



Dog Feeding App

Make By

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รหัสวิชา 03603112-65

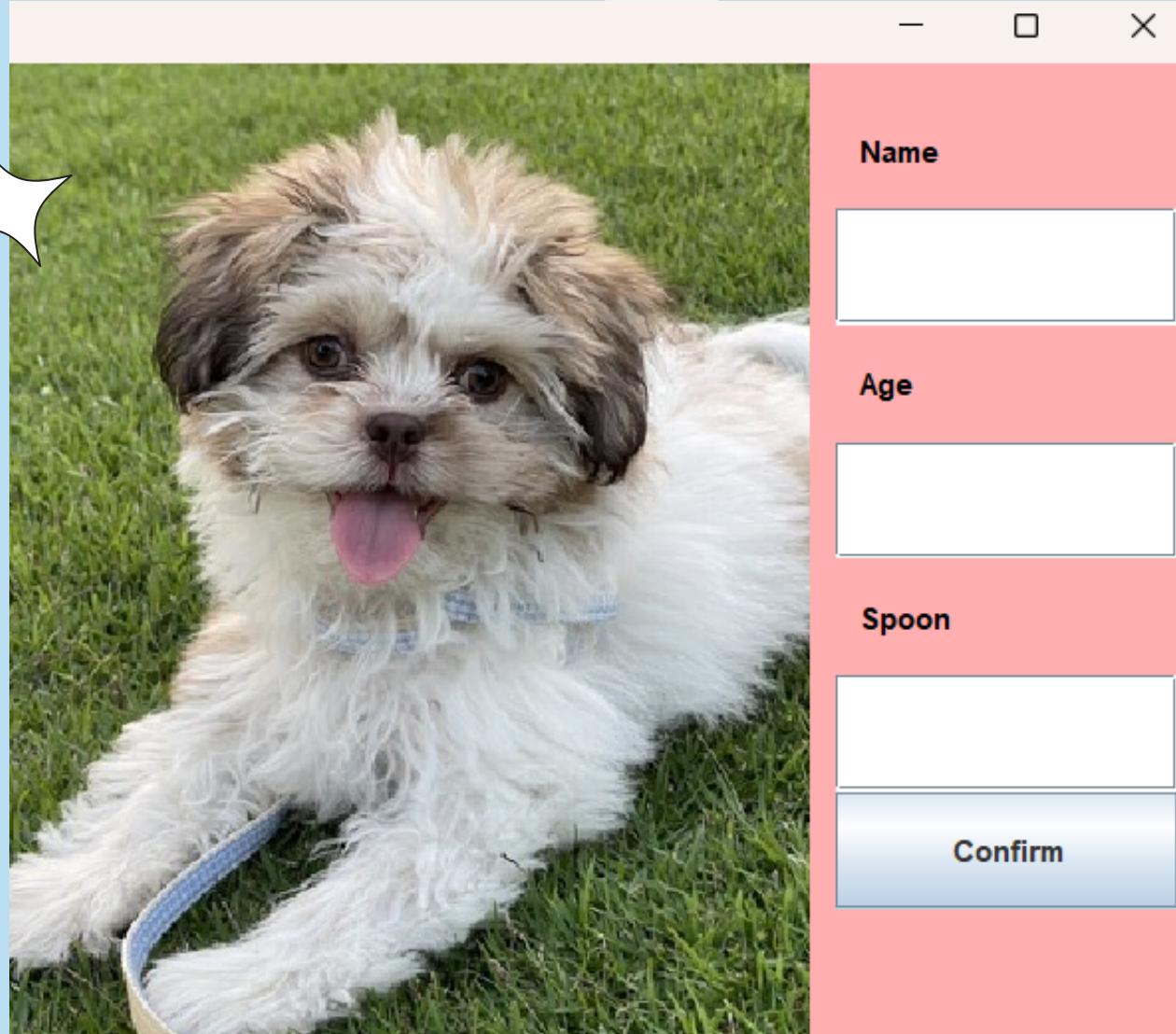
วิชา : Programming Fundamentals.

อาจารย์ผู้สอน : ผศ.ดร.กุลวดี สมบูรณ์วิวัฒน์

ปีการศึกษา : 2565

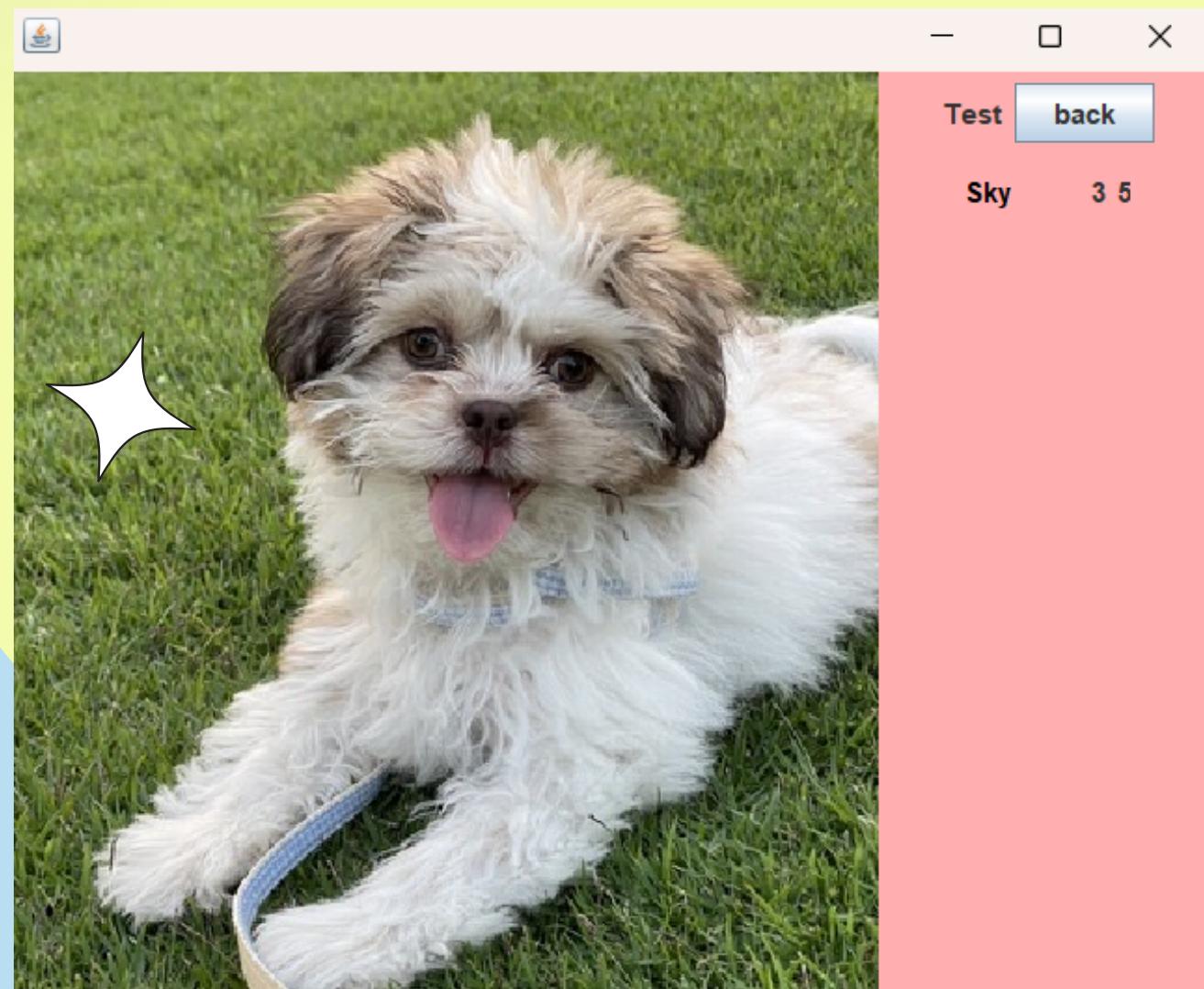


Graphical User Interface

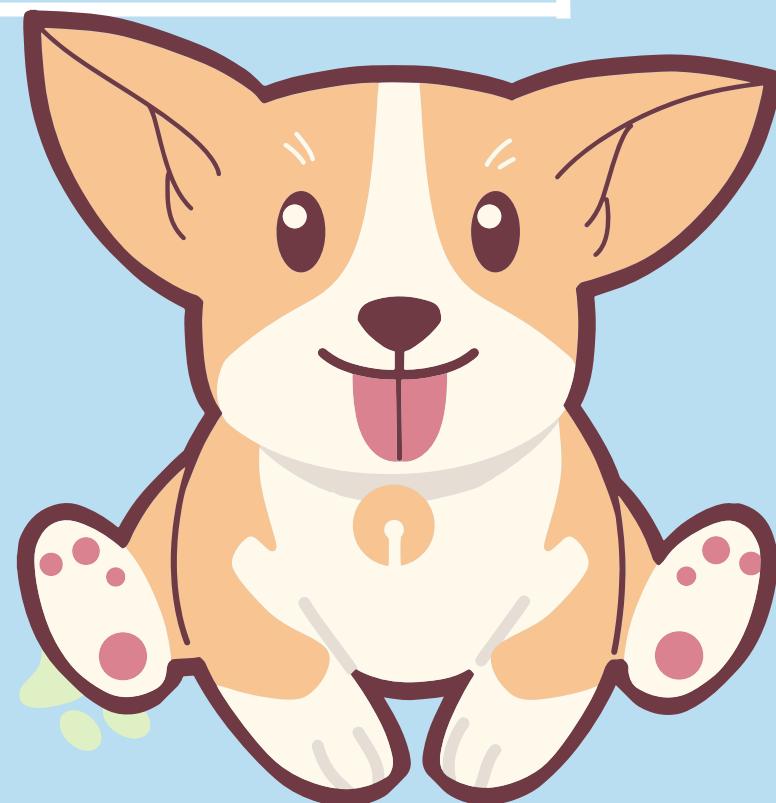
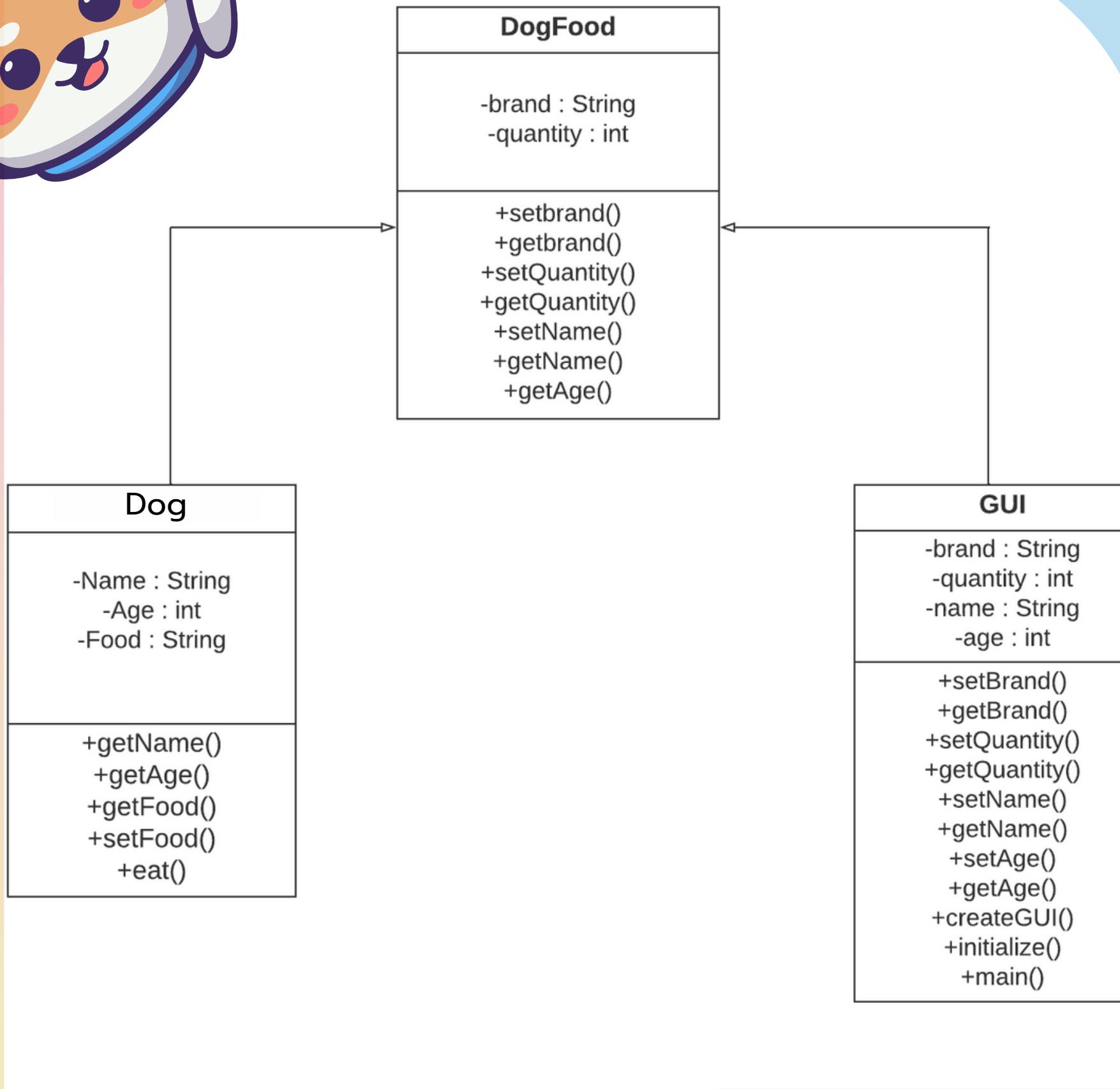


เริ่มต้น Run โปรแกรมจะมีหน้าต่าง
ให้กรอกข้อมูล
ของสุนัข ชื่อ อายุ และจำนวนช้อน

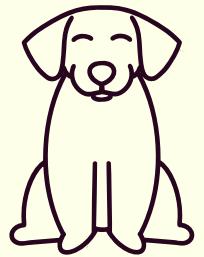
เมื่อกรอกข้อมูลเสร็จสิ้นจะมีหน้าต่างแสดงผลข้อมูลที่
กรอกลงไปเพื่อบ่งบอกว่าอาหารสุนัขเรียบร้อยแล้ว



Class Diagram



Algorithm

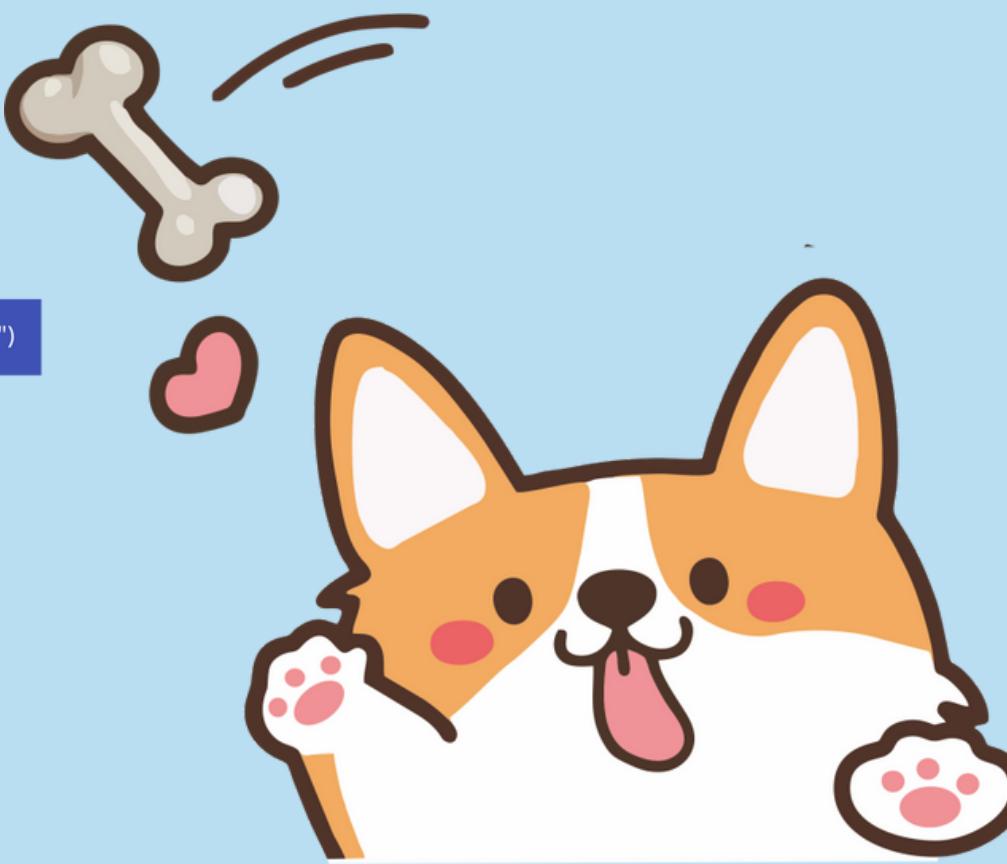
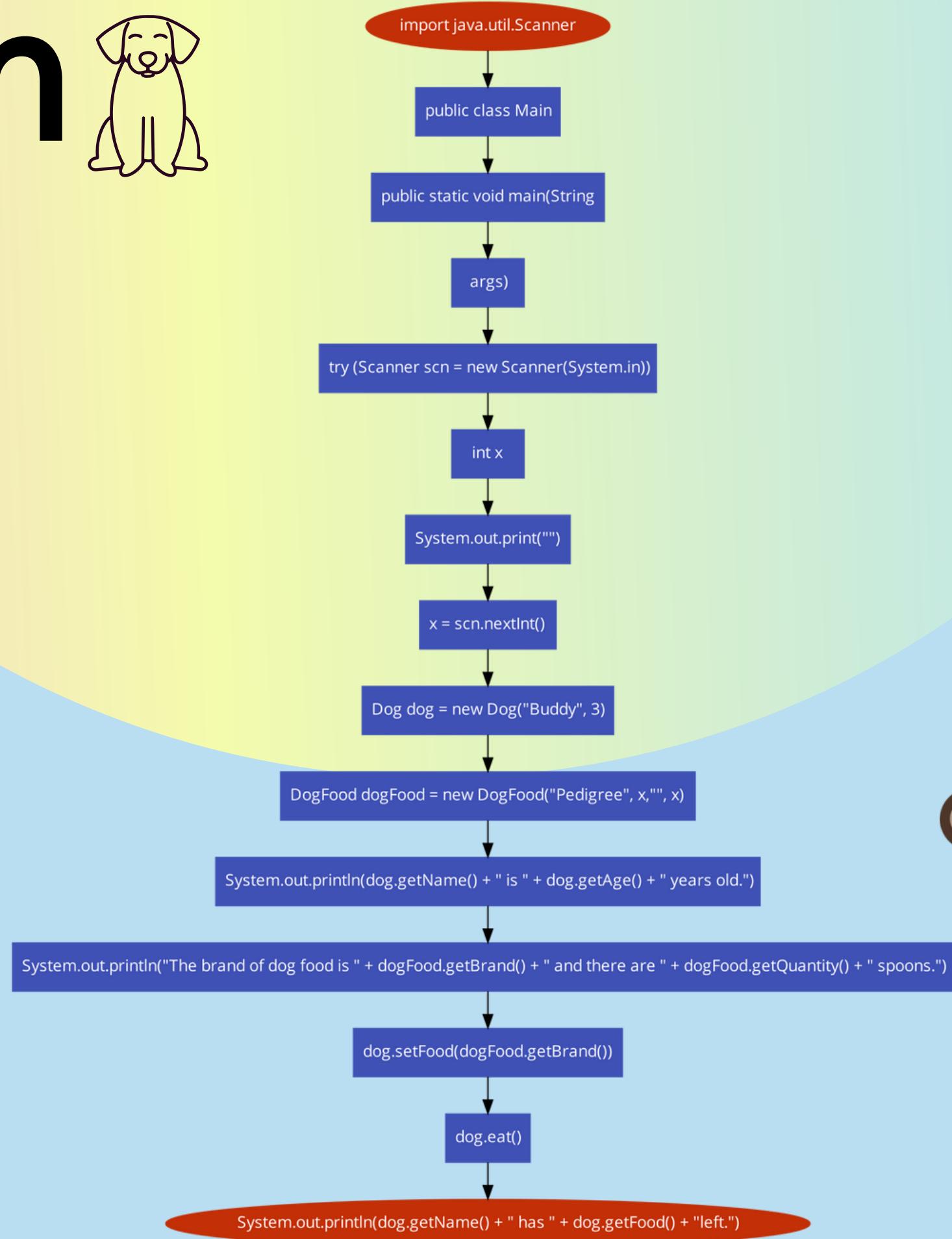
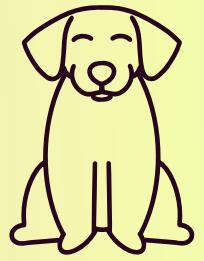


```
import javax.swing.ImageIcon  
import javax.swing.JButton  
import javax.swing.JFrame  
import javax.swing.JLabel  
import javax.swing.JPanel  
import javax.swing.plaf.DimensionUIResource  
public class test  
public static void main(String  
args)  
JPanel panel = new JPanel()  
JButton b = new JButton("Test")
```

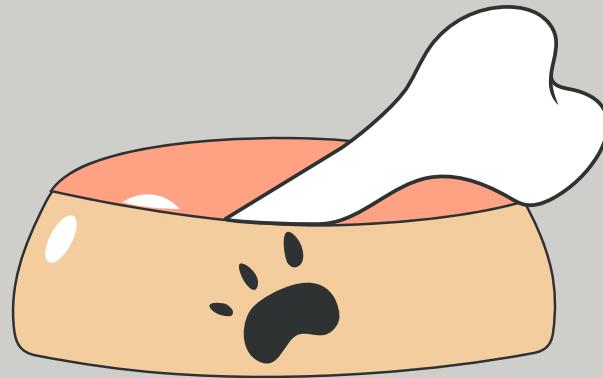
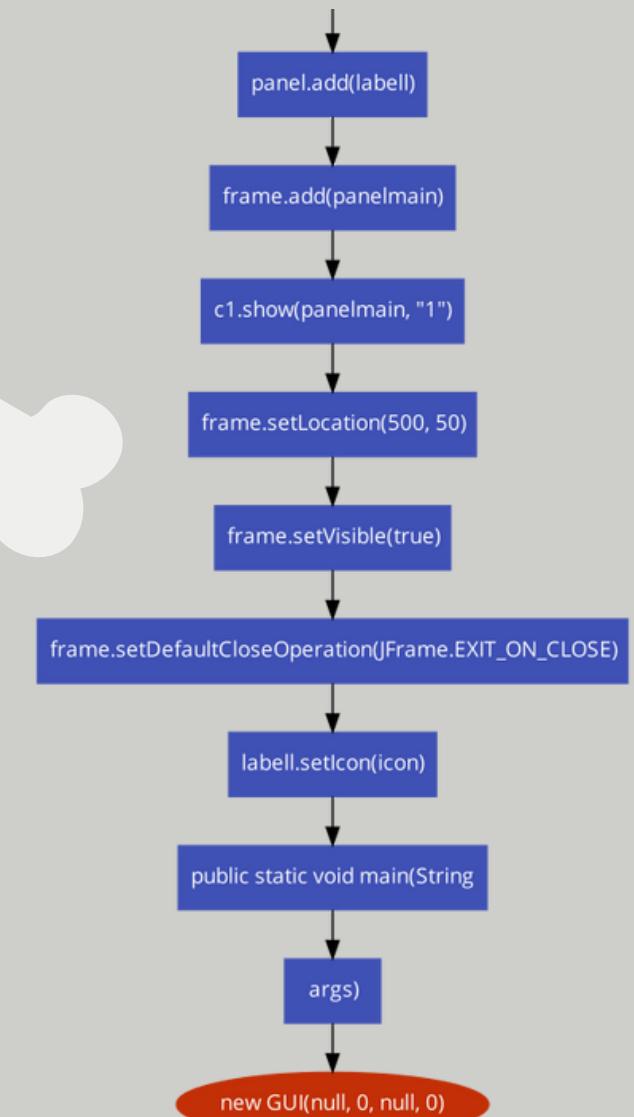
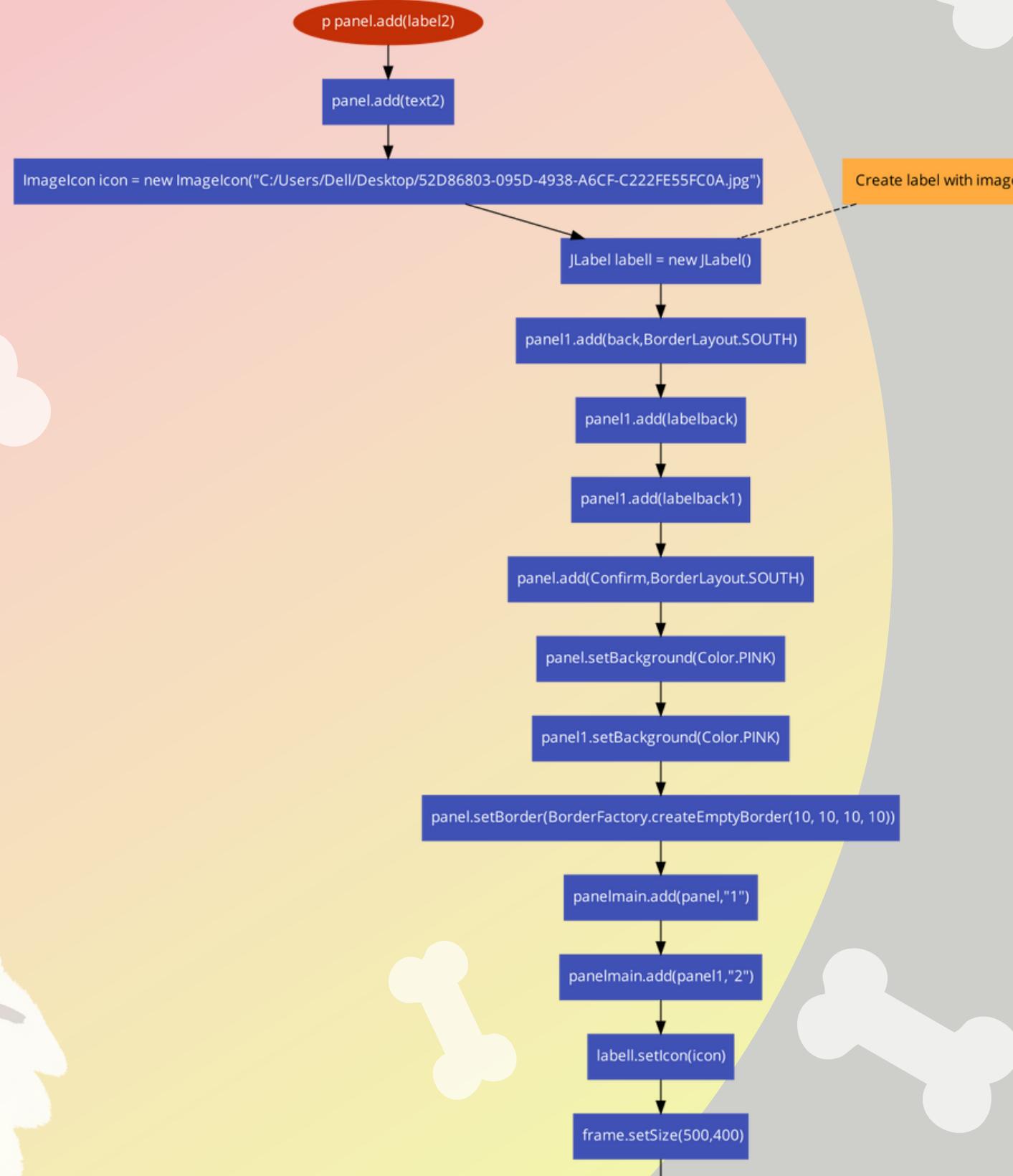
```
b.setSize(new DimensionUIResource(100, 100))  
panel.add(b)  
ImageIcon icon = new ImageIcon("C:/Users/Dell/Desktop/52D86803-095D-4938-A6CF-C222FE55FC0A.jpg")  
JLabel label = new JLabel()  
label.setIcon(icon)  
JFrame frame = new JFrame()  
frame.add(panel)  
frame.add(label)  
frame.pack()  
frame.setVisible(true)  
frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE)
```



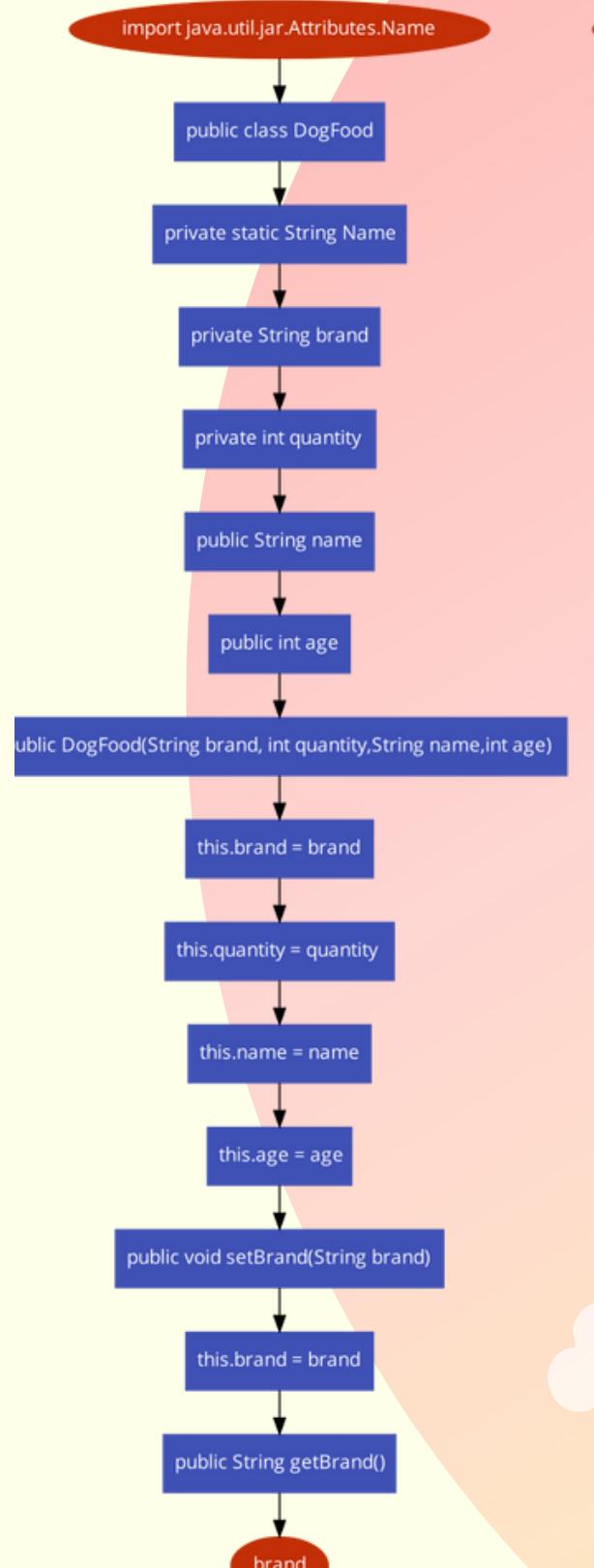
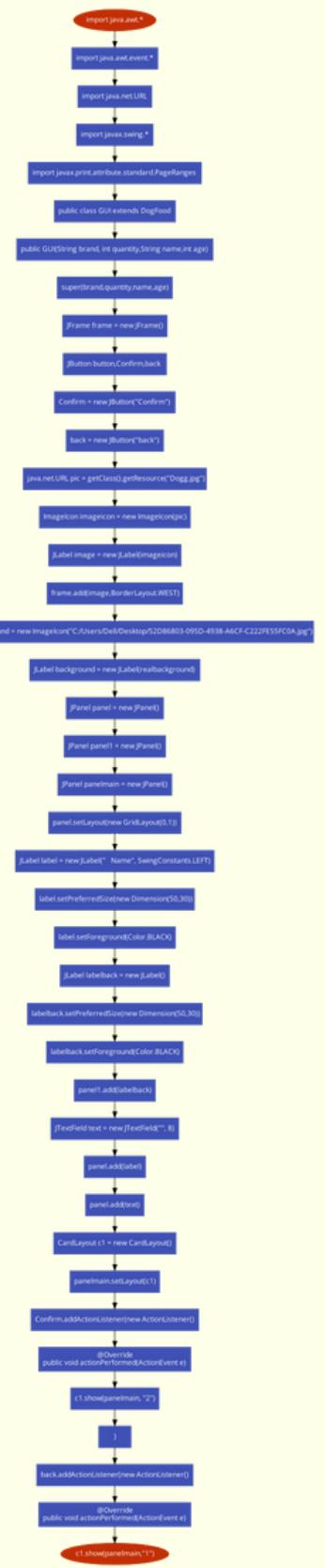
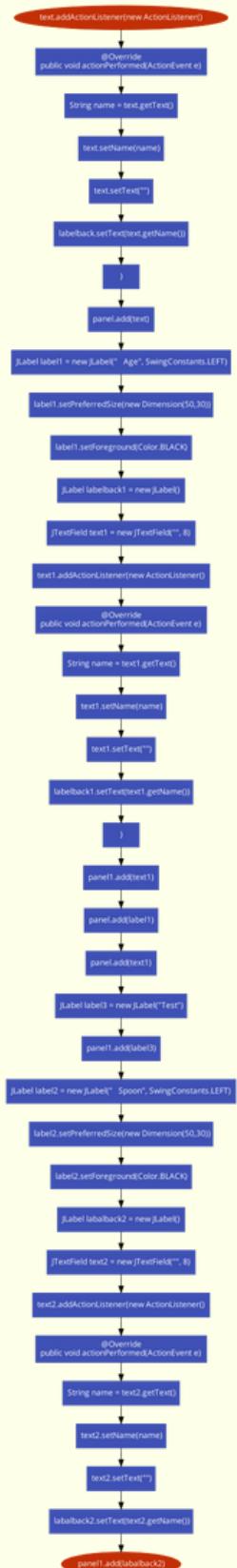
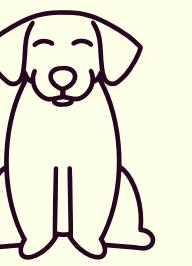
Algorithm



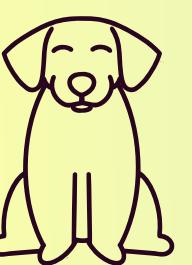
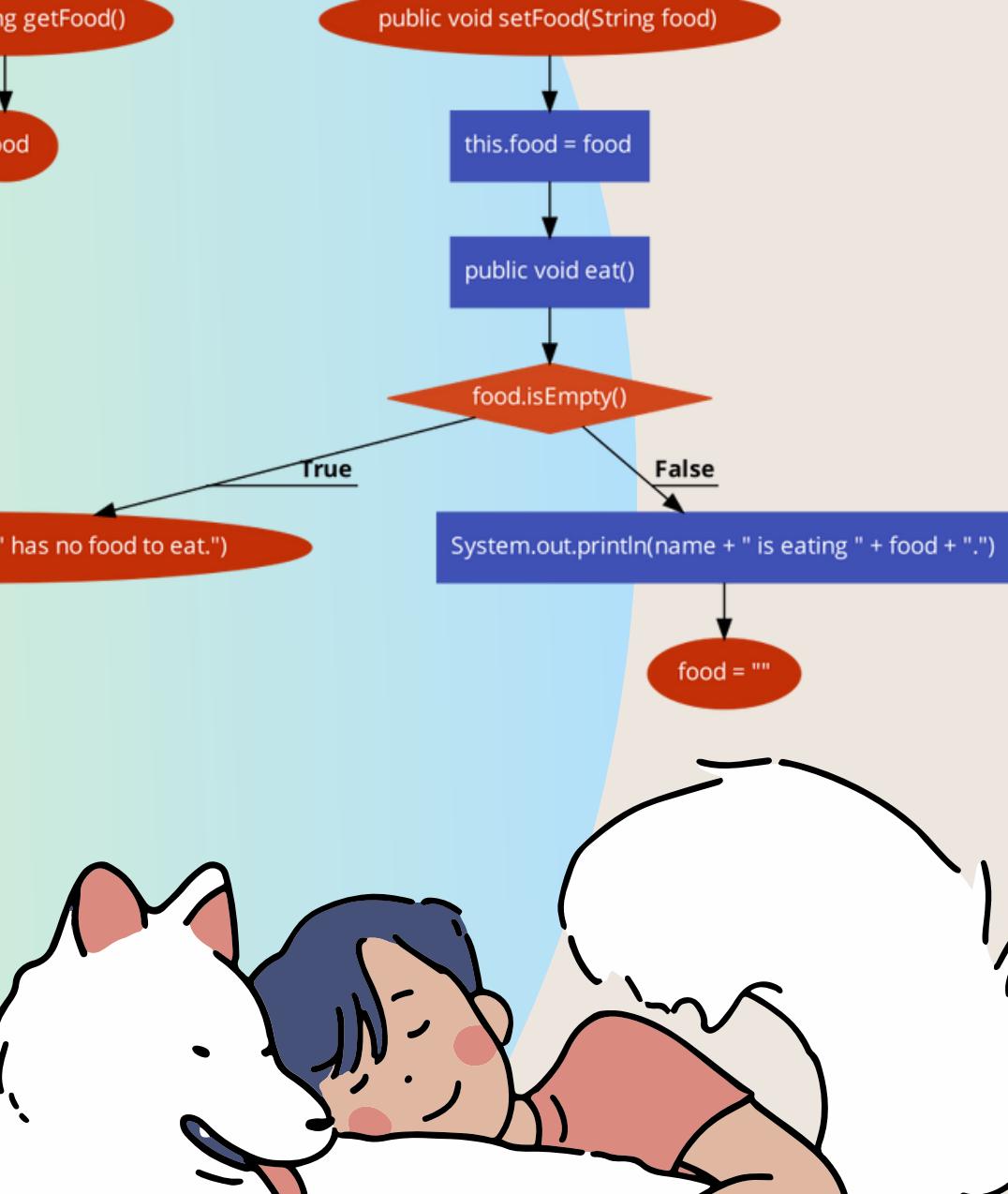
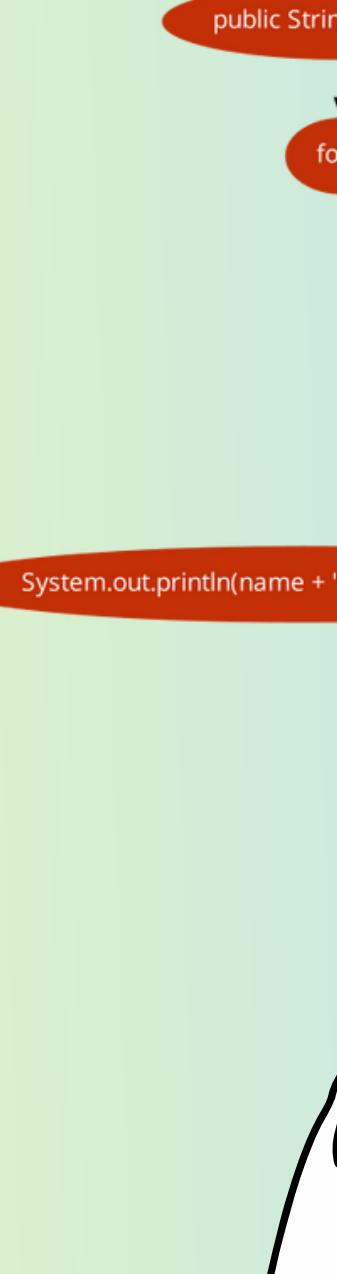
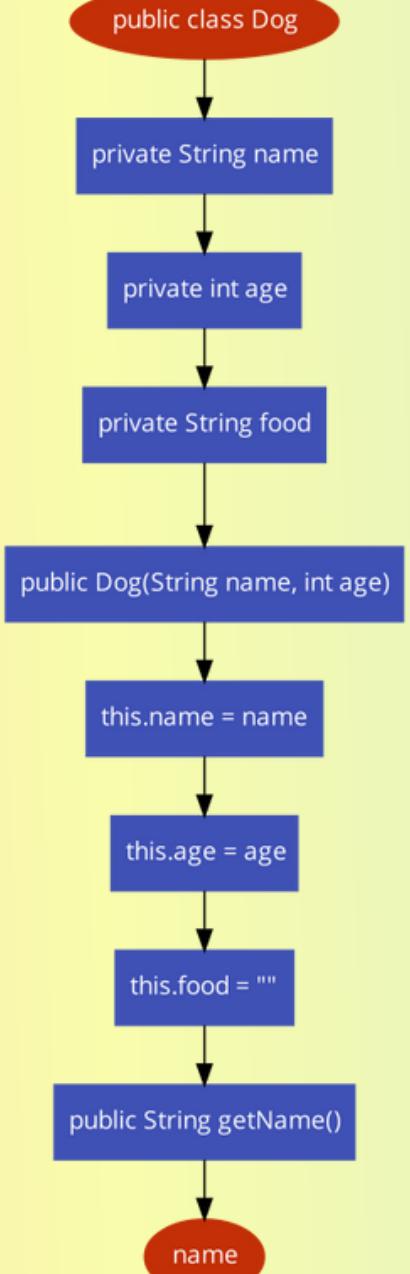
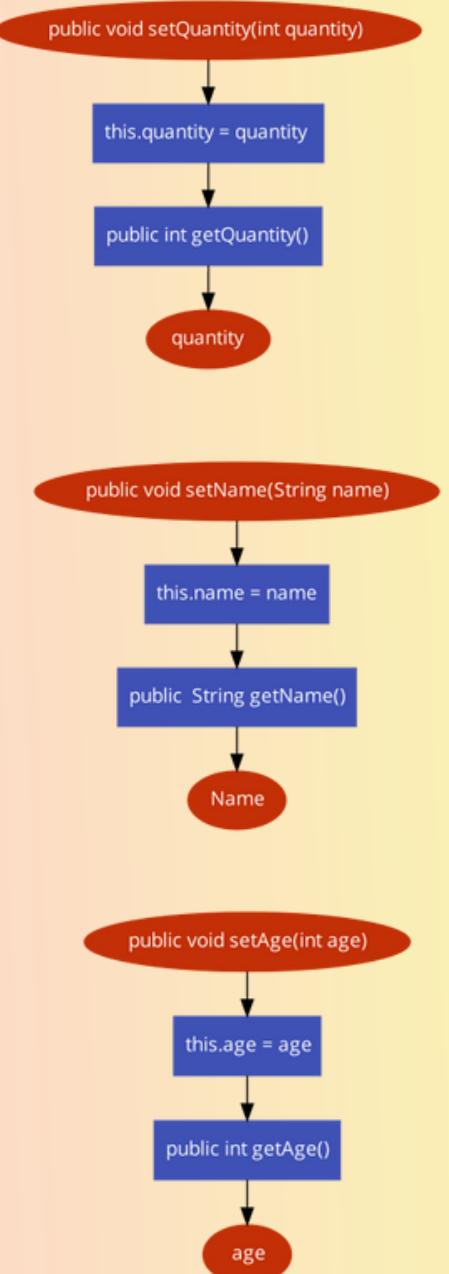
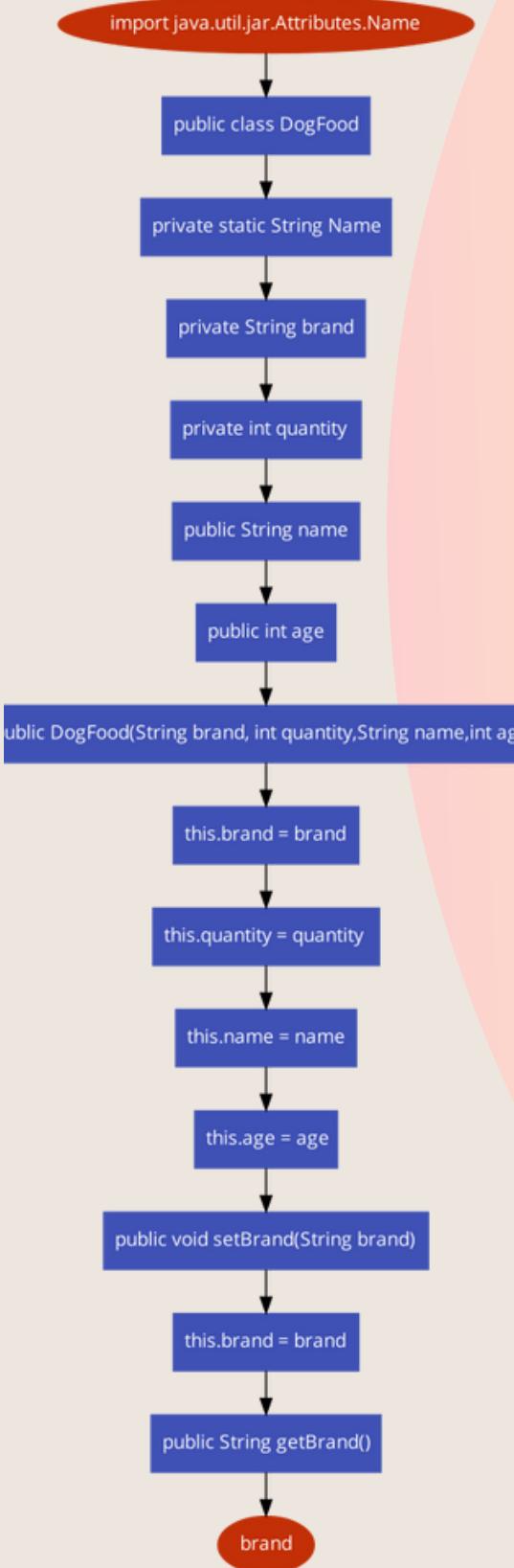
Algorithm



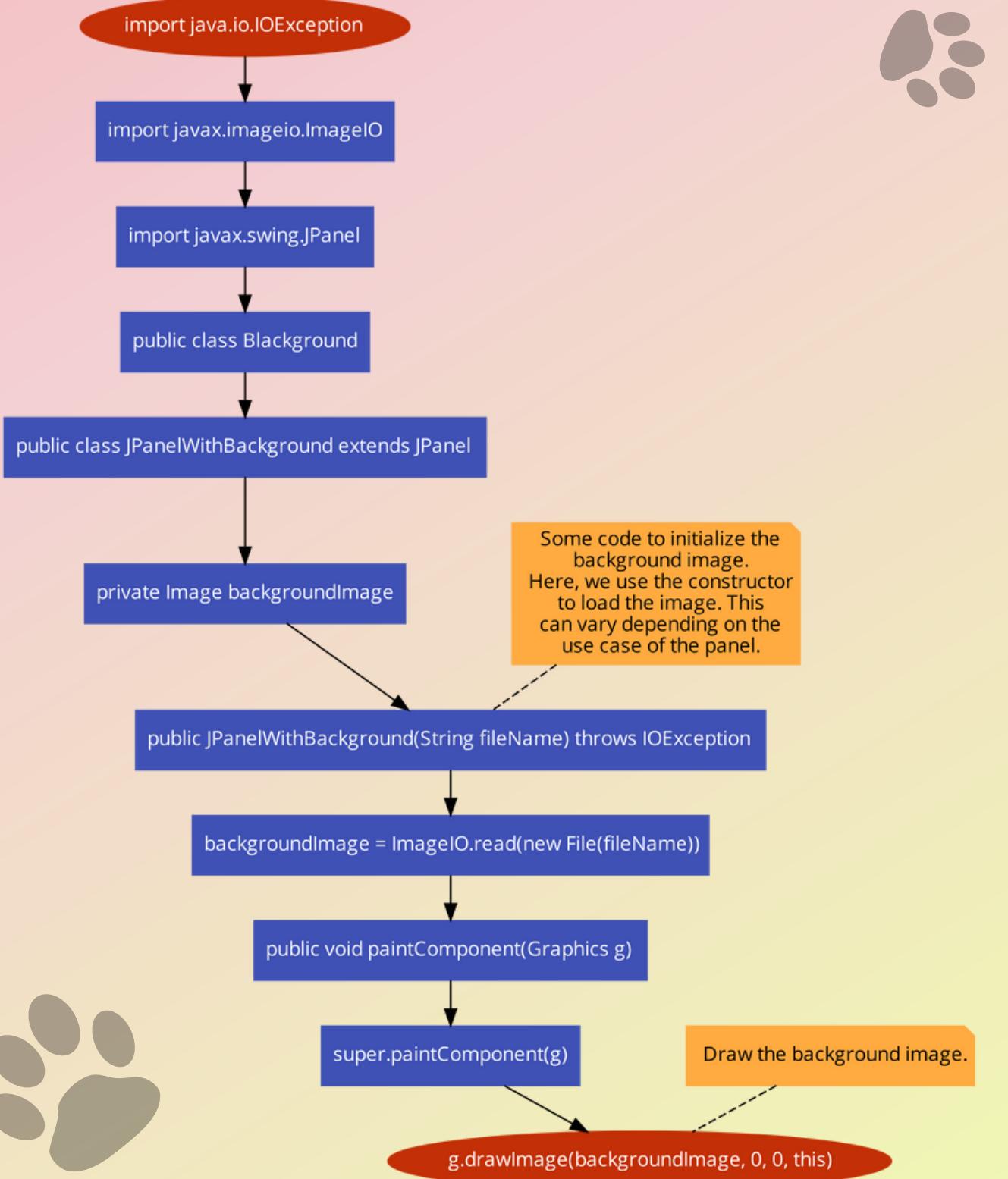
Algorithm



Algorithm



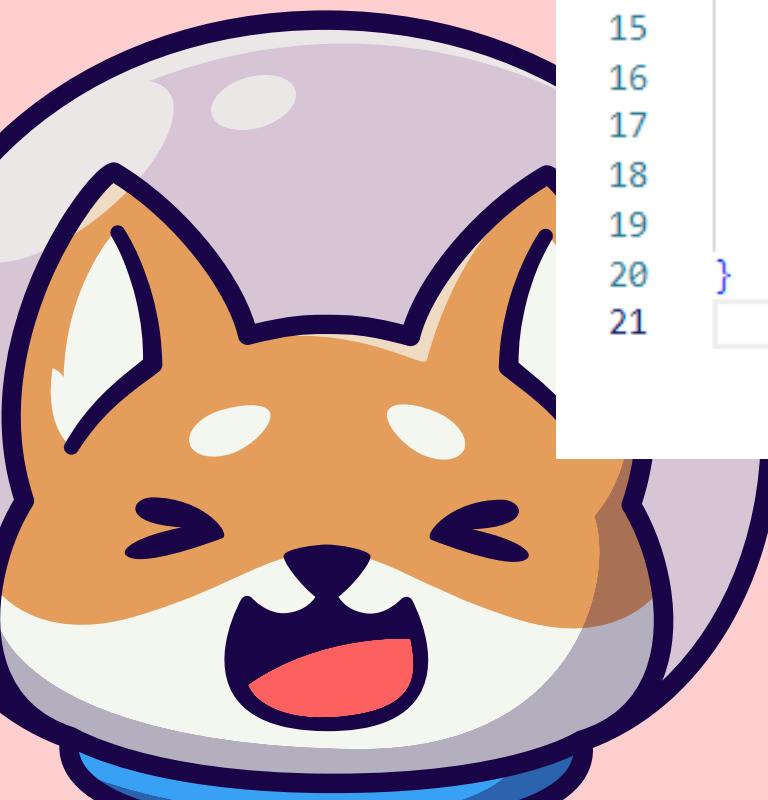
Algorithm



Source Code

```
J Main.java > ...
1 import java.util.Scanner;
2 public class Main {
    Run | Debug
3     public static void main(String[] args) {
4         try (Scanner scn = new Scanner(System.in)) {
5             int x;
6             System.out.print(s:"");
7             x = scn.nextInt();
8             Dog dog = new Dog(name:"Buddy", age:3);
9             DogFood dogFood = new DogFood(brand:"Pedigree", x,name:"", x);
10
11            System.out.println(dog.getName() + " is " + dog.getAge() + " years old.");
12            System.out.println("The brand of dog food is " + dogFood.getBrand() + " and there are " + dogFood.getQuantity() + " spoons.");
13
14            dog.setFood(dogFood.getBrand());
15            dog.eat();
16
17            System.out.println(dog.getName() + " has " + dog.getFood() + " left.");
18        }
19    }
20}
21
```

Class Main



Source Code

```
J Dog.java > Dog > Dog(String, int)
1  public class Dog {
2      private String name;
3      private int age;
4      private String food;
5
6      public Dog(String name, int age) {
7          this.name = name;
8          this.age = age;
9          this.food = "";
10     }
11
12     public String getName() {
13         return name;
14     }
15
16     public int getAge() {
17         return age;
18     }
19
20     public String getFood() {
21         return food;
22     }
23
24     public void setFood(String food) {
25         this.food = food;
26     }
27
28     public void eat() {
29         if (food.isEmpty()) {
30             System.out.println(name + " has no food to eat.");
31         } else {
32             System.out.println(name + " is eating " + food + ".");
33             food = "";
34         }
35     }
36 }
```

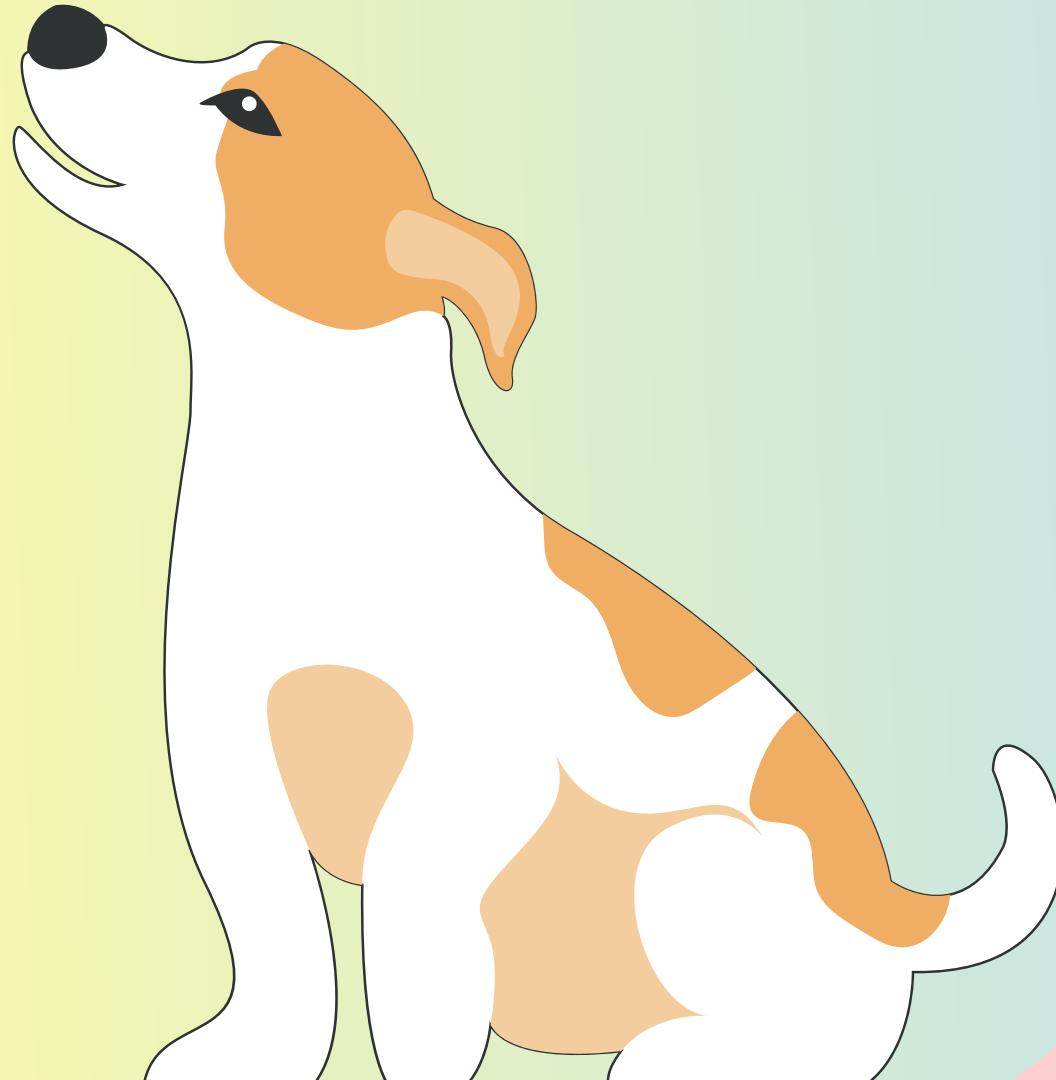


Class Dog

Source Code

Class DogFood

```
J DogFood.java > ...
1  import java.util.jar.Attributes.Name;
2
3  public class DogFood {
4      private static String Name;
5      private String brand;
6      private int quantity;
7      public String name;
8      public int age;
9
10     public DogFood(String brand, int quantity, String name, int age) {
11         this.brand = brand;
12         this.quantity = quantity;
13         this.name = name;
14         this.age = age;
15     }
16     public void setBrand(String brand) {
17         this.brand = brand;
18     }
19     public String getBrand() {
20         return brand;
21     }
22     public void setQuantity(int quantity) {
23         this.quantity = quantity;
24     }
25
26     public int getQuantity() {
27         return quantity;
28     }
29
30     public void setName(String name) {
31         this.name = name;
32     }
33     public String getName() {
34         return Name;
35     }
36     public void setAge(int age) {
37         this.age = age;
38     }
39     public int getAge() {
40         return age;
41     }
42 }
```



Source Code

```
J GUI.java > GUI > GUI(String, int, String, int) > new ActionListener() {} > actionPerformed(ActionEvent)
1 import java.awt.*;
2 import java.awt.event.*;
3 import java.net.URL;
4 import javax.swing.*;
5 import javax.print.attribute.standard.PageRanges;
6 public class GUI extends DogFood{
7     public GUI(String brand, int quantity, String name, int age) {
8         super(brand, quantity, name, age);
9         JFrame frame = new JFrame();
10        JButton button, Confirm, back;
11        Confirm = new JButton(text:"Confirm");
12        back = new JButton(text:"back");
13        java.net.URL pic = getClass().getResource(name:"Dogg.jpg");
14        ImageIcon imageIcon = new ImageIcon(pic);
15        JLabel image = new JLabel(imageIcon);
16        frame.add(image, BorderLayout.WEST);
17
18        ImageIcon realbackground = new ImageIcon(filename:"C:/Users/Dell/Desktop/52D86803-095D-4938-A6CF-C222FE55FC0A.jpg");
19        JLabel background = new JLabel(realbackground);
20        JPanel panel = new JPanel();
21        JPanel panel1 = new JPanel();
22        JPanel panelmain = new JPanel();
23        panel.setLayout(new GridLayout(rows:0, cols:1));
24        JLabel label = new JLabel(text:" Name", SwingConstants.LEFT);
25        label.setPreferredSize(new Dimension(width:50, height:30));
26        label.setForeground(Color.BLACK);
27
28        JLabel labelback = new JLabel();
29        labelback.setPreferredSize(new Dimension(width:50, height:30));
30        labelback.setForeground(Color.BLACK);
31        panel1.add(labelback);
32
33        JTextField text = new JTextField(text:"", columns:8);
34        panel.add(label);
35        panel.add(text);
36        CardLayout c1 = new CardLayout();
37        panelmain.setLayout(c1);
38        Confirm.addActionListener(new ActionListener() {
39            @Override
40            public void actionPerformed(ActionEvent e) {
41                c1.show(panelmain, name:"2");
42            }
43        });
44        back.addActionListener(new ActionListener() {
45            @Override
46            public void actionPerformed(ActionEvent e){
47                c1.show(panelmain, name:"1");
48            }
49        });
50
51    );
52
53    text.addActionListener(new ActionListener() {
```

Class GUI

```
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107
@Override
public void actionPerformed(ActionEvent e){
    String name = text.getText();
    text.setName(name);
    text.setText("");
    labelback.setText(text.getName());
}
);
panel.add(text);

JLabel label1 = new JLabel(text:" Age", SwingConstants.LEFT);
label1.setPreferredSize(new Dimension(width:50, height:30));
label1.setForeground(Color.BLACK);

JLabel labelback1 = new JLabel();
JTextField text1 = new JTextField(text:"", columns:8);
text1.addActionListener(new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent e){
        String name = text1.getText();
        text1.setName(name);
        text1.setText("");
        labelback1.setText(text1.getName());
    }
});
panel1.add(text1);
panel.add(label1);
panel.add(text1);

JLabel label3 = new JLabel(text:"Test");
panel1.add(label3);

JLabel label2 = new JLabel(text:" Spoon", SwingConstants.LEFT);
label2.setPreferredSize(new Dimension(width:50, height:30));
label2.setForeground(Color.BLACK);

JLabel labelback2 = new JLabel();
JTextField text2 = new JTextField(text:"", columns:8);
text2.addActionListener(new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent e){
        String name = text2.getText();
        text2.setName(name);
        text2.setText("");
        labelback2.setText(text2.getName());
        panel1.add(labelback2);
    }
});
```



Source Code

```
97     public void actionPerformed(ActionEvent e){  
98         String name = text2.getText();  
99         text2.setName(name);  
100        text2.setText("");  
101        labalback2.setText(text2.getName());  
102        panel1.add(labalback2);  
103  
104  
105    }  
106  
107    );  
108    panel.add(label2);  
109    panel.add(text2);  
110  
111  
112  
113  
114    ImageIcon icon = new ImageIcon(filename:"C:/Users/Dell/Desktop/52D86803-095D-4938-A6CF-C222FE55FC0A.jpg");  
115  
116  
117  
118    // Create label with image  
119    JLabel labell = new JLabel();  
120    panel1.add(back,BorderLayout.SOUTH);  
121    panel1.add(labalback);  
122    panel1.add(labalback1);  
123    panel.add(Confirm,BorderLayout.SOUTH);  
124    panel.setBackground(Color.PINK);  
125    panel1.setBackground(Color.PINK);  
126    panel.setBorder(BorderFactory.createEmptyBorder(top:10, left:10, bottom:10, right:10));  
127    panelmain.add(panel,constraints:"1");  
128    panelmain.add(panel1,constraints:"2");  
129    labell.setIcon(icon);  
130    frame.setSize(width:500,height:400);  
131    panel.add(labell);  
132    frame.add(panelmain);  
133    c1.show(panelmain, name:"1");  
134    frame.setLocation(x:500, y:50);  
135    frame.setVisible(b:true);  
136    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
137    labell.setIcon(icon);  
138  
139 }  
Run | Debug  
140 public static void main(String[] args){  
141     new GUI(brand:null, quantity:0, name:null, age:0);  
142  
143 }  
144 }  
145
```

Class GUI



Source Code

```
import java.io.IOException;
import javax.imageio.ImageIO;
import javax.swing.JPanel;

public class Background {
    public class JPanelWithBackground extends JPanel {

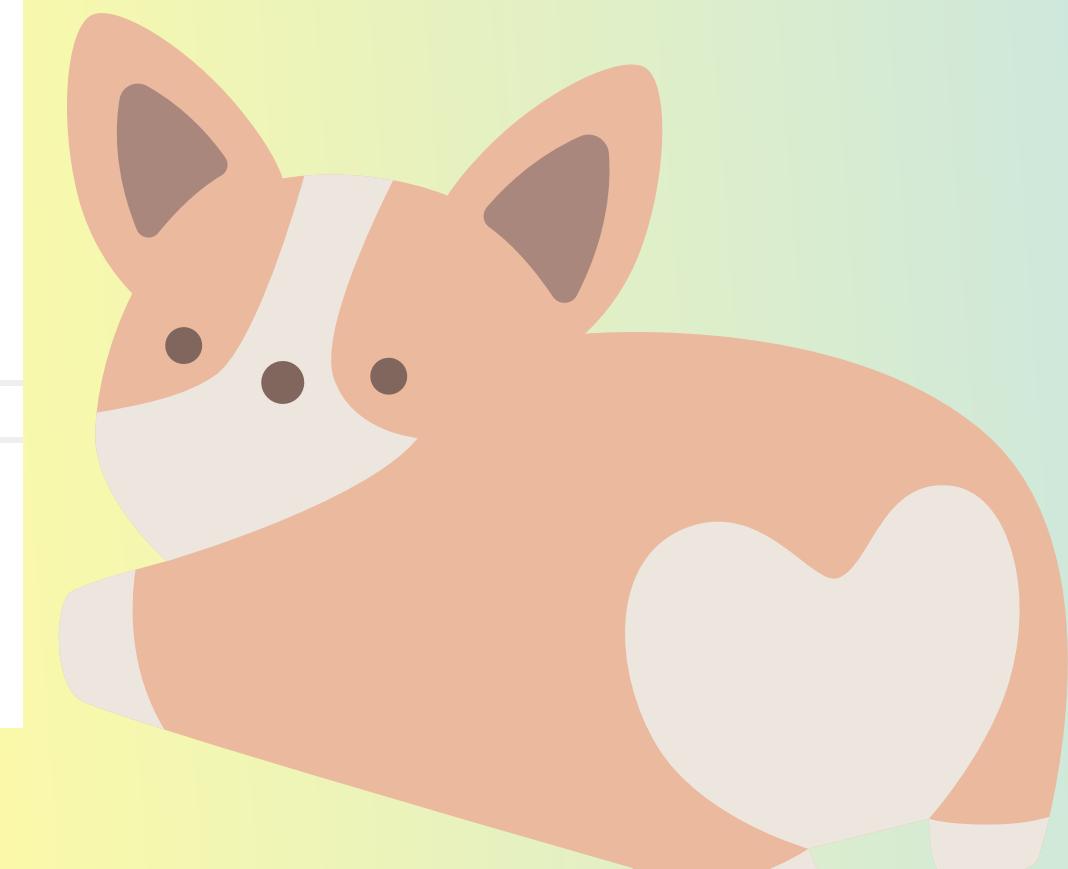
        private Image backgroundImage;

        // Some code to initialize the background image.
        // Here, we use the constructor to load the image. This
        // can vary depending on the use case of the panel.
        public JPanelWithBackground(String fileName) throws IOException {
            backgroundImage = ImageIO.read(new File(fileName));
        }

        public void paintComponent(Graphics g) {
            super.paintComponent(g);

            // Draw the background image.
            g.drawImage(backgroundImage, 0, 0, this);
        }
    }
}
```

Class
Background



Github and Youtube

 Github

<https://github.com/RinradaKTP/Feed-dog-app.git>

 Youtube

<https://youtu.be/3SqNoD5htXO>

