## PP02 Course work 02 Report

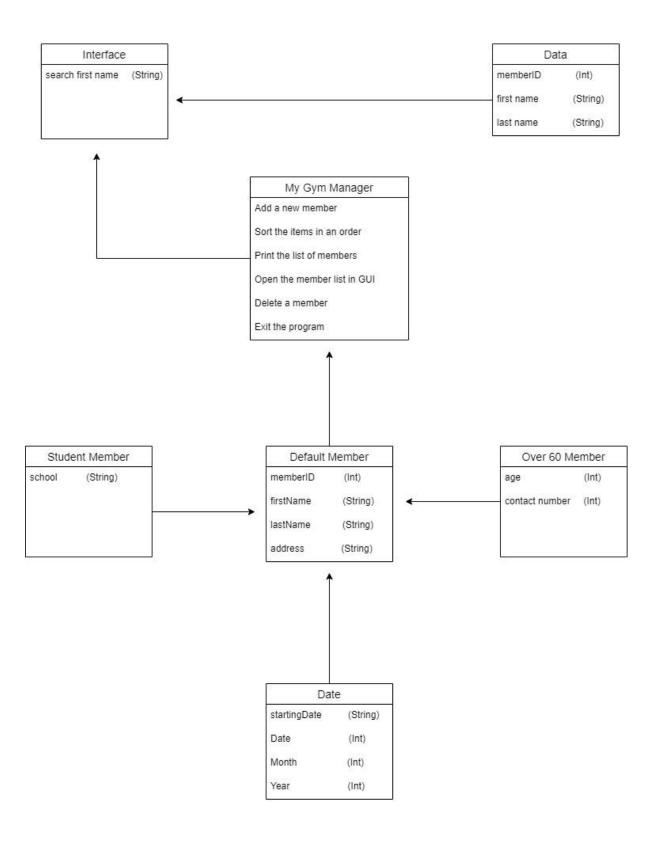
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➤ Program demonstration link -:

https://youtu.be/24QzPkmc08w

- > Brief explanation about the Program -:
- In this Course work, we have to design a Gym Management System. So, in the program the Admin of this program can do several things.
- One thing is, if there is a new member want to join the GYM, Admin can add his or her details to the program in 3 categories.
- All the member details are saved in the database related to this system.
- Admin able to save only 100 members details in this database. Otherwise it will be not able to save anymore details.
- Delete a member details, Sort in the items in an order, Print the list of the numbers are some other functions that admin can do by using this program.

# ➤ Class Diagram -:



#### Code -:

#### MyGymManager.java

```
import com.mongodb.BasicDBObject;
```

```
details.put("Member ID", student_member.getMemberID());
details.put("First name", student_member.getfName());
Over60Member over60 member = new Over60Member();
over60 member.setMemberID();
Document details = new Document();
details.put("Member ID", over60_member.getMemberID());
details.put("First name", over60_member.getfName());
details.put("Last name", over60_member.getlName());
details.put("Address", over60_member.getaddress());
```

```
defaultMember.setMemberID();
                              defaultMember.setfstName();
                              date.setStartingDate();
                              defaultMember.setDefaultdate(date.getStartingDate());
                              details.put("First name", defaultMember.getfName());
details.put("Last name", defaultMember.getlName());
details.put("Address", defaultMember.getaddress());
data.get("Last name"));
```

#### • DefaultMember.java -:

```
import java.util.Scanner;
public class DefaultMember {
    Scanner scanner = new Scanner(System.in);
    int memberID;
    String fstName;
    String lstName;
    String address;
    String newdefaultDate;

public void setMemberID() {
        System.out.println("Please enter your member ID -: ");
        while (true) {
            try {
                this.memberID = scanner.nextInt();
                break;
            } catch (Exception exception) {
                System.out.println("Invalid input... Please enter the correct input again...");
```

```
public void setfstName() {
public void setaddress() {
public void setDefaultdate(String defaultdate) {this.newdefaultDate =
public int getMemberID() {return memberID;}
public String getfName() {return fstName;}
public String getlName() {return lstName;}
```

```
public String getaddress() {return address;}
}
```

• StudentMember.java -:

• Over 60 member.java -:

### • Date.java -:

#### • Interface.java -:

```
import com.mongodb.client.MongoCollection;
import javafx.application.Application;
import javafx.collections.FXCollections;
import javafx.collections.ObservableList;
import javafx.scene.Scene;
import javafx.scene.control.*;
import javafx.scene.control.cell.PropertyValueFactory;
import javafx.scene.layout.Pane;
import javafx.stage.Stage;
import org.bson.Document;
import static com.mongodb.client.model.Filters.eq;
import java.util.Observable;
public class Interface extends Application {

    TableView<Object> table;
    public String searchFirstName;

    public static MongoCollection<Document> input =
    MyGymManager.database.getCollection("gymDatabase");

    public ObservableList<Object> observableList =
    FXCollections.observableArrayList();
    for (Document document : input.find()) {
        Data addData = new Data();
        addData.setMemberID((Integer) document.get("Member ID"));
    }
}
```

```
addData.setfstName((String.valueOf(document.get("First
       observableList.add(addData);
public ObservableList<Object> getTableSearch() {
       search.add(addData);
    TableColumn<Object, String> Column3 = new TableColumn<>("Last
    Column3.setCellValueFactory(new PropertyValueFactory<>("Last
    txtsearch.setOnMouseExited(event -> searchFirstName =
```

```
table = new TableView<>();
  table.setLayoutX(160);
  table.setLayoutY(100);
  table.setItems(getTableData());
  table.getColumns().add(Column1);
  table.getColumns().add(Column2);
  table.getColumns().add(Column3);

Pane root = new Pane();
  root.getChildren().add(lblTitle);
  root.getChildren().add(txtsearch);
  root.getChildren().add(btnsearch);
  root.getChildren().add(table);

  primaryStage.setScene(new Scene(root, 800, 600));
  primaryStage.show();

}

void searchTable() {table.setItems(getTableSearch());}

public static void Interface(String[] args) {
    launch(args);
}
```

#### • Data.java -:

```
public class Data extends Interface {
    int memberID;
    String fstName;
    String lstName;

    public void setMemberID(int memberID) {this.memberID = memberID;}
    public void setfstName(String fstName) {this.fstName = fstName;}
    public void setIstName(String lstName) {this.lstName = lstName;}
    public int getMemberID() {return memberID;}
    public String getfstName() {return fstName;}
    public String getIstName() {return lstName;}
```

## **Test Plan**

| 01). Add a new member | - | Yes |
|-----------------------|---|-----|
|-----------------------|---|-----|

- When we are considering about the adding a new member, we able to add them in 3 categories. "Student member, Default member & Over 60 member" are them.
- After you selected your choice, you can add a new member throughout that and the details of him or her will be saved in the database.
- 02). Sort the items in an order Yes
  - When you choosing this function by entering the number which belongs to this, you will be able to see the list of details that you have entered to the program by ascending order.
- 03). Print the list of members Yes
  - If you give **number 3** as your choice when you running this program, you can see a detail list of members that you entered to the system.
- 04). Open the member list in GUI **NO** 
  - After you entered **number 4**, you can see the list of the details of the members in **Graphical interface**. There is only designing part in below code because there are several errors in running the code and none of the member details save in there. **But MongoDB system is able to save the member details.**
- 05). Delete member Yes
  - If you want to delete member details that you want, you can do that after entered **number 9** to the program.

| 06). I | Exit the | program | - | Yes |
|--------|----------|---------|---|-----|
|--------|----------|---------|---|-----|

• You want to quit the programme, you can quit by entered **number 0** in the console.