

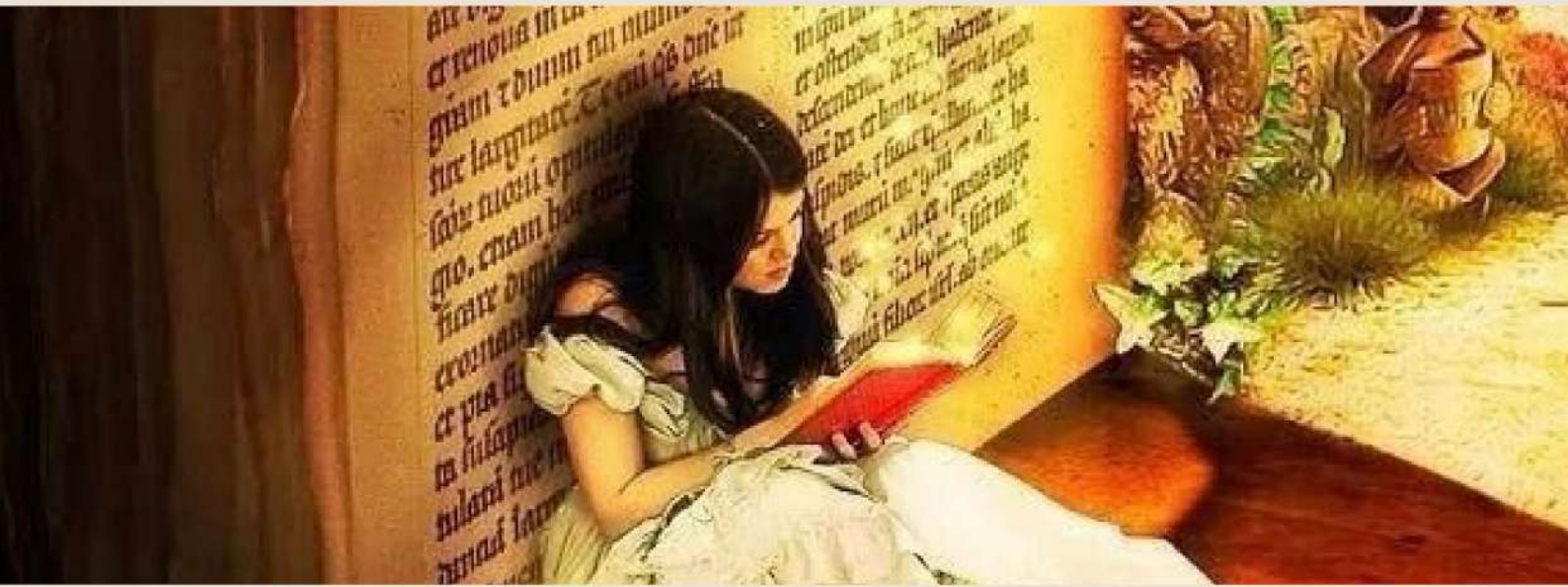
# Advanced Programming Project Report



Prepared for :  
Fun and Learning

—  
Hope You Enjoy ♥

20  
22



# Meei Our Team

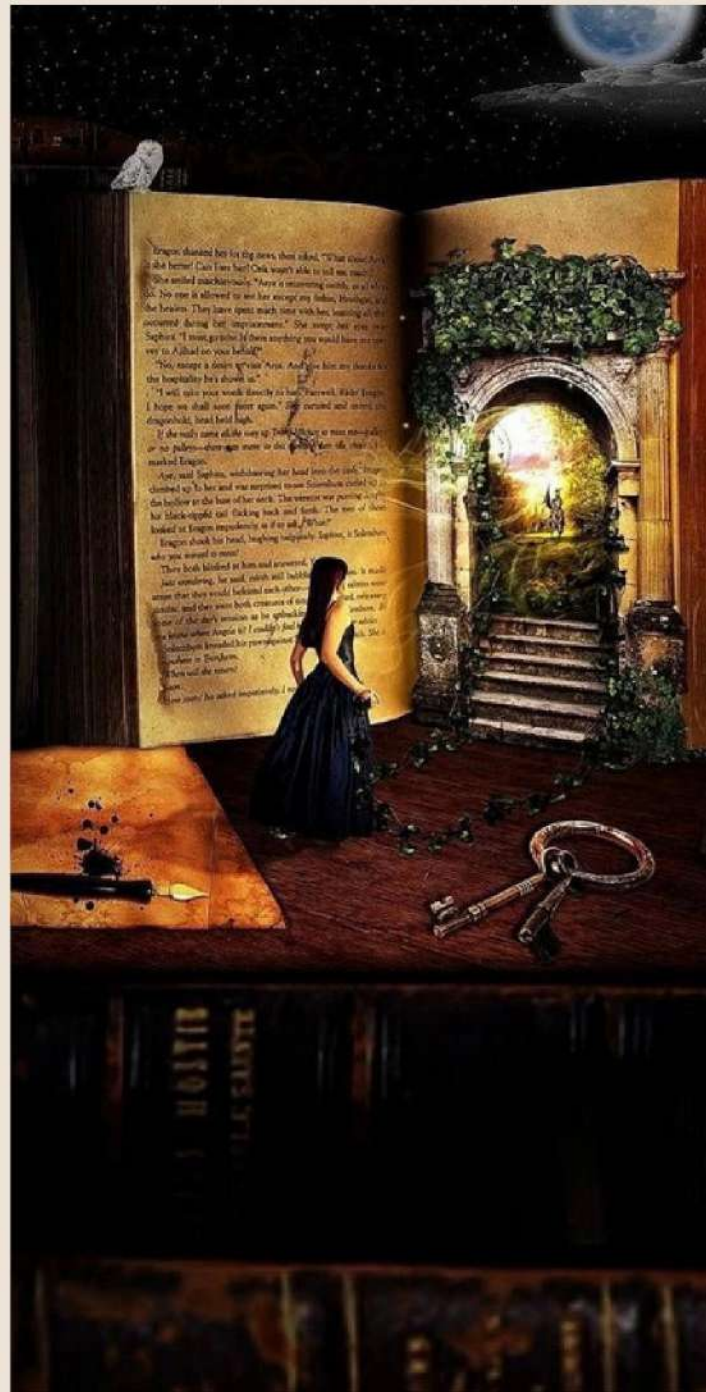
Revan Mohammed Alqahmi	441001223
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Lama Faisal Alsadi	441008542
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# What is our idea?

The program is a collection of fictional stories in an e-book that provides the feature of reading and listening to stories, and the program consists of several interesting interfaces supported by entertaining pictures, targeting three categories: children, adolescents, and adults, and the user benefits from learning and enjoying at the same time so that it develops imagination and ideas

Smooth, beautiful, not boring







## Project Functionalities

in this program we dealt with most of the concepts mentioned in this course  
the program " magic Book" was made of different panes and UI Controls and dealt with database and with events.



The magic book was divided into different scenes:

- 0-home page
- 1- sign in scene
- 2- sign up scene
- 3- age Categories
- 4- children stories
- 5-teenagers stories
- 6- adult stories
- 7- different stories under each section
- 8- the begin scene for each story
- 9- scene for the rate



## Home page

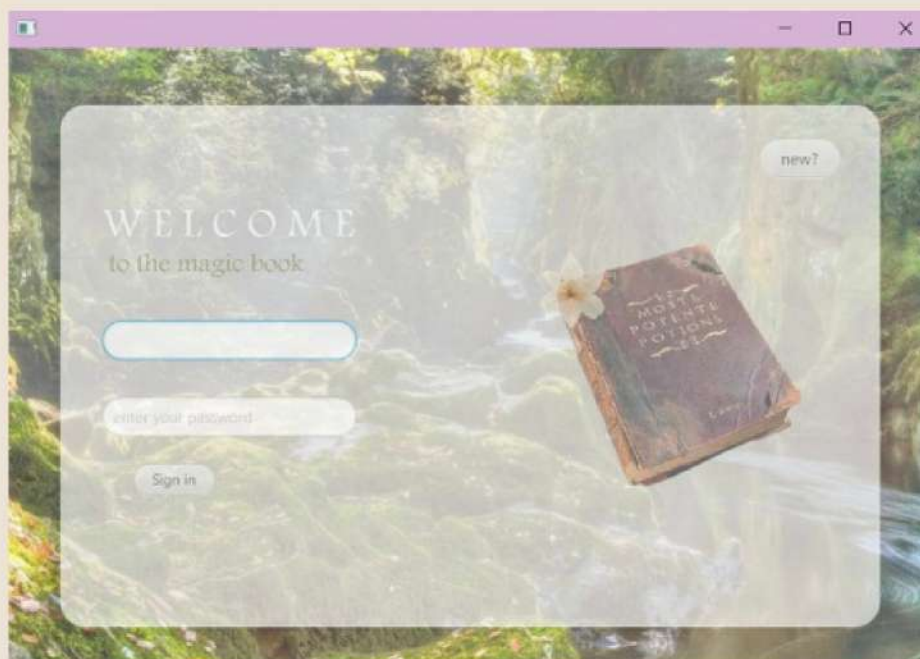
This page is the simplest page we have and is the start page. On this page we used a button to start using the program that takes us to the login page or register a new account if we do not have an account. We also used the animation on the existing image. When you start the program, the animation will work and the book will move.



## sign in scene

in this scene the main pane was made up by the anchorpane and different nodes assign into this pane like text field for the user name and password field for the password and 2 buttons

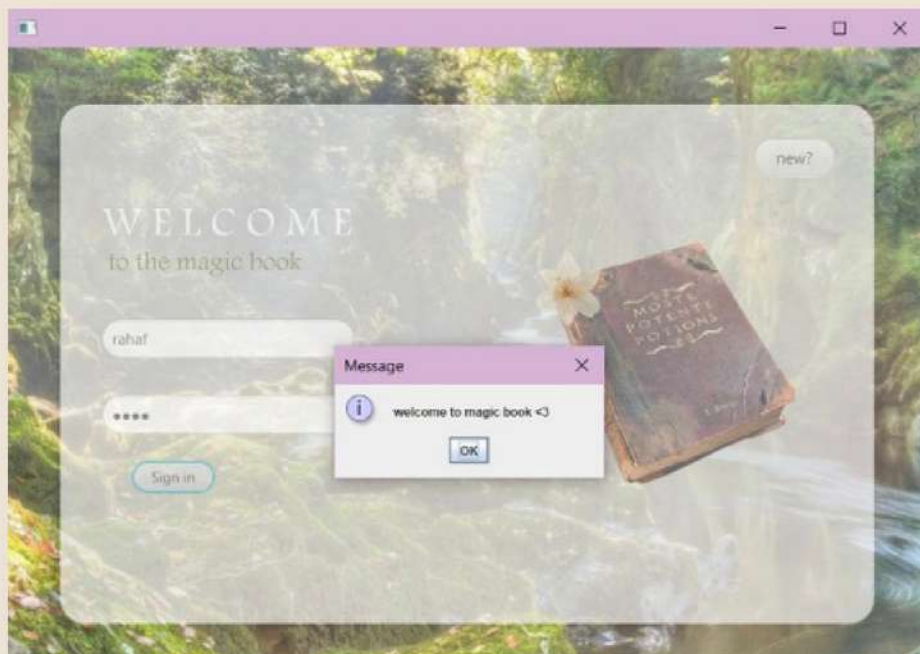
for the sign in and sign up and also an imageView for the book and the flower this page





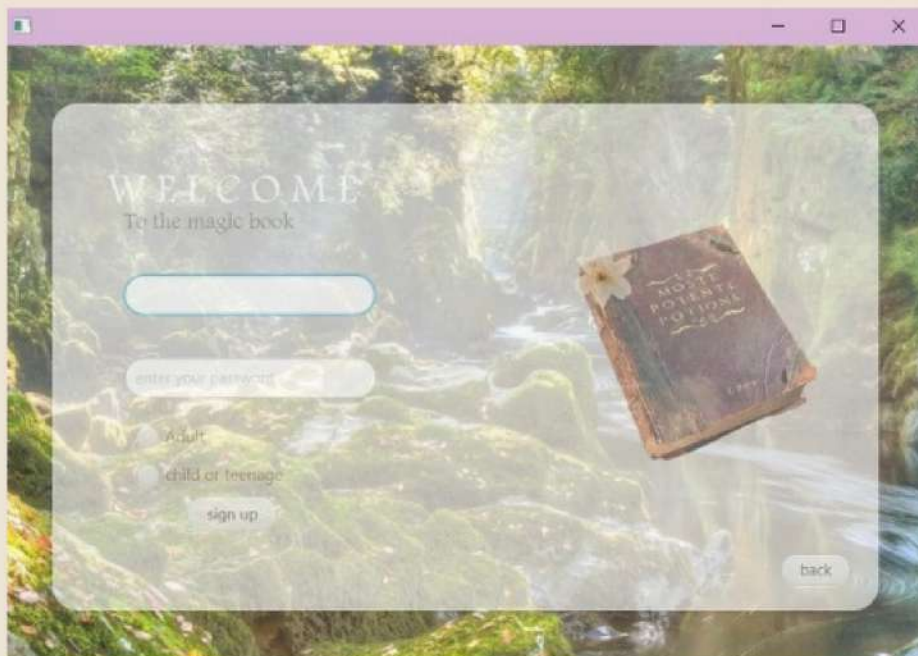
## sign in scene

this Scene also include Actions for moving into the age categories and Action for sign up if the user does not have an account before 2 of these actions was made up by the actionEvent if the user click on the button an action must be happen



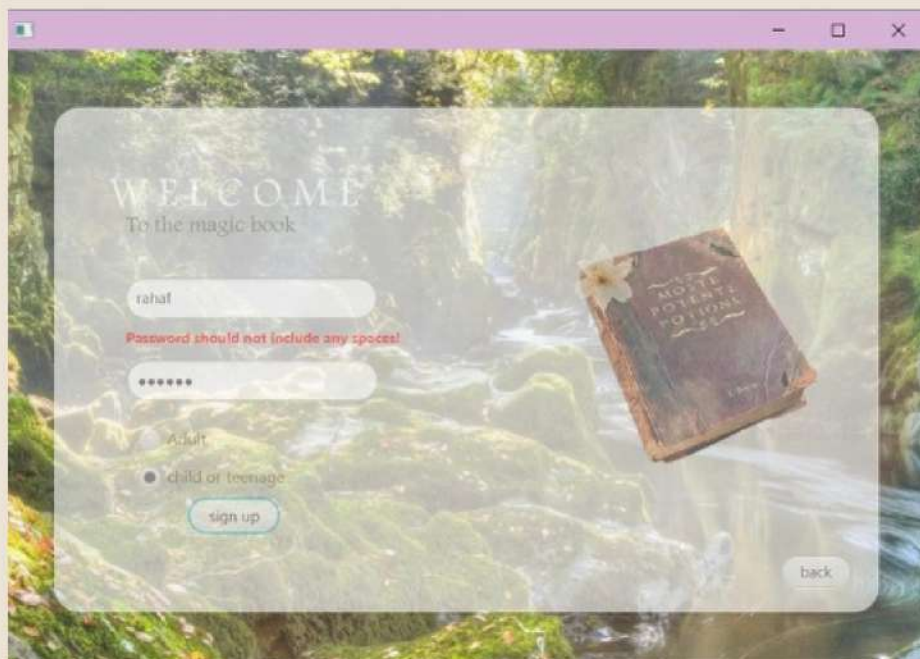
## sign up scene

this Scene is for the users that does not have account yet , the pane for this scene include different nodes like text field for the username and password field for the password and a radio button To complete the registration as Adult or child or teenager also 2 button one for the sign up as new user and other to get back to the sign in scene



## sign up scene

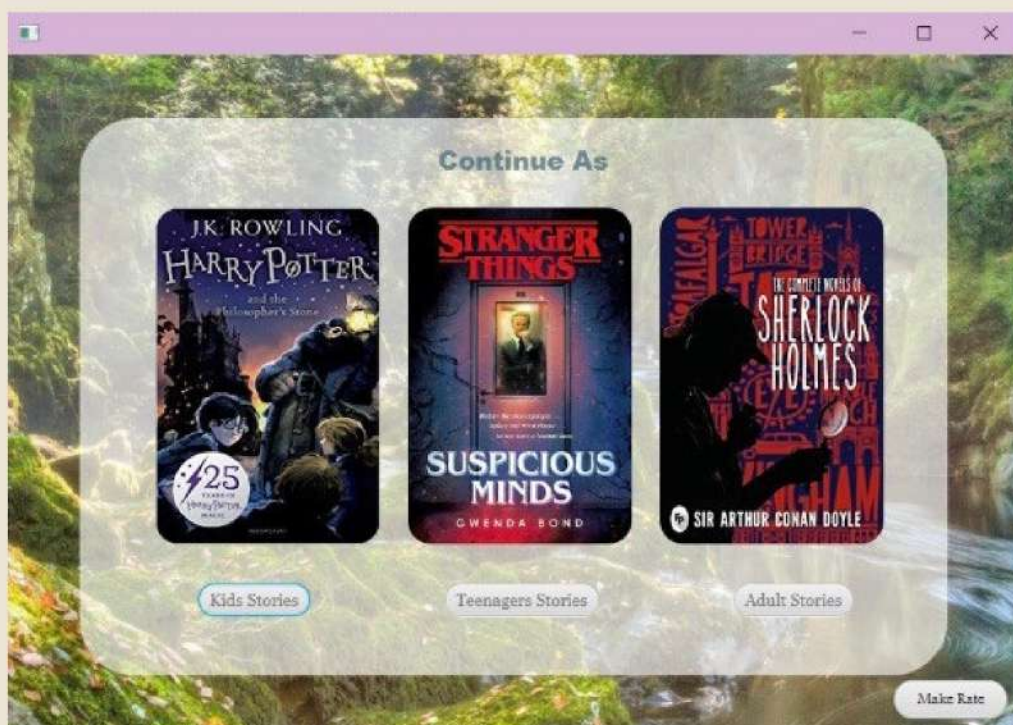
the actions in this scene include sign up as new user and send the user information data to the database in the same table of the users and the other action is to get back the user to the sign in scene so the user can enter its information To continue the magic book





## Age Categories scene

In this scene, we provide the user with classifications of stories according to the age group (children, teenagers, adults). This scene connects us to stories for each age group, when the user chooses any category, he will move to the stories assigned to this category.



## Age Categories scene

In this scene we have many actions.

When you press any button for any classification, you will move to the stories intended for this age group.

Also, when you click on the classification image, you will move to the stories assigned to this age group by using the mouse event.

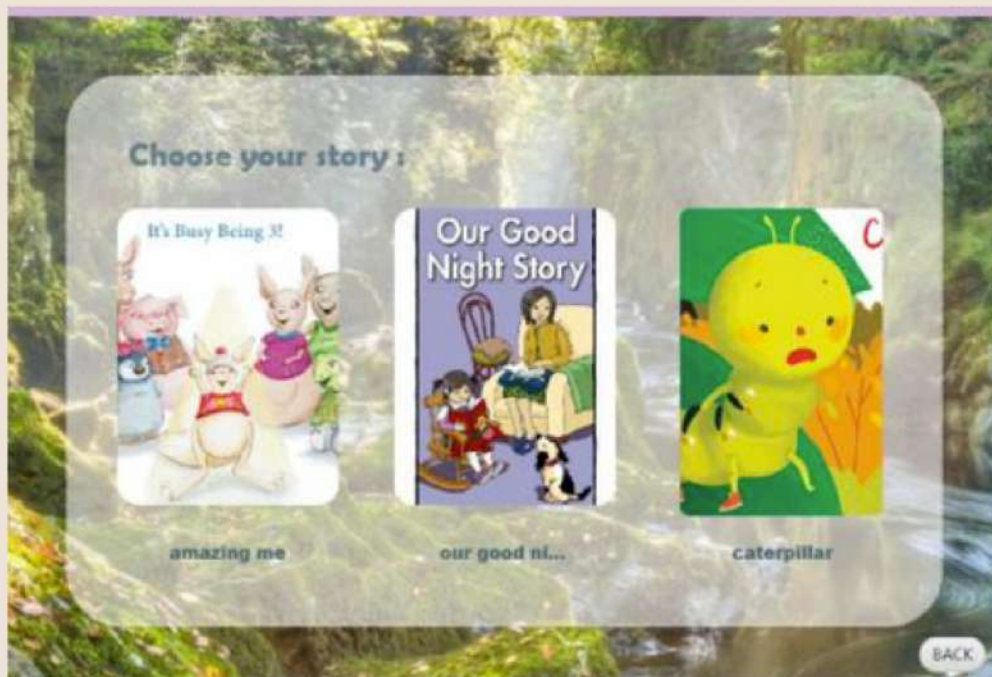
On this page we used two types of pans, Anchor Pan and Horizontal Pan,

and we also used two types of controllers, text and four buttons, three of them for each age category to move to the stories page related to this category,

and the last button to go to the rating and opinions page.

## child stories scene

In this scene, the names and cover of the children's stories that are found in the program and that the user can read and hear are displayed





## child stories scene

There are 3 stories in this section:

- 1- amazing me
- 2-our good night story
- 3-aierpillar

When you click on the name of the story, you will be taken to its scene

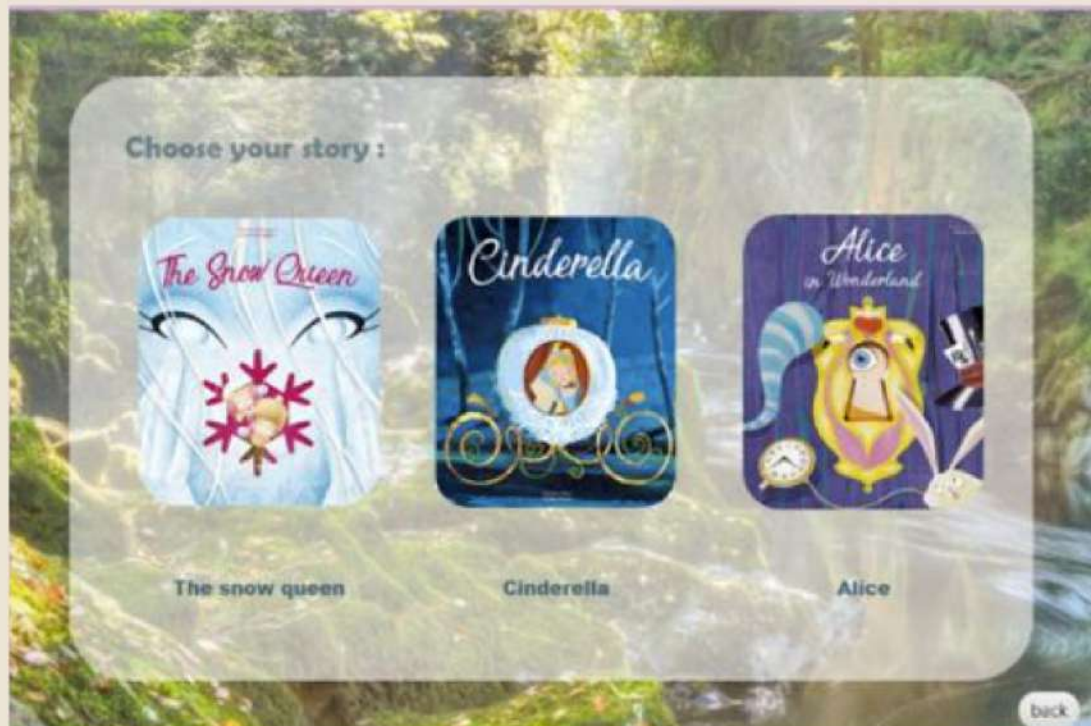
In this scene we used horizontal pane we also used from the consoles: four buttons and a text, the buttons move to the story scene using Action Avenir and There is a back button by pressing it to move back to the scene of dividing stories using Action Avenir

And the text was written in the names of the stories

Four images were added, three of which are magazine covers and a background image for the scene

## teen stories scene

In this scene, the names and cover of the teen stories that are found in the program and that the user can read and hear are displayed



## teen stories scene

There are 3 stories in this section:

1- the snow queen

2-cinderella

3-Alice

When you click on the name of the story, you will be taken to its scene

In this scene we used horizontal pane we also used from the consoles: four buttons and a text, the buttons move to the story scene using Action Avenir and There is a back button by pressing it to move back to the scene of dividing stories using Action Avenir

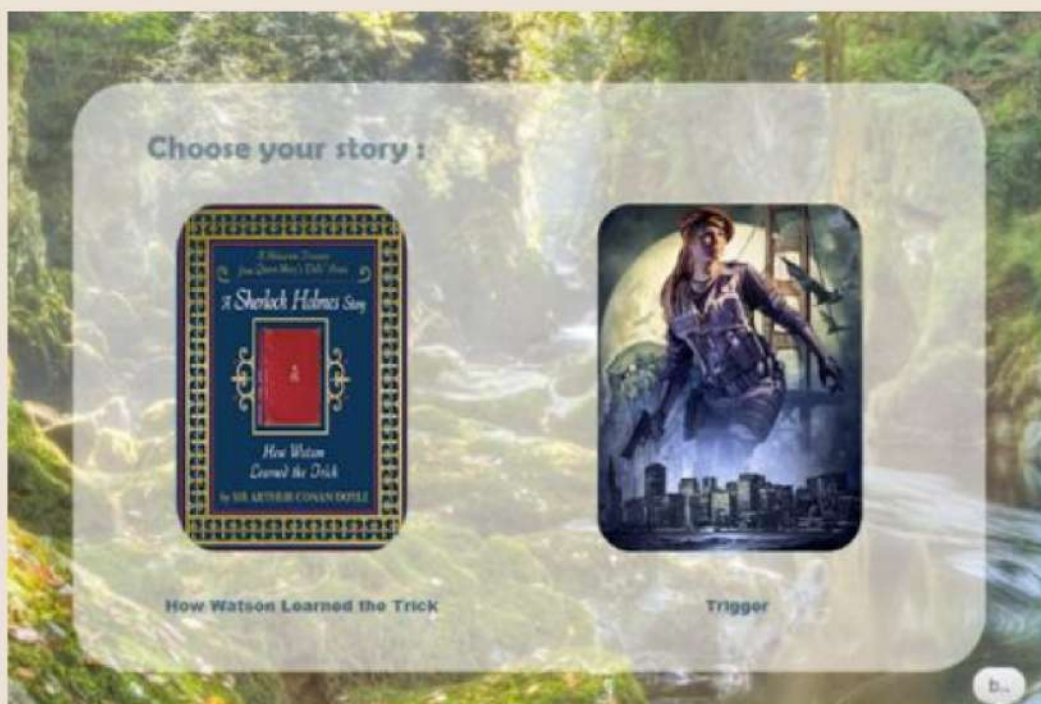
And the text was written in the names of the stories

Four images were added, three of which are magazine covers and a background image for the scene



## Adult stories scene

In this scene, the names and cover of the Adult stories that are found in the program and that the user can read and hear are displayed



## Adult stories scene

There are two stories in this section:

- 1- how waïson learned the trick
- 2-trigger

When you click on the name of the story, you will be taken to its scene

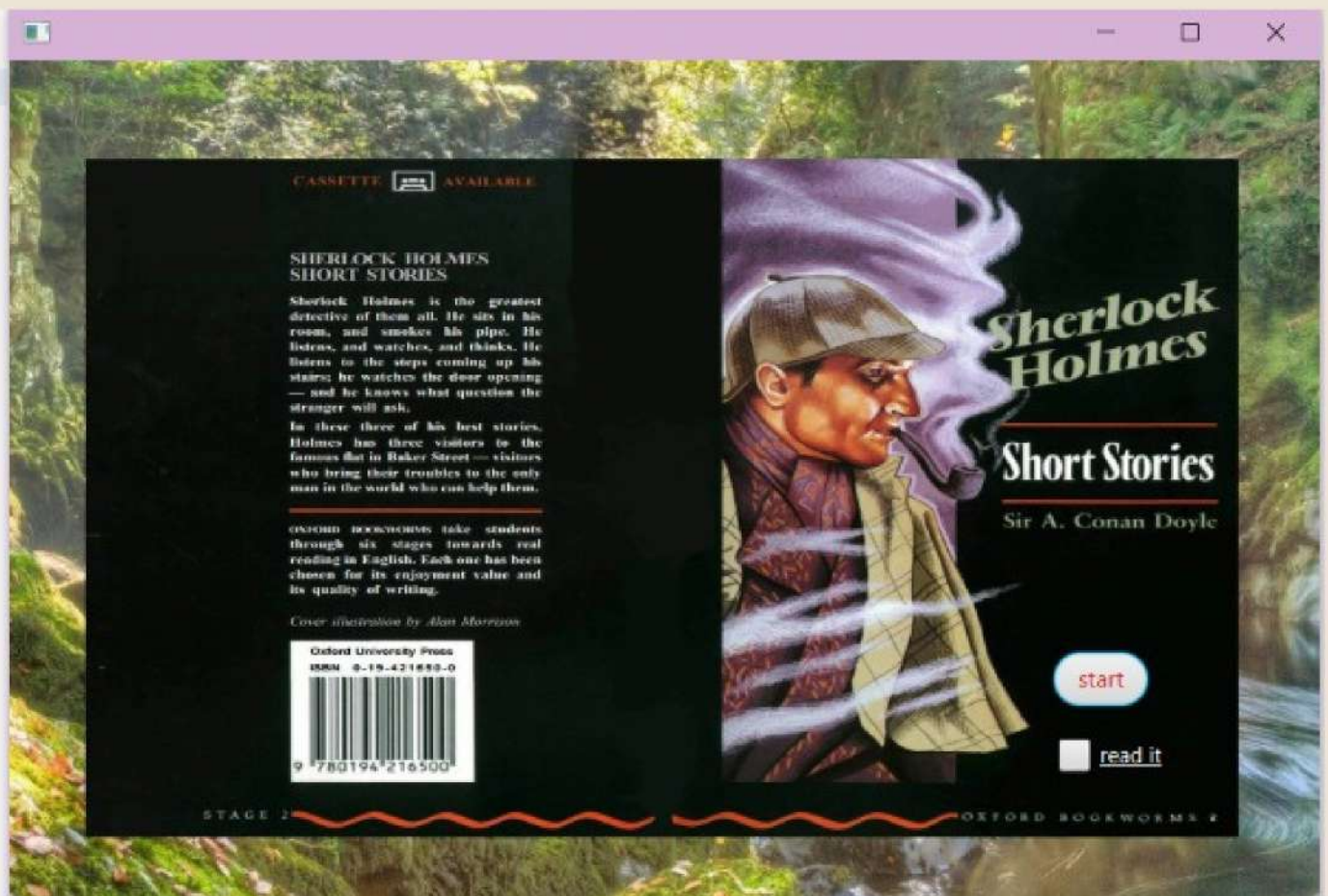
In this scene we used horizontal pane we also used from the consoles: three buttons and a text, the buttons move to the story scene using Action Avenir and There is a back button by pressing it to move back to the scene of dividing stories using Action Avenir

And the text was written in the names of the stories three images were added, two of which are magazine covers and a background image for the scene

## the begin of the stories scene

in the story scene, you can begin the story and take to stories scene by choosing the start button.

if you already read the story you can click the right read it check box.

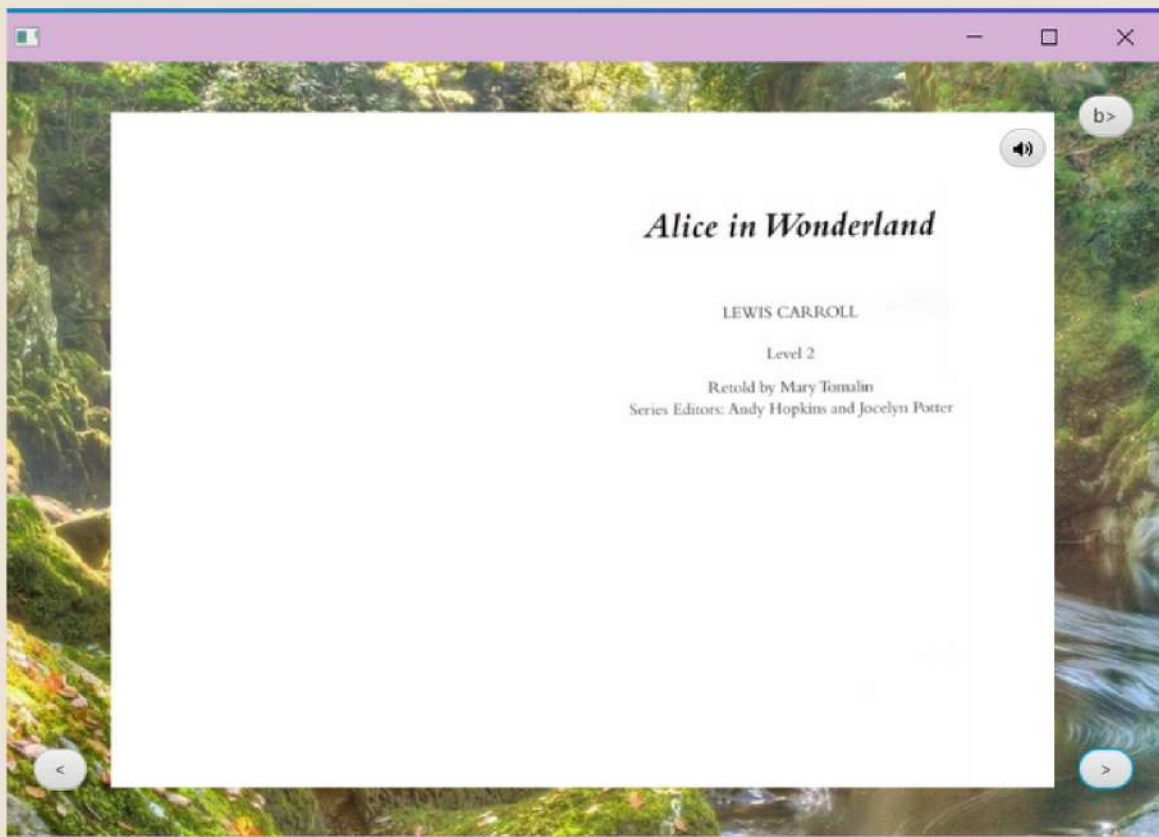




## stories scene

in the story scene you can flip the pages with right and left button or with keyboard left and right.  
you can also play the story audio with the audio button there.

if you read the story you can press the button back and get to any another story.



## stories scene

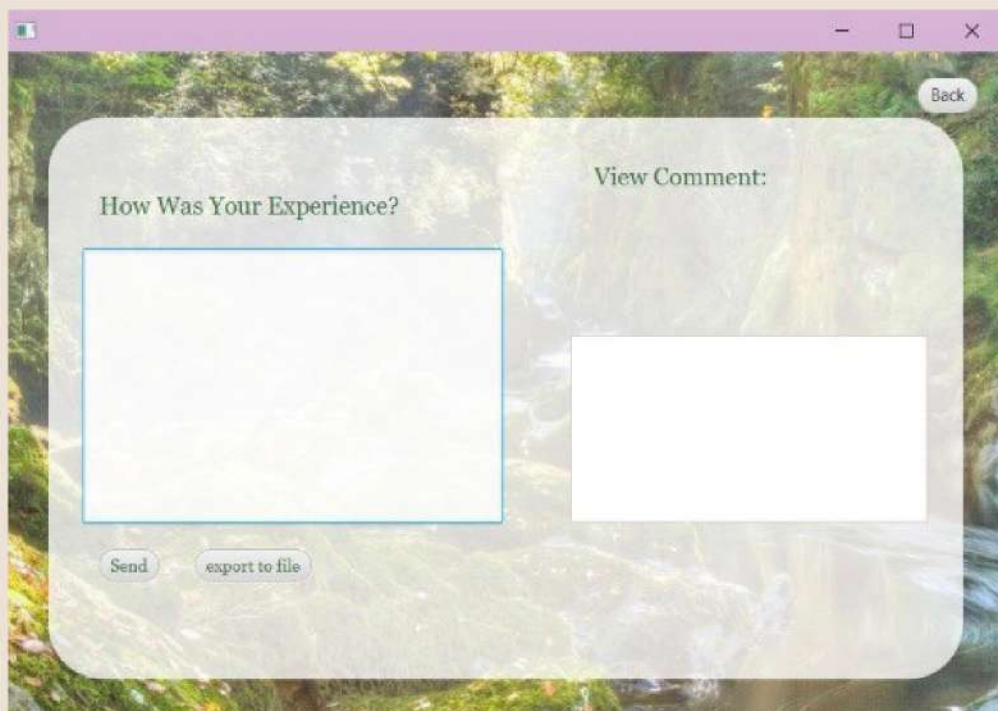


## scene for the rate

in this scene we give the users the ability to write their opinion, suggestions or anything they want. There is also a list to display comments.

Anything that the user writes in the text area will be stored in a table in the database.

An alert message will appear to the user if he presses the send button without writing a comment. Any comment made by the user will be stored in a file so that we can view it at any time.







## scene for the rate

Back

How Was Your Experience?

Add Your Comment Here ...

View Comment:

Send export to file

Enter the comment

Back

How Was Your Experience?

great

View Comment:

great

i love it  
great

Send export to file

## scene for the rate

Actions in this scene are five, the first when you press the back button will return to the previous page.

Secondly, if the user presses the send button and does not write any comment, an alert message will appear.

Third, when you press the send button, the user comment written in the text area will be stored in the database.

Fourth, when the user presses the export to file button, the comment will be stored in a file.

Fifthly, when the user presses the send button, the comment will also be stored in the List View.

On this page we used Anchor Bar with many controllers, including: labels to clarify what the user is required to enter, text area for the user to write any comment, List View to clarify a list of all comments, three buttons, send button and export to file button and back button.

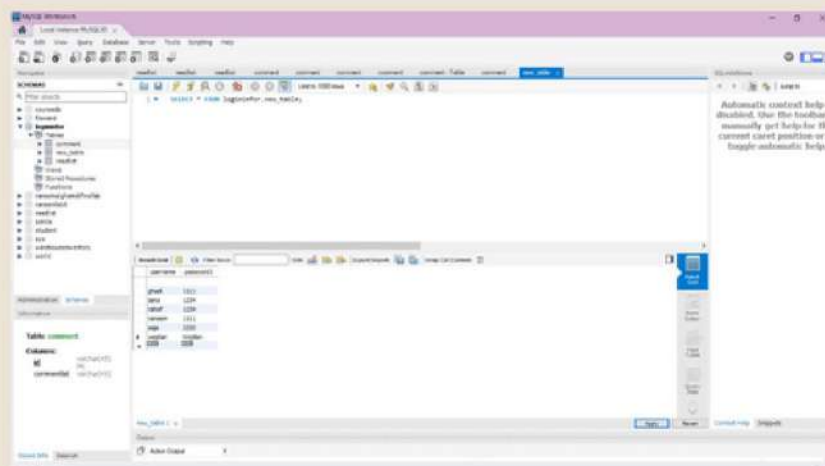
## DaiaBase

in this program we have deal with two tables  
one for the sign in and sign up  
and the other to check the story as readed  
story

for the sign in and sign up we used the  
daiaabase to check wheiher the user has an  
exisi account or to register as a new user  
and store iis information into the daiaabase

in the user iable we have two column  
the user name column and the password  
column

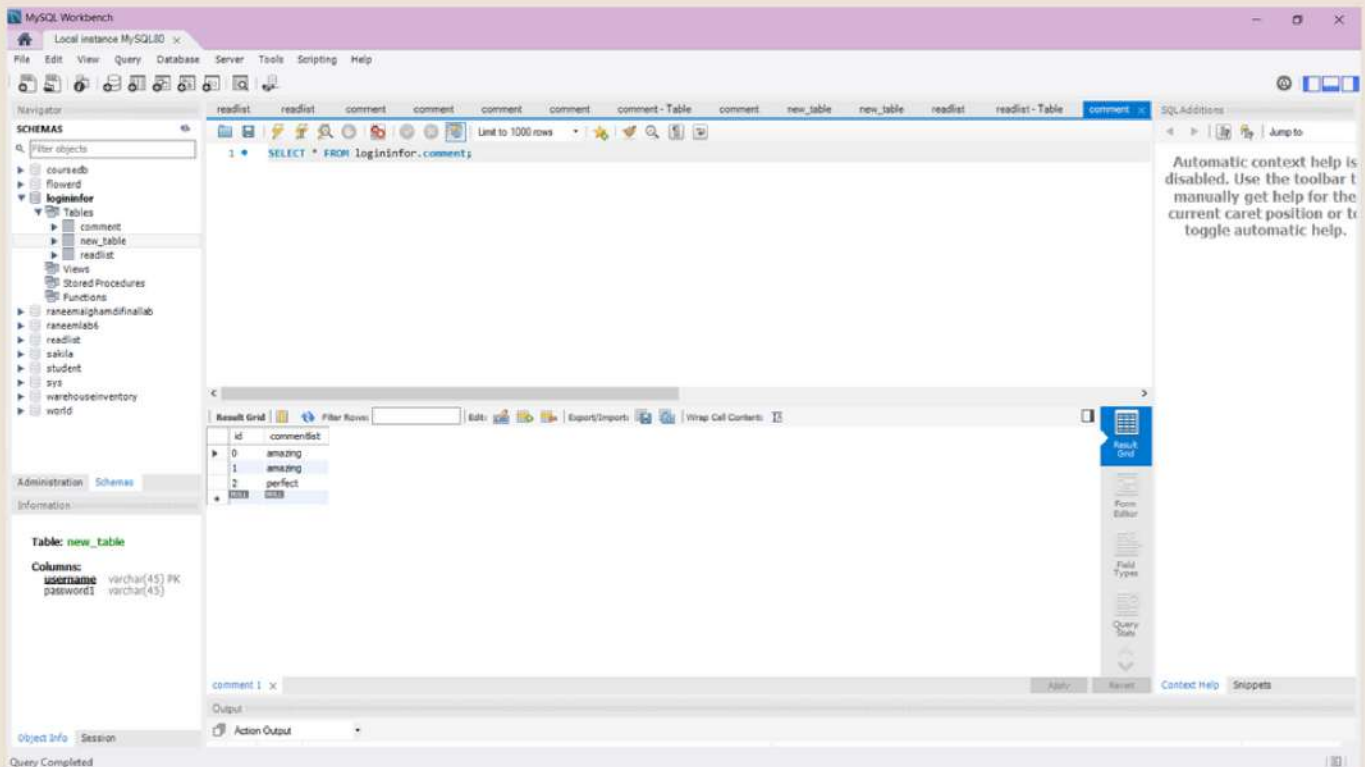
the attribute for each type is varchar and we  
made the user name to be the primary key to  
eliminate duplicate users names





## DaiaBase

the second daiaabase we add the comment  
from the raie page



## Extra

### File I/O:

We used the i/o file on the comment page, we will take any comment from the user and store it in a file.

### Effects and animation:

We used the animation to animate the image of the book and the flower when running the program on the start page.

### Multimedia:

We used audio in all of our stories. We left the user the choice to read the story or hear it.

## What we learnt ?

In this project, we learned how to build a scene in the Scene Builder program and link all the scenes with each other. All what we learned in this semester were applied in this project. The design of the project was very wonderful as we learned how to combine the controls, images and all the node in Scene beautifully, and Teamwork was beneficial by dividing the work and taking experiences from each other so that we designed a complete project integrated in terms of design and performance, which gave us an incentive so that we can work on other and larger projects than this project



## Difficulties

We did not encounter many difficulties, but the biggest difficulty we faced was our use of the scene Builder, as we had learned it ourselves from scratch, and also the scene Builder set some limits in use, unlike the traditional method, but on the contrary, it opened the way for us to be creative in design and simulate more realistic design.

Another difficulty that we faced is working on more than one laptop and assembling codes from different laptops, this causes a lot of bugs and takes a lot of time.

## Project Declaration

We confirm that the work of this project was solely undertaken by ourselves and that no help was provided from other sources as those allowed. As well as we confirm that we completely aware of the violation consequences of the academic integrity.

Revan 441001223

Ghadeer 441002410

Raniya 441002114

Lama 441008542

Raneem 441006304

# The distribution of the work

	Revan	Rania	Ghadeer	Raneem	Lama
proposal (design)	✓				
proposal (site map)		✓			
proposal (idea)			✓		
report (pages)		✓			
Project Functionalities					
Project Design and Implementation	✓	✓	✓	✓	✓
Extra	✓				
task table design	✓				
What we learn?			✓		
Project Declaration			✓		



# Magic Book



	Revan	Rania	Ghadeer	Raneem	Lama
Action event	✓	✓	✓	✓	
Key event				✓	
Mouse event			✓		
DB table 1 Sing in Sing up		✓			
DB table 2 comment				✓	

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# Magic Book



	Revan	Rania	Ghadeer	Raneem	Lama
File I/O	✓		✓		
Animation	✓				
Multimedia	✓			✓	
Start scene	✓			✓	
Sign in scene		✓			



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# Magic Book



	Revan	Rania	Ghadeer	Raneem	Lama
sing up scene		✓			
story category scene	✓				
kids/ Teneer/ Adult story names			✓		
story 1–7				✓	
story 8	✓				



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# Magic Book



	Revan	Rania	Ghadeer	Raneem	Lama
Comment scene	✓	✓		✓	
Sing up Validation	✓				
Sing in Validation		✓			
Binding			✓	✓	
cover page of stories					✓



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Magic Book



Thank You



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