

Mini_Project02

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GROUP: B

// Objective: know how to use Spinner, VBox, HBox, ScrollPane, Input Image,

➤ Main.java

```
J Main.java X
Demo_005 > J Main.java > Main > start(Stage)
1  import javafx.application.Application;
2  import javafx.fxml.FXMLLoader;
3  import javafx.scene.Scene;
4  import javafx.stage.Stage;
5
6  public class Main extends Application {
7      public static void main(String[] args) {
8          launch(args);
9      }
10
11  @Override
12  public void start(Stage stage) throws Exception {
13      Scene scene = FXMLLoader.load(getClass().getResource("View.fxml")); // Ensure View.fxml is in the correct path
14
15      stage.setScene(scene);
16      stage.show();
17
18  }
19  }}
20
```

➤ View.fxml

```
View.fxml X
Demo_005 > View.fxml
1  version="1.0" encoding="UTF-8"?>
2
3  ort javafx.scene.Scene?>
4  ort javafx.scene.control.Button?>
5  ort javafx.scene.control.Label?>
6  ort javafx.scene.control.ScrollPane?>
7  ort javafx.scene.control.Spinner?>
8  ort javafx.scene.image.ImageView?>
9  ort javafx.scene.layout.AnchorPane?>
10 ort javafx.scene.layout.HBox?>
11 ort javafx.scene.layout.VBox?>
12 ort javafx.scene.text.Font?>
13
14
15 e xmlns="http://javafx.com/javafx/23.0.1" xmlns:fx="http://javafx.com/fxml/1" fx:controller="ViewController">
16 oot>
17 <AnchorPane prefHeight="550.0" prefWidth="600.0">
18     <children>
19         <Label layoutX="253.0" layoutY="28.0" text="Min Project">
20             <font>
21                 <Font size="20.0" />
22             </font>
23         </Label>
24         <Button fx:id="Button_Buy" layoutX="282.0" layoutY="501.0" mnemonicParsing="false" onAction="#Button_Buy_action" text="Buy" />
25         <Label fx:id="Label_Total" layoutX="490.0" layoutY="501.0" text="Total">
26             <font>
27                 <Font size="16.0" />
28             </font>
29         </Label>
30         <Label layoutX="267.0" layoutY="58.0" text="Shopping">
31             <font>
32                 <Font size="17.0" />
33             </font>
34         </Label>
35         <ScrollPane layoutX="39.0" layoutY="94.0" prefHeight="398.0" prefWidth="522.0">
36             <content>
```

```

37 <VBox prefHeight="397.0" prefWidth="520.0">
38   <children>
39     <HBox alignment="CENTER_LEFT" prefHeight="100.0" prefWidth="333.0">
40       <children>
41         <Label text="1. Iphone16 (2000$) ">
42           <font>
43             <Font size="14.0" />
44           </font>
45         </Label>
46         <ImageView fitHeight="80.0" fitWidth="80.0" pickOnBounds="true" preserveRatio="true">
47           <image>
48             <Image url="@iphone16.png" />
49           </image>
50         </ImageView>
51         <Label text=" X ">
52         <Spinner fx:id="Spinner_Iphone" prefHeight="26.0" prefWidth="63.0" />
53       </children>
54     </HBox>
55     <HBox alignment="CENTER_LEFT" prefHeight="100.0" prefWidth="340.0">
56       <children>
57         <Label text="2. Samsung S24 (1900$) ">
58         <ImageView fitHeight="80.0" fitWidth="80.0" pickOnBounds="true" preserveRatio="true">
59           <image>
60             <Image url="@Samsng-s23Ultra.png" />
61           </image>
62         </ImageView>
63         <Label text=" X ">
64         <Spinner fx:id="Spinner_Samsung" prefHeight="26.0" prefWidth="63.0" />
65       </children>
66     </HBox>
67     <HBox alignment="CENTER_LEFT" prefHeight="124.0" prefWidth="520.0">
68       <children>
69         <Label text="3. Smartwatch (900$) ">
70         <ImageView fitHeight="80.0" fitWidth="80.0" pickOnBounds="true" preserveRatio="true">
71           <image>
72             <Image url="@Smartwatch.png" />
73           </image>
74         </ImageView>
75         <Label text=" X ">
76         <Spinner fx:id="Spinner_Smartwatch" prefHeight="26.0" prefWidth="63.0" />
77       </children>
78     </HBox>
79     <HBox alignment="CENTER_LEFT" prefHeight="124.0" prefWidth="520.0">
80       <children>
81         <Label text="4. Camera (3500$) ">
82         <ImageView fitHeight="80.0" fitWidth="80.0" pickOnBounds="true" preserveRatio="true">
83           <image>
84             <Image url="@Camera.png" />
85           </image>
86         </ImageView>
87         <Label text=" X ">
88         <Spinner fx:id="Spinner_Camera" prefHeight="26.0" prefWidth="63.0" />
89       </children>
90     </HBox>
91   </children>
92 </VBox>
93 </content>
94 </ScrollPane>
95 </children>
96 </AnchorPane>
97 root>
98 ne>

```


➤ ViewController

```
Demo_005 > ViewController.java > ...
1
2 import java.net.URL;
3 import java.util.ResourceBundle;
4 import javafx.event.ActionEvent;
5 import javafx.fxml.FXML;
6 import javafx.scene.control.Button;
7 import javafx.scene.control.Label;
8 import javafx.scene.control.Spinner;
9 import javafx.scene.control.SpinnerValueFactory;
10 import javafx.fxml.Initializable;
11
12 public class ViewController implements Initializable {
13
14     @FXML
15     private Button Button_Buy;
16
17     @FXML
18     private Label Label_Total;
19
20     @FXML
21     private Spinner<Integer> Spinner_Camera;
22
23     @FXML
24     private Spinner<Integer> Spinner_Iphone;
25
26     @FXML
27     private Spinner<Integer> Spinner_Samsung;
28
29     @FXML
30     private Spinner<Integer> Spinner_Smartwatch;
31
32     @FXML
33     void Button_Buy_action(ActionEvent event) {
34         double quantityCamera = Spinner_Camera.getValue();
35         double quantityIphone = Spinner_Iphone.getValue();
36         double quantitySamsung = Spinner_Samsung.getValue();
37         double quantitySmartwatch = Spinner_Smartwatch.getValue();
38
39         double priceCamera = 3500.0;
40         double priceIphone = 2000.0;
41         double priceSamsung = 1900.0;
42         double priceSmartwatch = 900.0;
43
44         double total = quantityCamera * priceCamera + quantityIphone * priceIphone +
45             quantitySamsung * priceSamsung + quantitySmartwatch * priceSmartwatch;
46
47         Label_Total.setText("Total: " + total + "$");
48     }
49
50     @Override
51     public void initialize(URL url, ResourceBundle resource) {
52         Spinner_Camera.setValueFactory(
53             new SpinnerValueFactory.IntegerSpinnerValueFactory(0, 100, 0));
54
55         Spinner_Iphone.setValueFactory(
56             new SpinnerValueFactory.IntegerSpinnerValueFactory(0, 100, 0));
57
58         Spinner_Samsung.setValueFactory(
59             new SpinnerValueFactory.IntegerSpinnerValueFactory(0, 100, 0));
60
61         Spinner_Smartwatch.setValueFactory(
62             new SpinnerValueFactory.IntegerSpinnerValueFactory(0, 100, 0));
63     }
64 }
65
```

➤ Output


Min Project Shopping

1. iPhone16 (2000\$)




X 0

2. Samsung S24 (1900\$)




X 0

3. Smartwatch (900\$)



X 0

4. Camera (3500\$)




X 0

Buy

Total


Min Project Shopping

1. iPhone16 (2000\$)




X 1

2. Samsung S24 (1900\$)




X 1

3. Smartwatch (900\$)



X 1

4. Camera (3500\$)



X 1

Buy

Total: 8300.0\$