

FileEditViewNavigateCodeRefactorBuildRunToolsGitWindowHelp

miniProjectSem3 - HelloApplication.java

miniProjectSem3srcmainjavacomtonevallahdemofx1HelloApplication

HelloApplication

Scene1Controller.javaScene2Controller.javaScene3Controller.javaScene4Controller.javaScene2ControllerDao.java

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com.tonevallah.demofx1

FXMLLoaderGamecontrollerHelloApplicationScene1ControllerScene2ControllerScene3ControllerScene4ControllerScene5ControllerScene6Controller

com.tonevallah.demofx1.dao

CloseResourcesDaoJdbcConnectionScene2ControllerDaoScene3ControllerDaoScene6ControllerDao

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com.tonevallah.demofx1

car_pink.pngcar_red.pngcar_yellow.pngcheck.pnggame.fxmlGameTaskBarLogo.png

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../../../../

package com.tonevallah.demofx1;

import ...

public class HelloApplication extends Application {

@Override

public void start(Stage stage) {

try {

Parent root = FXMLLoader.Load(getClass().getResource("hello-view.fxml"));

Scene scene = new Scene(root);

stage.setTitle("TYPE DASH");

Image icon = new Image("C:\\Users\\Ganesh\\OneDrive\\Documents\\Dharam\\miniProjectSem3\\src\\main\\resources\\com\\tonevallah\\demofx1\\GameTaskBar

stage.getIcons().add(icon);

stage.setFullScreen(true);

stage.setScene(scene);

stage.show();

}

catch(Exception e) {

System.out.println(e);

}

}

public static void main(String[] args) { Launch(); }

}

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2package com.tonevallah.demofx1;

3import javafx.event.ActionEvent;

4

5public class Scene1Controller {

69 usages

7static public int lvl=1; // level 1,2,3

88 usages

9static public int car=1; // car 1,2,3

10static public int log=0; // log = 0 not logged in log in 1 logged in

112 usages

12FxmlLoader fxmlLoader = new FxmlLoader();

13

14// Opening the login GUI

152 usages

16public void loginpage(ActionEvent event){

17try {

18fxmlLoader.loadingFxml(event, fxml: "Scene2.fxml");

19} catch (Exception e){

20System.out.println(e);

21}

22

23// Opening the Signup GUI

242 usages

25public void signuppge(ActionEvent event){

26try {

27fxmlLoader.loadingFxml(event, fxml: "Scene3.fxml");

28} catch (Exception e){

29System.out.println(e);

30}

31

32// Exiting the Application

33public void exit(ActionEvent e) { System.exit(code: 0); }

34}

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```
public class Scene2Controller {
    @FXML
    private TextField uname;
    @FXML
    private PasswordField pass;
    @FXML
    private Label warning;
    public String username;
    3 usages
    public String password;
    1 usage
    private Scene2ControllerDao scene2ControllerDao = new Scene2ControllerDao();
    2 usages
    private FxmlLoader fxmloader = new FxmlLoader();

    public void menu(ActionEvent event) {
        username=uname.getText();
        password=pass.getText();

        try {
            if (scene2ControllerDao.checkUserExist(username,password)) {
                try {
                    log = 1;
                    System.out.println("user: " + username + ". pass: " + password);
                    System.setProperty("username",username); // Making username accessible everywhere in the program

                    fxmloader.loadingFxml(event, "Scene4.fxml");

                } catch (Exception e){
                    System.out.println(e);
                }
            } else {
                warning.setText("Wrong Name or Password!");
                warning.setVisible(true);
                System.out.println("User not found");
                uname.setText("");
                pass.setText("");
            }
        } finally { // Closing Connections and all resources
            try {
                CloseResourcesDao closingResources = new CloseResourcesDao();
                closingResources.closeResources();
            } catch (Exception e){
                System.out.println(e);
                System.out.println("Error while closing connection in Scene 2 controller.");
            }
        }
    }

    public void goback(ActionEvent event) {
```

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//signup GUI controller

package com.tonevallah.demofx1;

import java.util.*;

2 usages

public class Scene3Controller {

@FXML

private TextField uname;

@FXML

private PasswordField pass;

@FXML

private Label warning;

public String username;

3 usages

public String password;

2 usages

private Scene3ControllerDao scene3ControllerDao = new Scene3ControllerDao();

1 usages

private FxmlLoader fxmlLoader = new FxmlLoader();

25

public void menu(ActionEvent event) throws IOException {

username=uname.getText();

password=pass.getText();

29

char firstCharOfUsername = username.charAt(0);

if (Character.isDigit(firstCharOfUsername)){

warning.setText("Can't begin Username with a Number");

warning.setVisible(true);

}

else if(username.equals("")){

warning.setText("Enter a Username");

warning.setVisible(true);

}

else if(password.equals("")){

warning.setText("Enter a Password");

warning.setVisible(true);

}

else {

try {

if (scene3ControllerDao.ifUsersExists(username)) { // If username already exists

warning.setText("Name already taken!");

warning.setVisible(true);

System.out.println("user exists");

}

uname.setText("");

pass.setText("");

} else { // If username doesn't exist.

scene3ControllerDao.addUser(username,password); // Adding user into the user table.

log=1;

fxmlLoader.loadingFxml(event, "hello-view.fxml");

}

}

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33warning.setVisible(true);

34}

35else if(username.equals("")){

36warning.setText("Enter a Username");

37warning.setVisible(true);

38}

39else if(password.equals("")){

40warning.setText("Enter a Password");

41warning.setVisible(true);

42}

43else {

44try {

45if (scene3ControllerDao.ifUsersExists(username)) { // If username already exists

46warning.setText("Name already taken!");

47warning.setVisible(true);

48System.out.println("user exists");

49

50uname.setText("");

51pass.setText("");

52} else { // If username doesn't exist.

53scene3ControllerDao.addUser(username,password); // Adding user into the user table.

54log=1;

55fxmlLoader.loadingFXML(event, "hello-view.fxml");

56}

57} catch (Exception e){

58System.out.println(e);

59} finally { // Closing All Resources (Connections and all)

60try {

61CloseResourcesDao closingResources = new CloseResourcesDao();

62closingResources.closeResources();

63} catch (Exception se){

64System.out.println(se);

65System.out.println("Error while closing connection in Scene 3 controller.");

66}

67}

68}

69}

70public void goback(ActionEvent event) {

71try {

72fxmlLoader.loadingFXML(event, "hello-view.fxml");

73} catch (Exception e){

74System.out.println(e);

75}

76}

77}

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//after signing or logging in

package com.tonevallah.demofx1;

import ...

public class Scene4Controller {

@FXML

Text advc;

@FXML

Text uname;

2 usages

private FxmlLoader fxmlloader = new FxmlLoader();

//

public void tips(String str){

//

advc.setText(str);

}

2 usages

public void playGame(ActionEvent e) { // On Action of WPM rush

try {

fxmlloader.loadingFxml(e, fxmlt "Scene5.fxml");

} catch (Exception error){

System.out.println(error);

}

}

public void exit(ActionEvent e){

try {

fxmlloader.loadingFxml(e, fxmlt "hello-view.fxml");

} catch (Exception er){

System.out.println(er);

}

}

}

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//Choose Level Car color and start game controller

package com.tonevallah.demofx1;

import ..

public class Scene5Controller implements Initializable {

2 usages

private Parent root;

2 usages

private Scene scene;

3 usages

private Stage stage;

3 usages

@FXML

public RadioButton rButton1;

3 usages

@FXML

public RadioButton rButton2;

3 usages

@FXML

public RadioButton rButton3;

@FXML

private ChoiceBox<String> myChoiceBox=new ChoiceBox<>();

1 usage

private String[] cars = {"Yellow","Red","Pink"};

1 usage

private FXMLLoader fxmlloader = new FXMLLoader();

@Override

public void initialize(URL arg0, ResourceBundle arg1) {

myChoiceBox.getItems().addAll(cars);

myChoiceBox.setOnAction(this::getCar);

myChoiceBox.setStyle("-fx-font: 20 arial;");

}

1 usage

public void getCar(ActionEvent event) {

String mytime = myChoiceBox.getValue();

if(mytime=="Yellow") car=1;

else if(mytime=="Red") car=2;

else if(mytime=="Pink") car=3;

}

// Deciding the level of the Game

6 usages

public void getLevel(ActionEvent event) {

if(rButton1.isSelected()) lv=1;

else if(rButton2.isSelected()) lv=2;

else if(rButton3.isSelected()) lv=3;

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1 usage

43 public void getCar(ActionEvent event) {

44

45 String mytime = myChoiceBox.getValue();

46 if(mytime=="Yellow") car=1;

47 else if(mytime=="Red") car=2;

48 else if(mytime=="Pink") car=3;

49 }

50 // Deciding the level of the Game

51 6 usages

52 public void getLevel(ActionEvent event) {

53 if(rButton1.isSelected()) lvl=1;

54 else if(rButton2.isSelected()) lvl=2;

55 else if(rButton3.isSelected()) lvl=3;

56 }

57 2 usages

58 public void gotogame(ActionEvent e) { // On Action of Start Game Button

59 try{

60 FXMLLoader loader = new FXMLLoader(getClass().getResource("game.fxml"));

61 root = loader.load();

62 stage = (Stage) ((Node) e.getSource()).getScene().getWindow();

63 Gamecontroller gamecontroller = loader.getController();

64 gamecontroller.takeGivenLine();

65 gamecontroller.setfirstword();

66 //

67 scene = new Scene(root);

68 scene = new Scene(root, 1920, 1080);

69

70 stage.setScene(scene);

71 stage.show();

72 } catch (Exception se){

73 System.out.println(se);

74 }

75 }

76

77 public void goback(ActionEvent event) {

78 try {

79 System.out.println(log);

80 FXMLLoader loader = new FXMLLoader(getClass().getResource("Scene4.fxml")); // Going to 'after signing or logging in' GUI

81 } catch (Exception e){

82 System.out.println(e);

83 }

84 }

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1//view result

2package com.tonevallah.demofx1;

3

4import ...

8

9public class Scene6Controller{

10@FXML

11Label wpmLabel;

12@FXML

13Label accuracyLabel;

14@FXML

15Label typedwordsLabel;

16@FXML

17Label wrongWordTypedLabel;

18@FXML

19Button button;

20private FxmlLoader fxmlloader = new FxmlLoader();

21

22public void displayResult(int wpmScore,int accuracyScore,int typedWords,int wrongWords){

23typedwordsLabel.setText(String.valueOf(typedWords) + " Words");

24wrongWordTypedLabel.setText(String.valueOf(wrongWords) + " Words");

25accuracyLabel.setText(String.valueOf(accuracyScore) + "%");

26wpmLabel.setText(String.valueOf((int)wpmScore));

27}

28

29public void tryagain(ActionEvent event) {

30try {

31fxmlloader.loadingFxml(event, fxml "Scene4.fxml"); // Going to 'after signing or logging in' GUI

32}catch (Exception e){

33System.out.println(e);

34}

35}

6

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FxmlLoader.java

package com.tonevallah.demofx1;

import ...

14 usages

public class FxmlLoader {

3 usages

private Stage stage;

2 usages

private Scene scene;

2 usages

private Parent root;

11 usages

public void loadingFxml(ActionEvent event, String fxml){

try {

root = FXMLLoader.Load(getClass().getResource(fxml));

stage = (Stage) ((Node) event.getSource()).getScene().getWindow();

scene = new Scene(root, width: 1920, height: 1080);

stage.setHeight(root.maxHeight());

stage.setWidth(420);

stage.setFullScreen(true);

stage.setScene(scene);

stage.show();

catch (Exception e){

System.out.println("Error while loading " + fxml);

}

}

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// Typing Game Scene Controller

package com.tonevallah.demofx1;

import ...

public class GameController {

no usages

private int wordCounter = 0;

3 usages

private int first = 0;

17 usages

int fir = 0;

2 usages

ScheduledExecutorService executor = Executors.newScheduledThreadPool(corePoolSize: 1);

3 usages

@FXML

private Stage stage;

2 usages

private Scene scene;

2 usages

private Parent root;

3 usages

@FXML

public Text seconds; // Displaying Seconds

@FXML

private Text wordsPerMin; // displaying WPM per word

@FXML

private Text accuracy; // Display accuracy

@FXML

private Text programWord; // current word that is expected by user to type (hidden behind textflow (Text to be shown to type in the GUI))

@FXML

private Text secondProgramWord; // hidden behind textflow (Text to be shown to type in the GUI)

@FXML

private Text thirdProgramWord; // hidden behind textflow (Text to be shown to type in the GUI)

@FXML

private Text secpreviousProgramWord; // previous word ka bhi previous word (hidden behind textflow (Text to be shown to type in the GUI))

@FXML

private Text previousProgramWord; // hidden behind textflow (Text to be shown to type in the GUI)

@FXML

private Textflow textflow; // Text to be shown to type in the GUI

@FXML

private TextField userWord; // Actual word entered by user.

@FXML

private ImageView correct; // correct image whose visibility will be set to false in setFirstWord method.

@FXML

private ImageView wrong; // wrong image whose visibility will be set to false in setFirstWord method.

@FXML

private Button viewResult; // View Result button whose visibility will be set to false in setFirstWord method.

6 usages

@FXML

private Text greyText; // setting previous to previous word to gray.

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@FXML

private Button viewResult; // View Result button whose visibility will be set to false in setFirstWord method.

6 usages

@FXML

private Text greyText; // setting previous to previous word to gray.

7 usages

@FXML

private Text blueText; // setting current word to type to color blue.

6 usages

@FXML

private Text greenText; // Setting previous correct typed to green

4 usages

@FXML

private Text lastText; // This will select last word typed by the user(aage we will set it's color to green if correct. if wrong -> pink)

@FXML

private ImageView imgview; // will set imgview to car image in setFirstWord method.

// private double x1;

2 usages

private double y1;

@FXML

private Label won;

@FXML

private Label lost;

2 usages

private boolean carStopped = false;

1 usage

private long points = 0;

usages

Instant start,end;

no usages

private Scene2Controller scene2Controller = new Scene2Controller();

// Alloting sentence that will be printed in the GUI

1 usage

public String givenstring =takeGivenLine();

2 usages

public String takeGivenLine() {

int min = 0, max = 25,i=0;

Random random = new Random();

int ranNus = random.nextInt(bound: max + min + 1) + min; // random num between 0 to 25

String st1 = "";

try {

File file;

if(lvl == 1) {

file = new File(pathname: "C:\\Users\\Ganesh\\OneDrive\\Documents\\Dhanar\\miniProjectSem3\\src\\main\\resources\\com\\tonevallah\\demofx1\\textLevel1");

}else if (lvl == 2) {

file = new File(pathname: "C:\\Users\\Ganesh\\OneDrive\\Documents\\Dhanar\\miniProjectSem3\\src\\main\\resources\\com\\tonevallah\\demofx1\\textLevel2");

}

else{ // lvl 3

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```
else{ // lvl 3
    file = new File( pathname: "C:\\Users\\Ganesh\\OneDrive\\Documents\\Dhanam\\miniProjectSem3\\src\\main\\resources\\com\\tonevallah\\demofx1\\textLevel3");
}
Scanner fileInput = new Scanner(file);
while (fileInput.hasNext()) {
    String s = fileInput.nextLine();
    if(i >= ranNum) stl += s;
    i++;
}
fileInput.close();
}catch(Exception e){
    System.out.println("Error while retrieving text");
    System.out.println(e);
}
return stl;
}
13 usages
String[] givenwords = givenstring.split(Regex "\\s"); // Creating array which will store all words from the text that will be displayed to type

// In this function we are setting programWord to given word to type
1 usage
public void setfirstword() {
    secpreviousProgramWord.setText("start");
    previousProgramWord.setText("here:- ");
    programWord.setText(givenwords[0]);
    secondProgramWord.setText(givenwords[1]);
    thirdProgramWord.setText(givenwords[2]);

    greyText=new Text("");
    greyText.setFill(Color.GREY);
    blueText = new Text(givenwords[0]); // Assigning current word to type to blueText
    blueText.setFill(Color.BLUE);

    String st=" "; // This will store all the sentences after the first word.
    for(int i=1;i<35;i++){
        st+=givenwords[i] + " ";
    }
    greenText = new Text(st); // assigning greenText all the sentences after the first word i.e programWord
    greenText.setFill(Color.BLACK);

    textflow.getChildren().addAll(greyText,blueText, greenText);
    textflow.setStyle("-fx-font: 28 arial;");
    textflow.setPrefWidth(700);

    textflow.setPadding(new Insets( top: 15, right: 15, bottom: 15, left: 15));

    start = Instant.now();

    viewResult.setVisible(false);
    wrong.setVisible(false);
}
```

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// At Game Over Logic Section

6 usages

private int countAll = 0;

9 usages

private int counter = 0;

8 usages

private int timer = 60;

5 usages

private int speed = 0;

1 usage

Runnable r = new Runnable() {

@Override

public void run() {

if (timer > -1 && !carStopped) {

seconds.setText(String.valueOf(timer));

timer -- 1;

wrong.setVisible(false);

correct.setVisible(false);

ingview.setY(y1--speed);

if(y1<=-480) {

won.setVisible(true);

carStopped = true;

userWord.setDisable(true); // Not allowing user to enter more words

userWord.setText("Game over");

viewResult.setVisible(true); // View Result Button

}

double tm=60;

double wpm= Math.ceil(((counter/(tm-timer))*tm);

wordsPerMin.setText(String.valueOf((int)wpm));

}

else {

if (timer == -1) {

won.setText("You Lost!");

lost.setVisible(true);

userWord.setDisable(true);

userWord.setText("Game over");

viewResult.setVisible(true);

}

if (timer == -4) {

viewResult.setVisible(true);

viewResult.setDisable(false);

executor.shutdown();

}

}

}

};

1 usage

public void goBack(ActionEvent event){

try {

Alert alert = new Alert(Alert.AlertType.WARNING);

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if(y1<=489) {
    won.setVisible(true);
    carStopped = true;
    userWord.setDisable(true); // Not allowing user to enter more words
    userWord.setText("Game over");
    viewResult.setVisible(true); // View Result Button
}
double tm=60;
double wpm= Math.ceil(((counter/(tm-timer))*tm);
wordsPerMin.setText(String.valueOf((int)wpm));
}
else {
    if (timer == -1) {
        won.setText("You Lost!");
        lost.setVisible(true);
        userWord.setDisable(true);
        userWord.setText("Game over");
        viewResult.setVisible(true);
    }
    if (timer == -4) {
        viewResult.setVisible(true);
        viewResult.setDisable(false);
        executor.shutdown();
    }
}
};

1 usage
public void goBack(ActionEvent event){
    try {
        Alert alert = new Alert(Alert.AlertType.WARNING);
        alert.setTitle("Go Back");
        alert.setHeaderText("Are you sure you want to go back?");
        alert.setContentText("If you are in between the Game, your current game process will be lost:");

        if (alert.showAndWait().get() == ButtonType.OK) { // agar OK tap kijiye to
            FxmlLoader fxmlLoader = new FxmlLoader();
            fxmlLoader.loadingFxml(event, "Scene4.fxml");
        }
    }catch (Exception e){}
}
```

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Scene2ControllerDao.java

1package com.tonevallah.demofx1.dao;

2import com.tonevallah.demofx1.dao.CloseResourcesDao;

3import java.io.IOException;

4import java.sql.*;

5public class Scene2ControllerDao {

6JdbcConnection con = new JdbcConnection();

7PreparedStatement preparedStatement = null;

8ResultSet rs = null;

9private Scene3ControllerDao scene3ControllerDao = new Scene3ControllerDao();

10PreparedStatement psInsert = null;

11private final String GET_USERS = "SELECT * FROM users";

12public boolean checkUserExist(String username, String password){

13try {

14rs = scene3ControllerDao.getUsers();

15while(rs.next()){

16if((rs.getString(columnLabel "username").equals(username) && (rs.getString(columnLabel "password").equals(password)))) return true;

17}

18} catch (SQLException e) {

19System.out.println(e);

20System.out.println("Error while checking username and password");

21}

22return false; // if username and password doesn't match return false.

23}

24}

25

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2import java.sql.*;

35 usages

4public class Scene3ControllerDao {

52 usages

6JdbcConnection jdbcConnection = new JdbcConnection();

74 usages

8PreparedStatement psInsert = null;

92 usages

10Statement userTable = null;

111 usage

12private final String GET_USERS = "SELECT * FROM users";

131 usage

14private final String ADD_USER_BY_USERNAME_PASSWORD = "INSERT INTO users(username,password) VALUES(?,?)";

15

16public ResultSet getUsers() throws SQLException { //

17try {

18userTable = jdbcConnection.getConnection().createStatement();

19ResultSet regTableRow = userTable.executeQuery(GET_USERS);

20return regTableRow;

21} catch (Exception e) {

22System.out.println(e);

23System.out.println("Result set not created");

24}

25return null;

26}

271 usage

28public boolean ifUsersExists(String username){

29try {

30ResultSet rs = getUsers();

31while(rs.next()){

32if(rs.getString("username").equals(username)) return true; // if user exists return true

33}

34} catch (Exception e) {

35System.out.println("Error while create users resultset");

36}

37return false; // if user doesn't exist return false

38}

39}

401 usage

41public void addUser(String username, String password) {

42try {

43psInsert = jdbcConnection.getConnection().prepareStatement(ADD_USER_BY_USERNAME_PASSWORD);

44psInsert.setString(1, username);

45psInsert.setString(2, password);

46psInsert.executeUpdate();

47} catch (Exception e) {

48System.out.println(e);

49System.out.println("Error while inserting into user table.");

50}

51}

52}

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Scene6ControllerDao.java

1package com.tonevallah.demofx1.dao;

2

3import java.sql.PreparedStatement;

4import java.sql.SQLException;

5

6public class Scene6ControllerDao {

7private final String INSERT_INTO_USERS_RECORD = "INSERT INTO users_record(username,wpm,accuracy,totword,wrongwords) VALUES(?,?,?,?,?)";

8PreparedStatement psInsert = null;

9private JdbcConnection jdbcConnection = new JdbcConnection();

10public void insertIntoUsersRecord(String username,int wpm, int totWord){

11try {

12psInsert = jdbcConnection.con().prepareStatement(INSERT_INTO_USERS_RECORD);

13

14psInsert.setString(1, username);

15psInsert.setInt(2, wpm);

16int accuracy = (int) Math.round((wpm * 1.0 / totWord) * 100);

17psInsert.setInt(3, accuracy);

18psInsert.setInt(4, totWord);

19psInsert.setInt(5, totWord-wpm); // wrong words

20psInsert.executeUpdate();

21} catch (SQLException e) {

22System.out.println(e);

23throw new RuntimeException(e);

24}

25}

26}

27

4

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Bookmarks

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1package com.tonevallah.demofx1.dao;

2

3import ...

7

10 usages

8public class CloseResourcesDao {

2 usages

9private Connection connection = null;

2 usages

10private PreparedStatement preparedStatement = null;

2 usages

11private ResultSet resultSet = null;

no usages

12private PreparedStatement psInsert = null;

3 usages

13public void closeResources(){

14if (resultSet != null) {

15try {

16resultSet.close();

17} catch (SQLException se) {

18se.printStackTrace();

19}

20}

21if (preparedStatement != null) {

22try {

23preparedStatement.close();

24} catch (SQLException se) {

25se.printStackTrace();

26}

27}

28if (connection != null) {

29try {

30connection.close();

31} catch (SQLException se) {

32se.printStackTrace();

33}

34}

5

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Notifications

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