9. Filter items in cart – **FilteredList**.

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10. Complete the Aims GUI application.

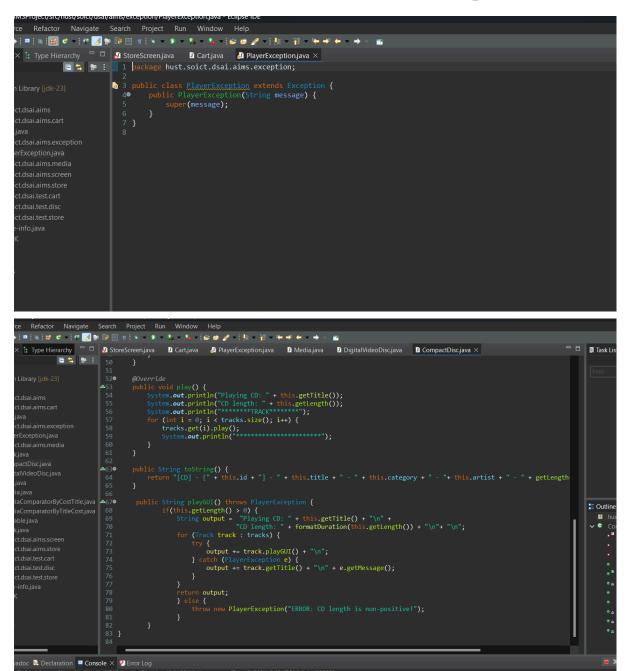






11. Check all the previous source codes to catch/handle/delegate runtime exceptions.

12. Create a class which inherits from **Exception**.



13. Update Aims class diagram.

