Informatics Institute of Technology

Department of Computing

Bsc(Hons) Artificial Intelligence and Data Science

Module: CM1601 Programming Fundamentals

Semester 2

Module Coordinator: Mr. Iresh Bandara

Individual Coursework Part 2 Report

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Executive Summary

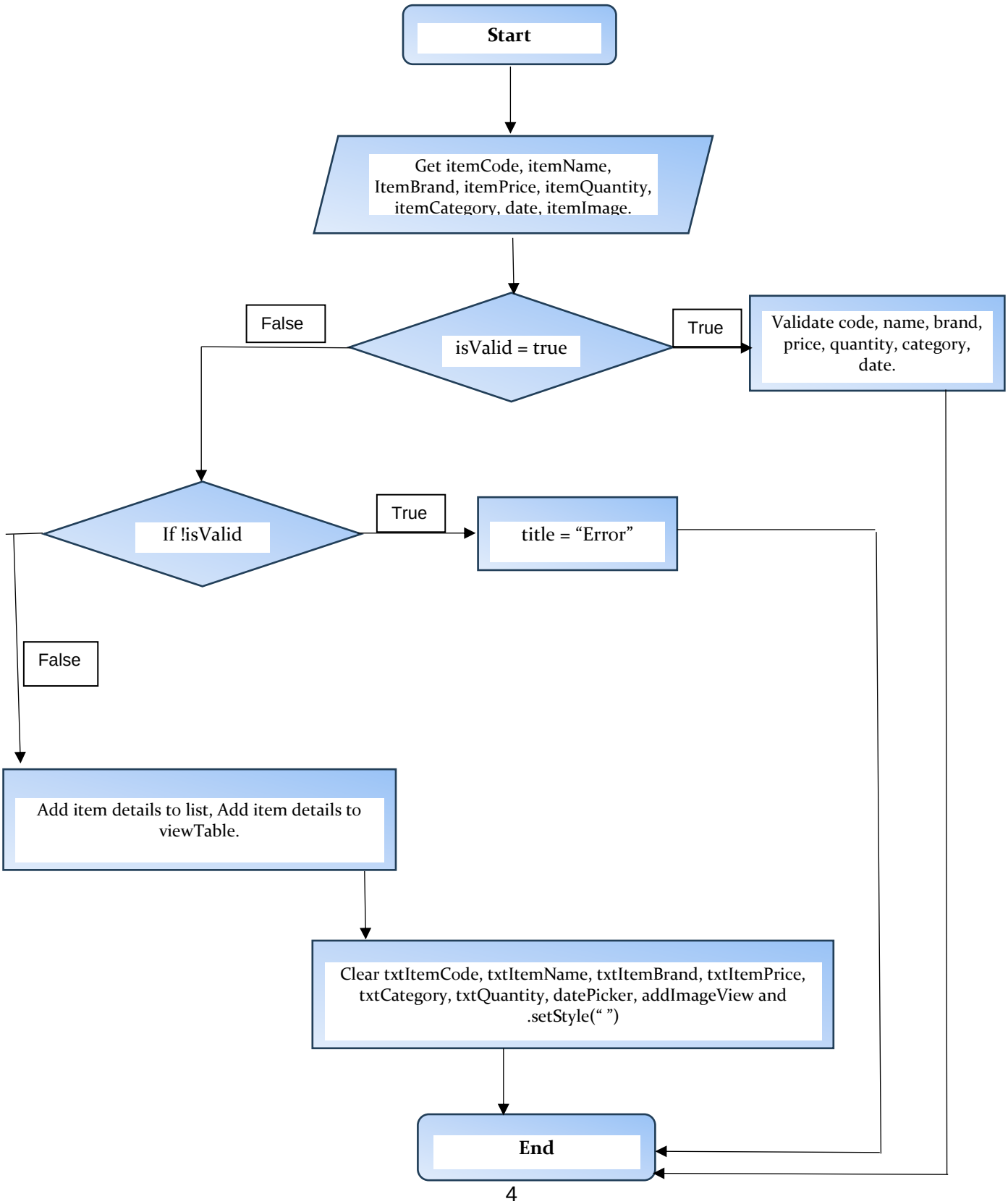
It is required to develop a GUI application for John’s Internet Café using Java and OOP concept. The application utilizes JavaFX for the user interface and allows users to add, update, and view items in a table format.

Overall, this code demonstrates a basic inventory management system with functionalities for adding, updating, and viewing items. It incorporates input validation, error handling, and data persistence through file I/O. However, additional features like item deletion, sorting, and filtering could further enhance the application's functionality and usability.

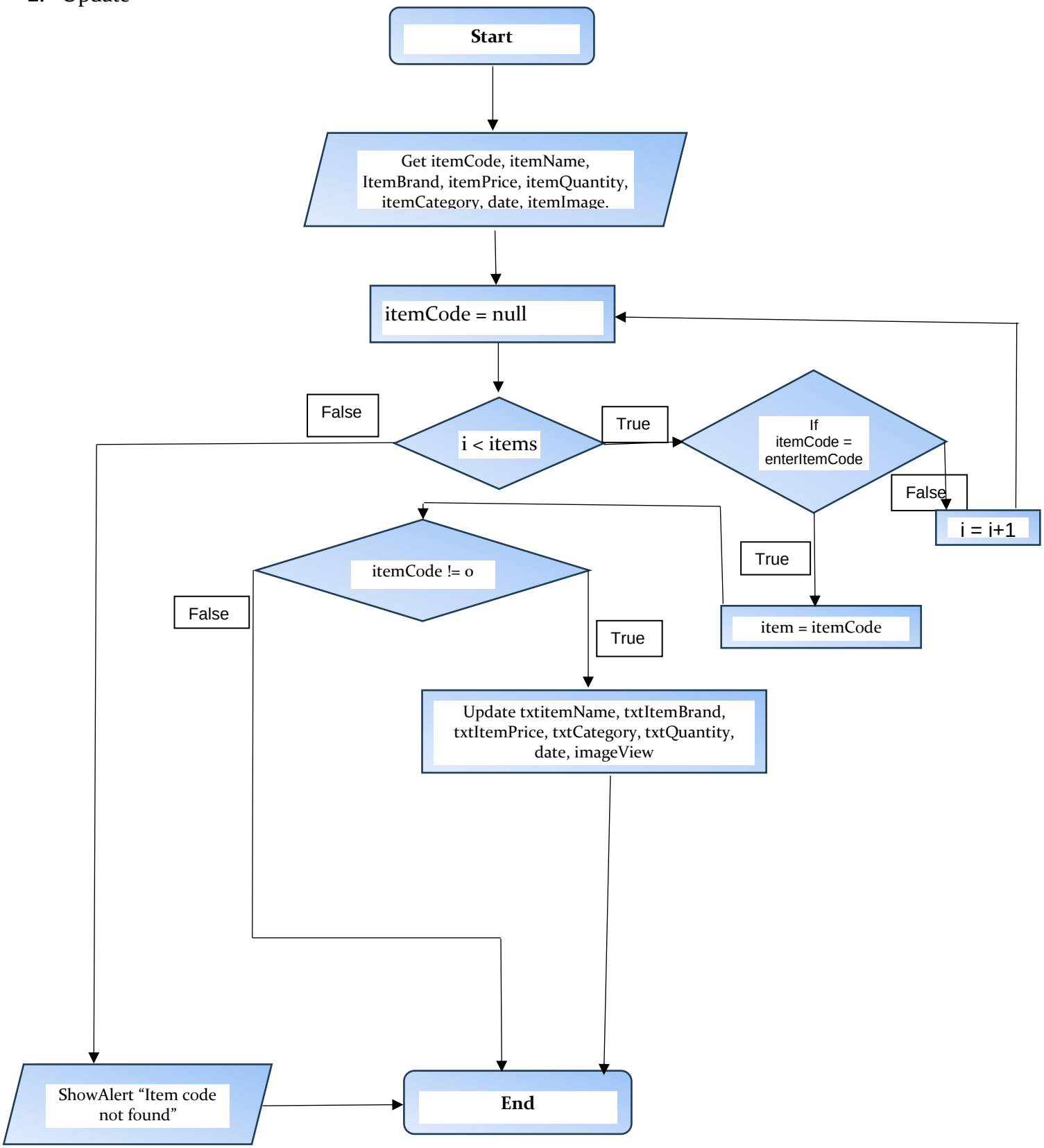
Contents

Flow Charts

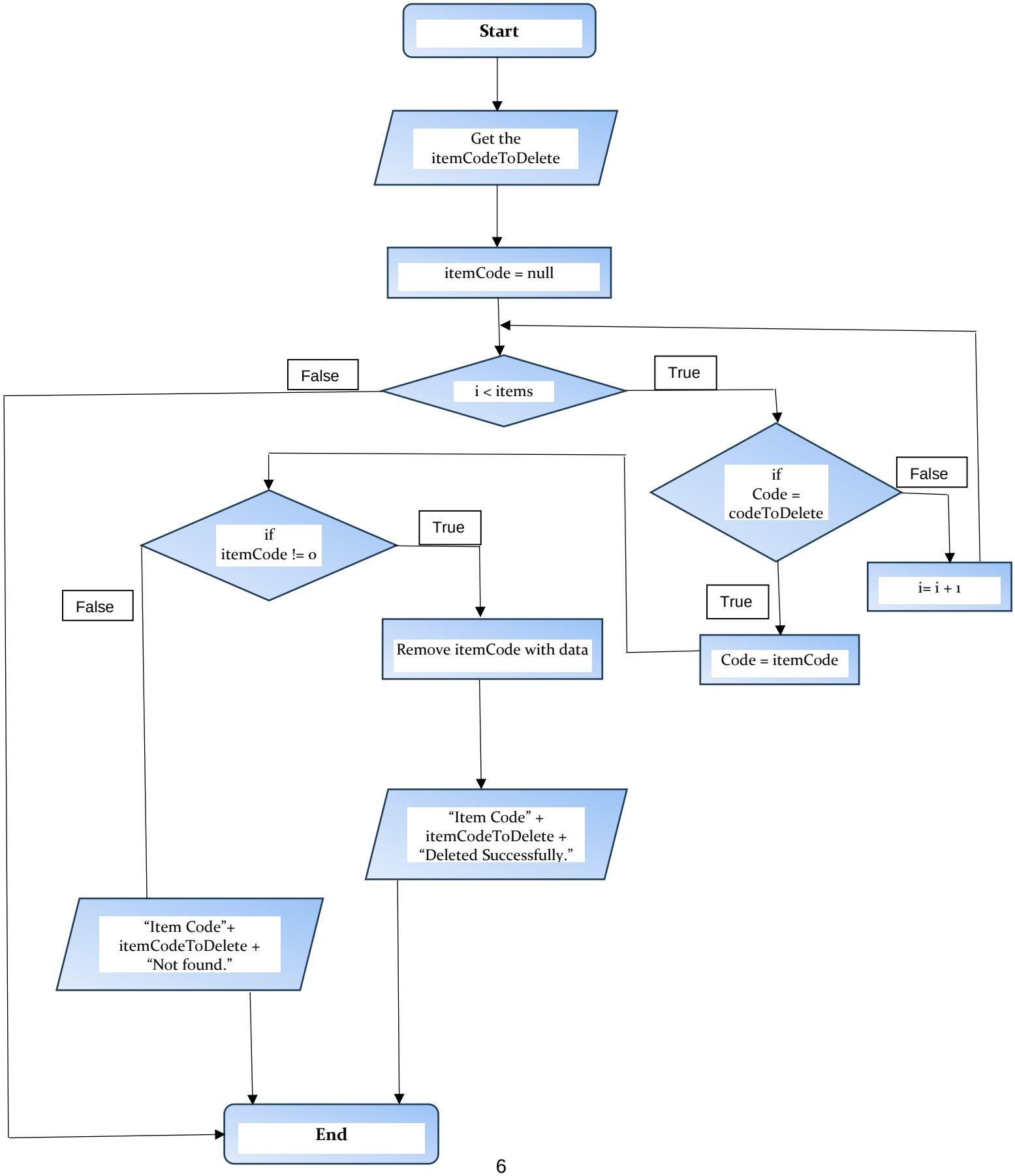
1. Add



2. Update


Start
Get itemCode, itemName, ItemBrand, itemPrice, itemQuantity, itemCategory, date, itemImage.
itemCode = null
False
i < items
True
If itemCode = enterItemCode
False
i = i+1
True
item = itemCode
itemCode != 0
False
True
Update txtitemName, txtItemBrand, txtItemPrice, txtCategory, txtQuantity, date, imageView
ShowAlert "Item code not found"
End

3. Delete

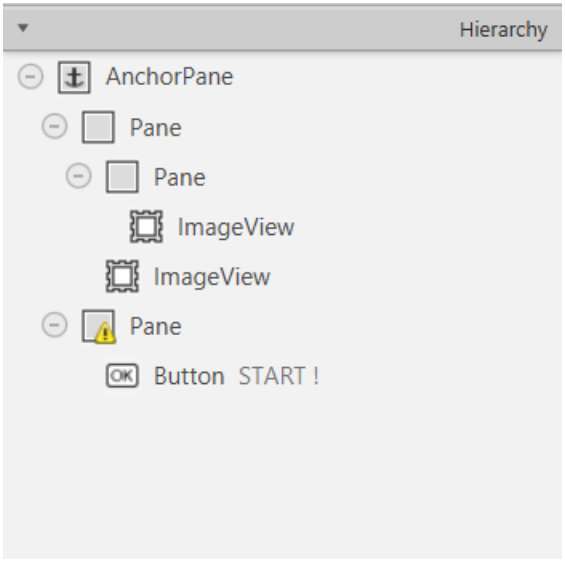

Start
Get the itemCodeToDelete
itemCode = null
i < items
False
True
if itemCode != o
True
False
Remove itemCode with data
if Code = codeToDelete
False
True
Code = itemCode
i= i + 1
"Item Code" + itemCodeToDelete + "Deleted Successfully."
"Item Code"+ itemCodeToDelete + "Not found."
End

Introduction to function with code

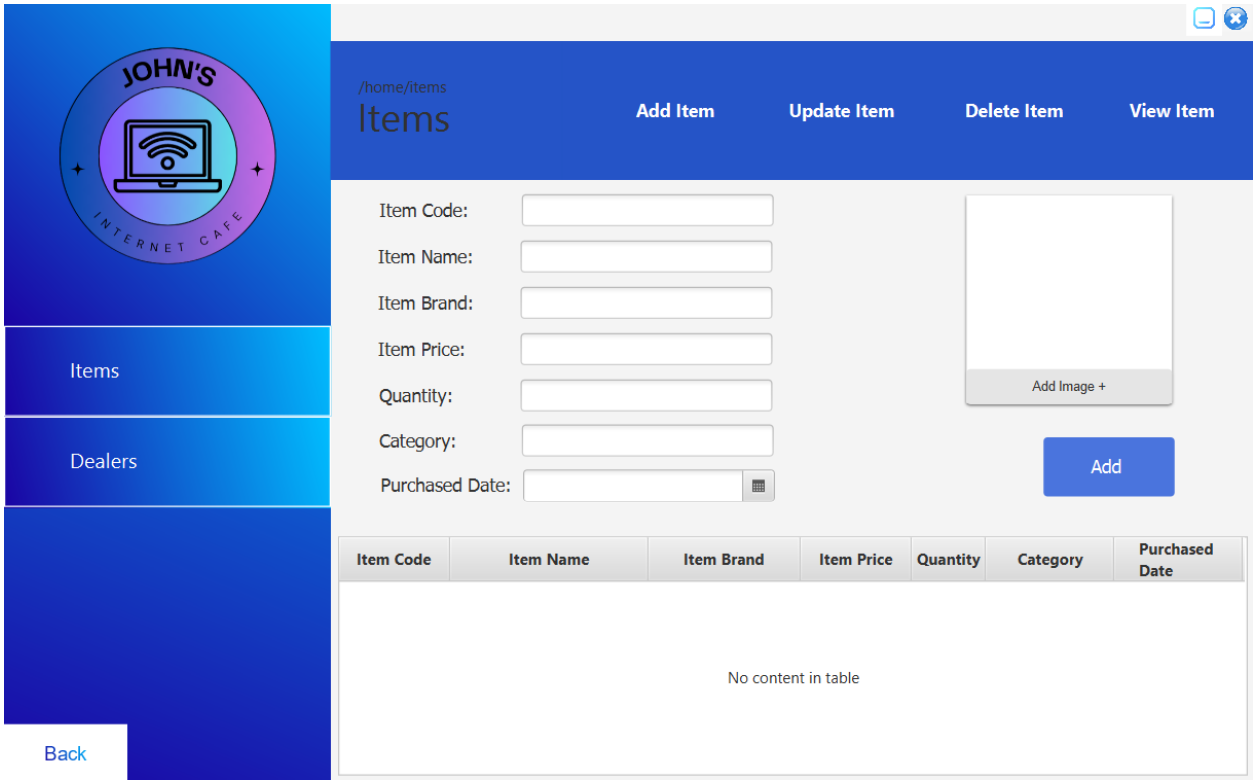
1.Starting page

- User can see start page as above after launching the program.
- I have used a logo, icons and buttons on this start page.
- This start page has 2 buttons.
    - Start – Go to the user interface.
    - Exit – Exit from the program.

- SceneBuilder Hierarchy

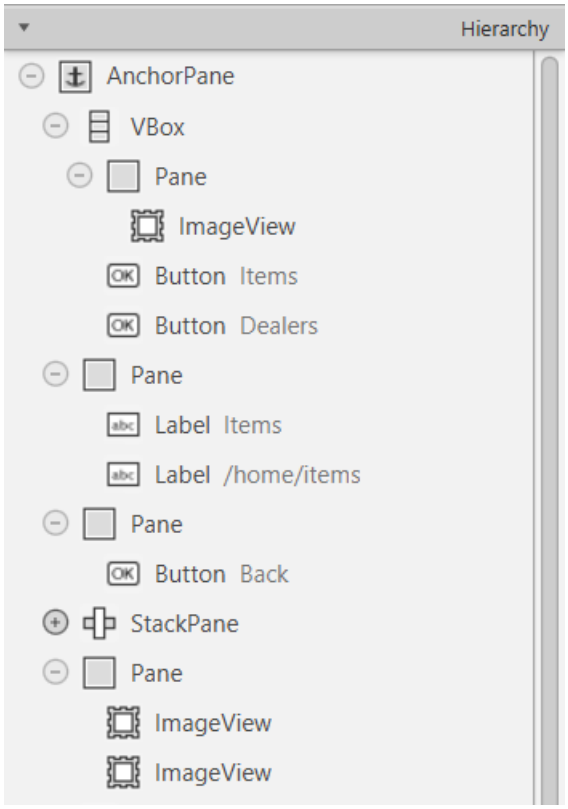


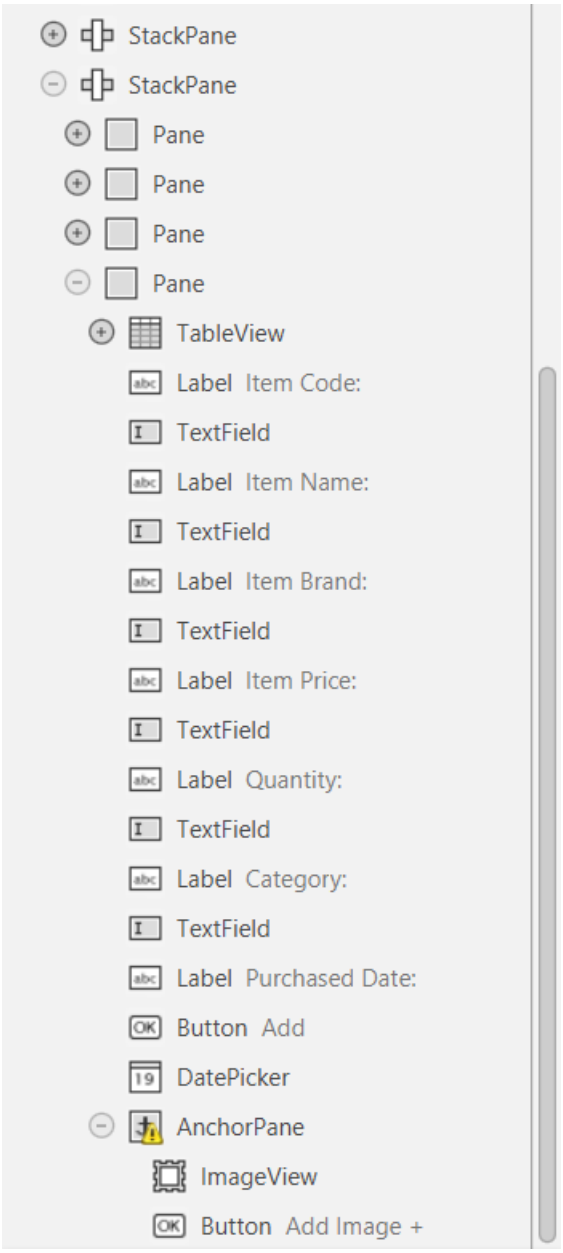
2. Item section



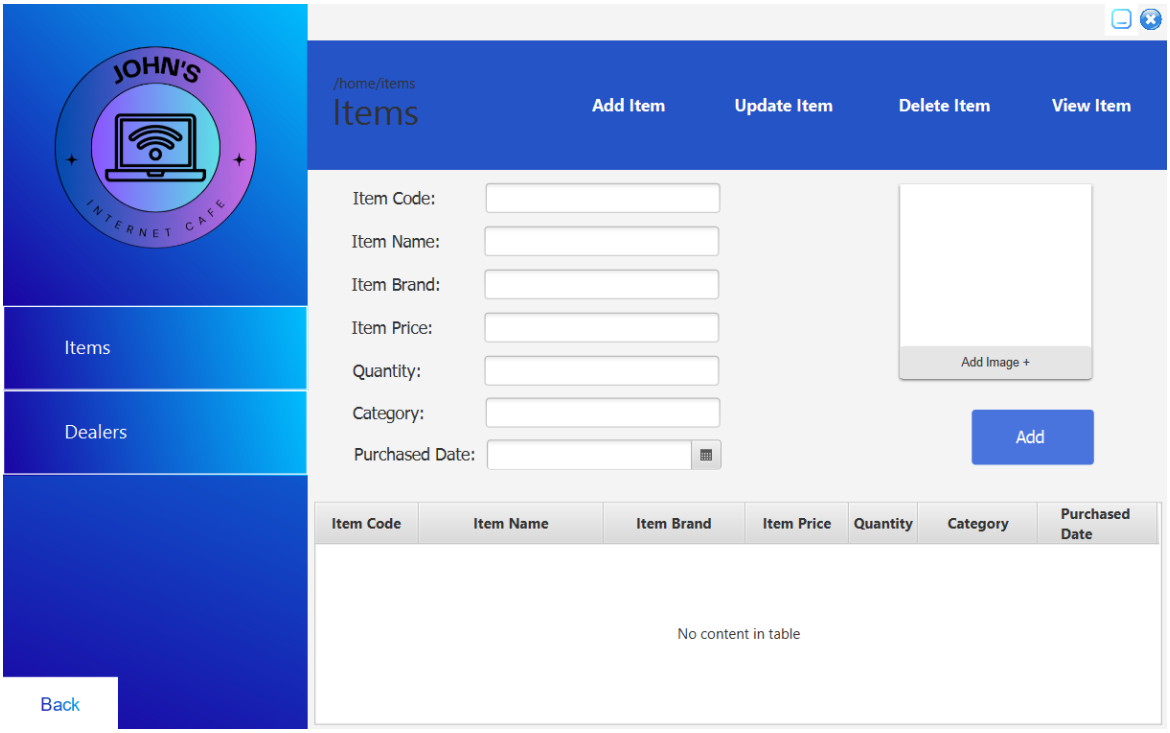
- After clicking the Start button, the user enters the user interface. Users can see the Items section like this.
- Users can access the corresponding function from the buttons in the header.

- SceneBuilder Hierarchy



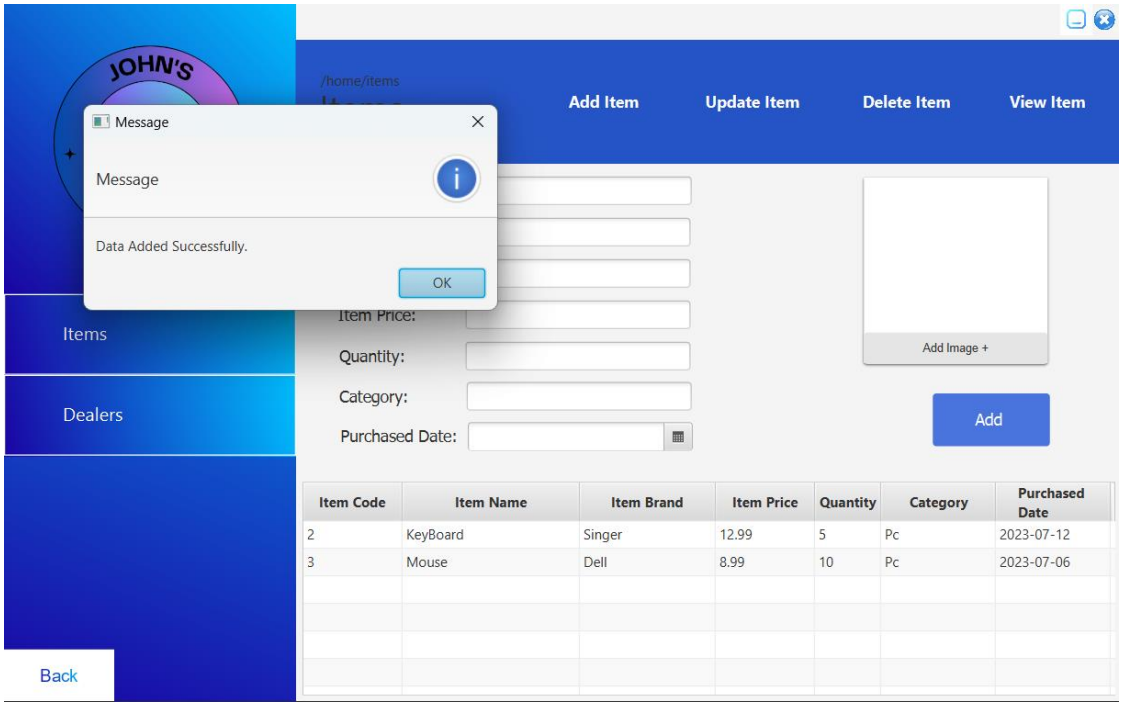


3.Add items

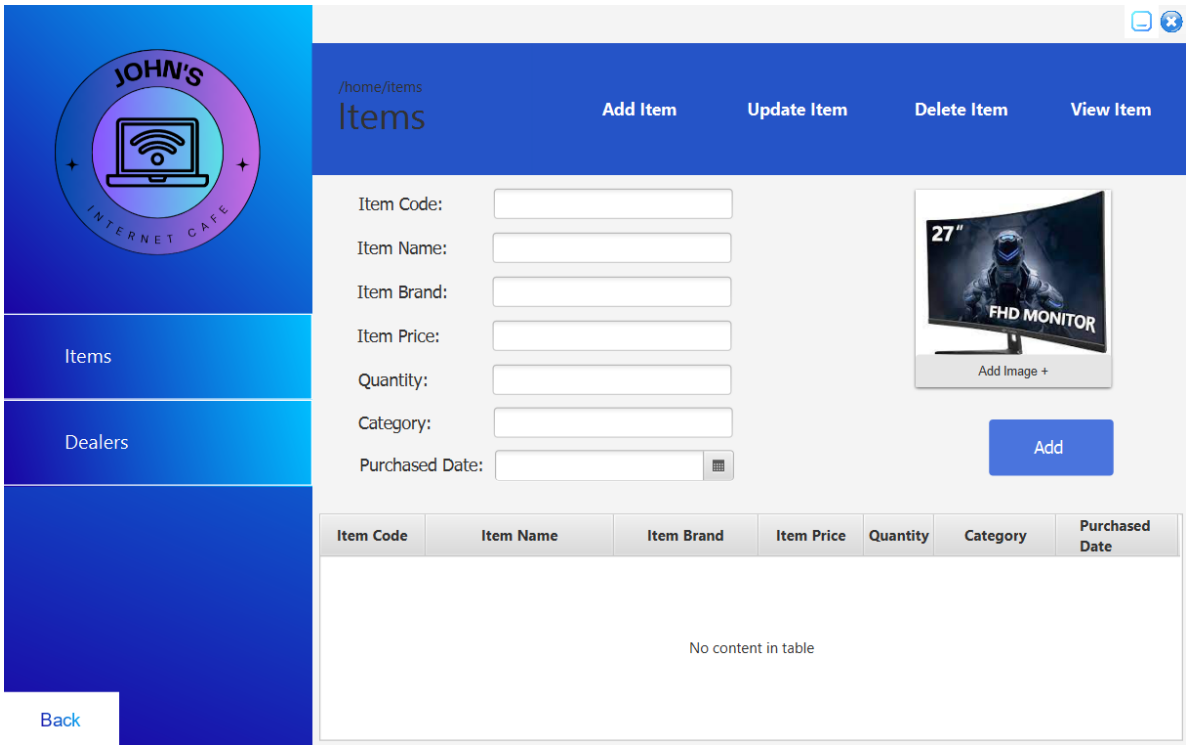


- When the user fills the text fields and clicks the "Add" button, the details will be added to the "saveAddItems.txt" file and shows the below table.

  - After adding the item, the system will display an alert.



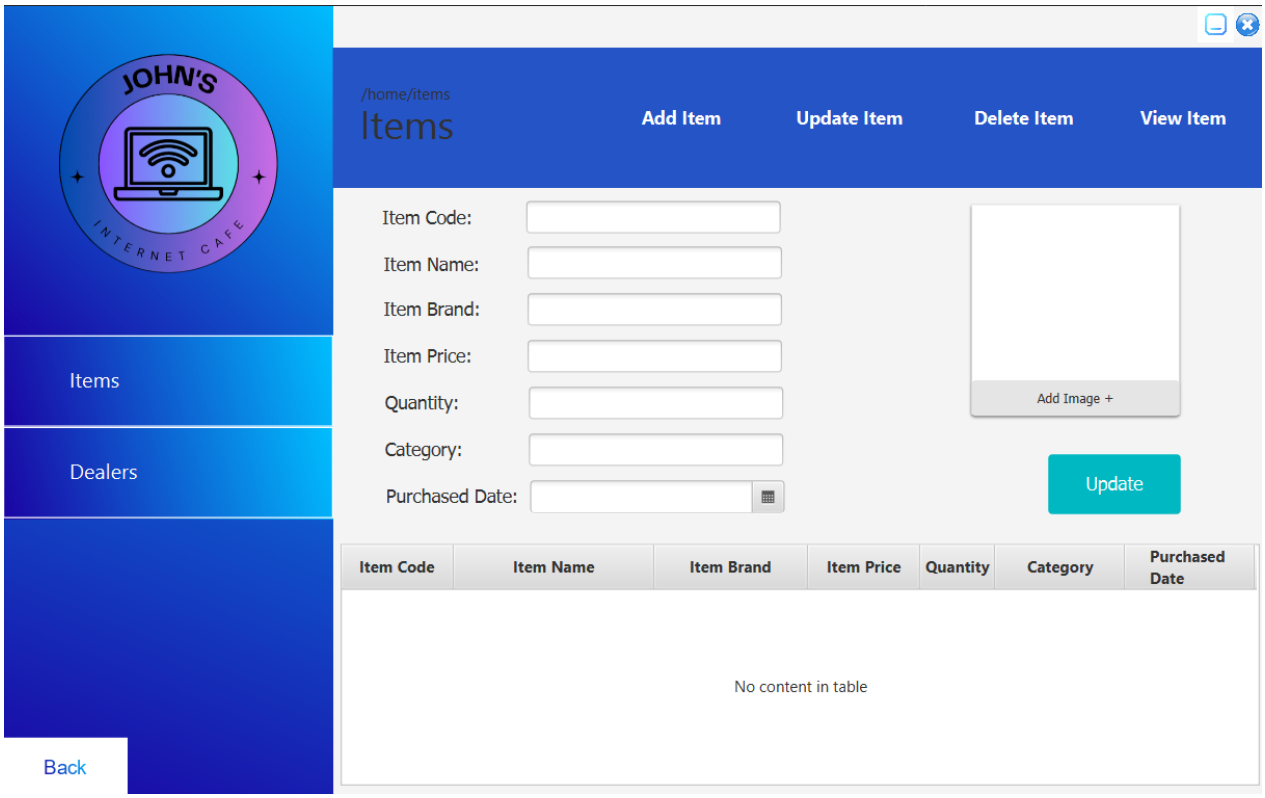
- Users can add images using Add Image button.



❖ Add image:

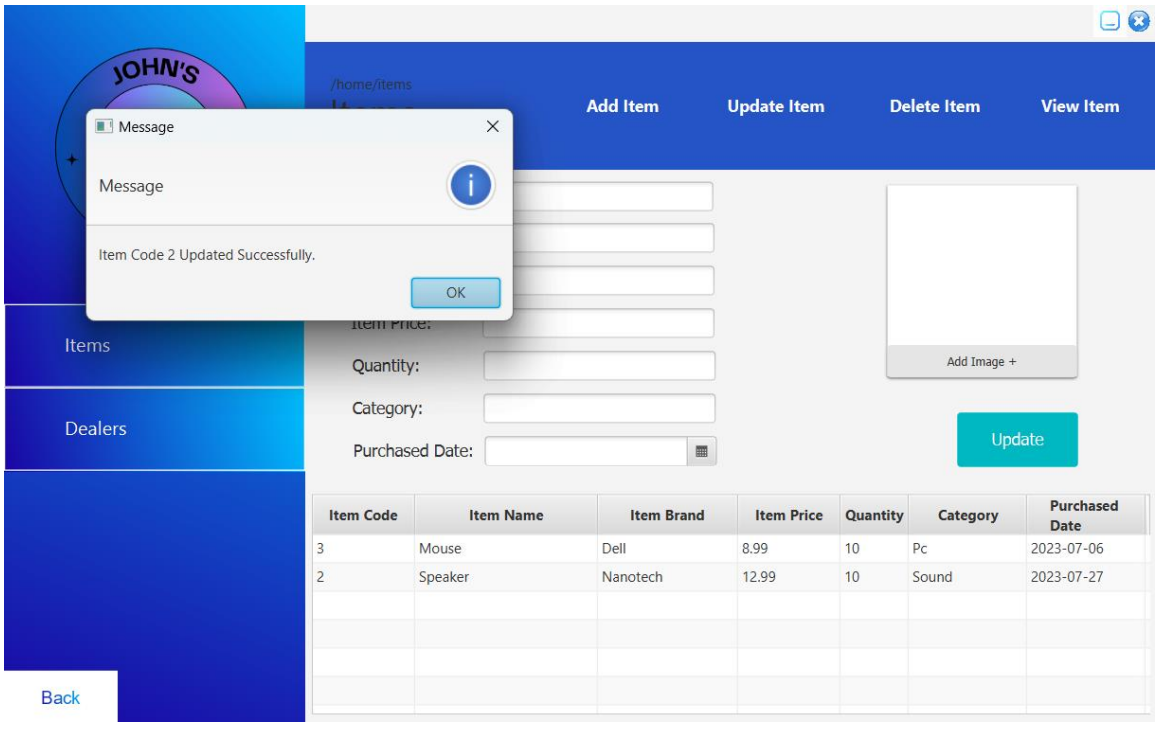
```
@FXML
private void handleAddImage(ActionEvent event) {
    FileChooser fileChooser = new FileChooser();
    fileChooser.setTitle("Open Image File");
    fileChooser.getExtensionFilters().add(new
FileChooser.ExtensionFilter("Image Files", "*.png", "*.jpg", "*.jpeg",
"*.gif"));

    File selectedFile =
fileChooser.showOpenDialog(btnAddImage.getScene().getWindow());

    if (selectedFile != null) {
        try {
            // Load the selected image file into an Image object
            Image image = new Image(selectedFile.toURI().toString());
            // Set the Image object to the ImageView
            addImageView.setImage(image);

            Items selectedItem =
tableView4.getSelectionModel().getSelectedItem();
            if (selectedItem != null) {
                // Set the image for the selected item
                selectedItem.setItemImage(image);
            }
        } catch (Exception e) {
            e.printStackTrace();
        }
    }
}
```

4.Update items

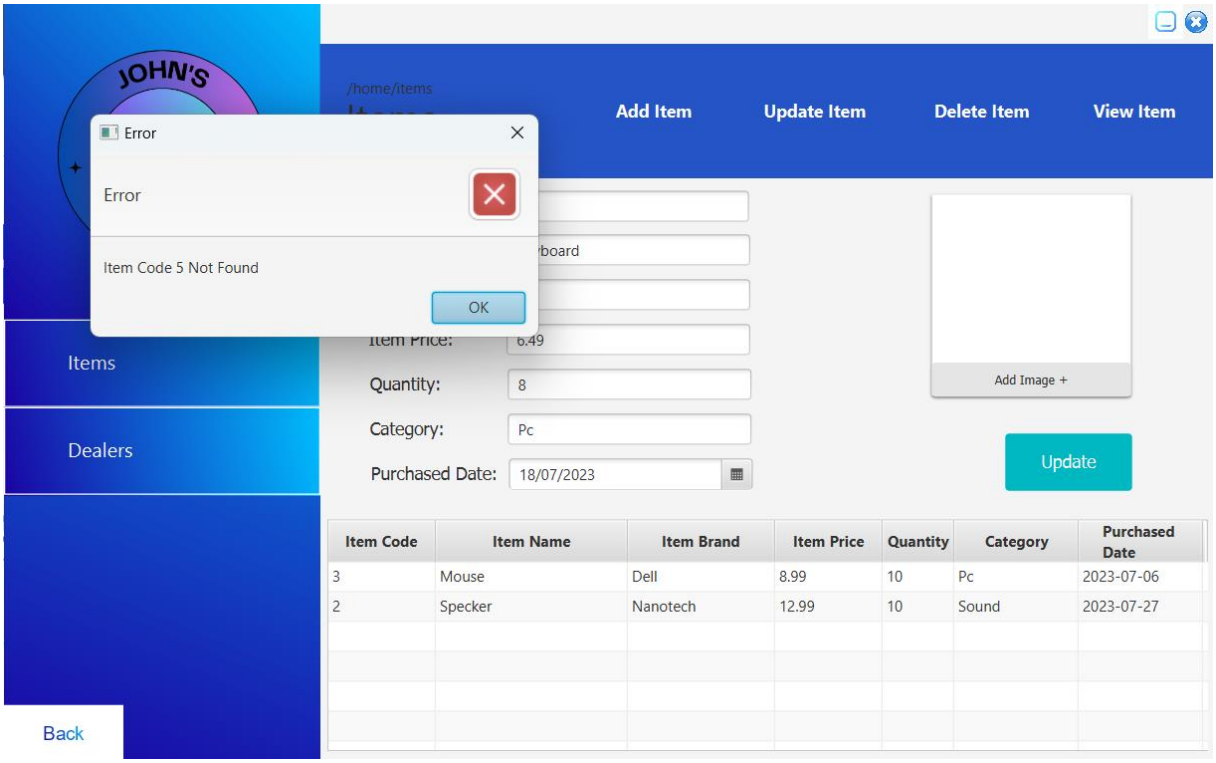


➢ In this section users can update item details.

- After updating the item data, the system will display an alert.

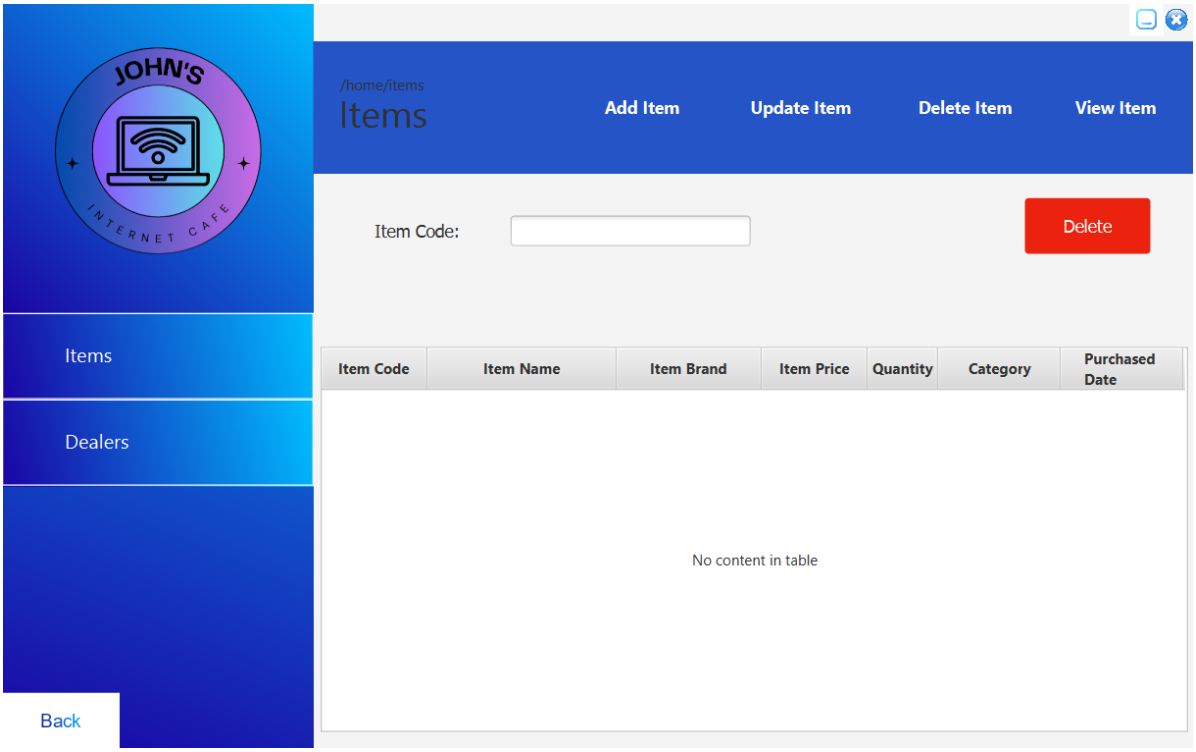


- After updating the item data with wrong code, the system will display an error.

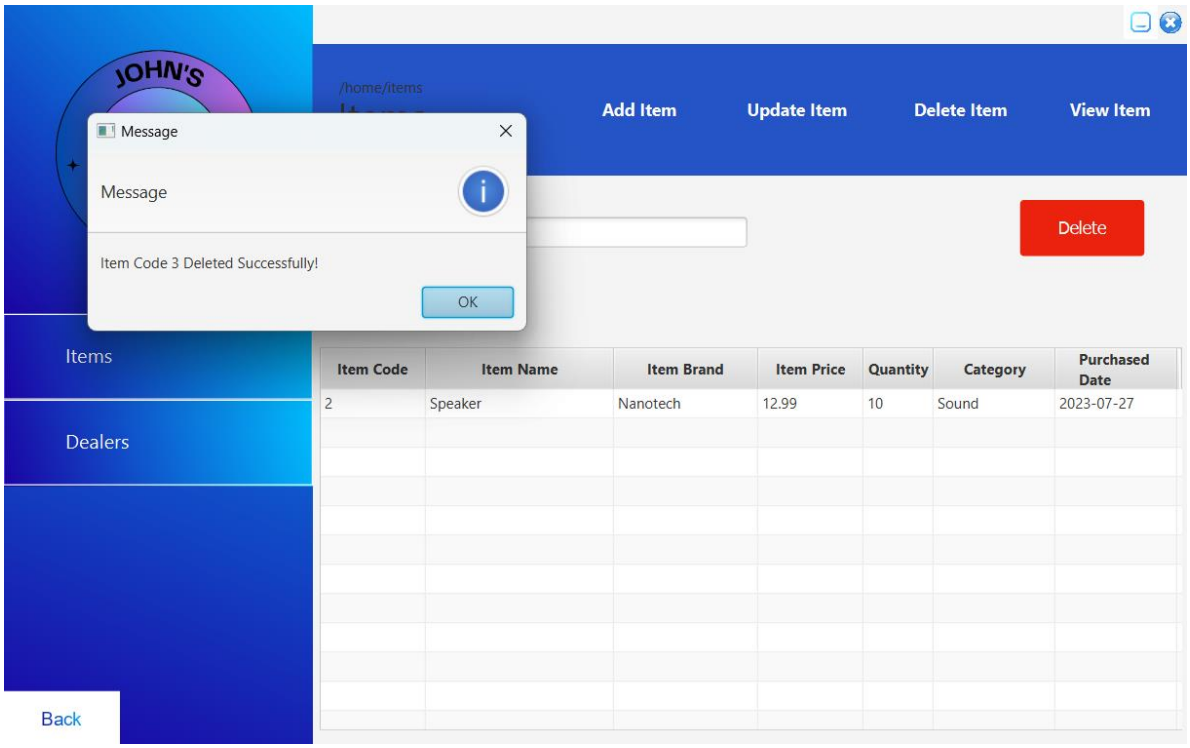


5.Delete items

- In this section users can delete item data using item code.

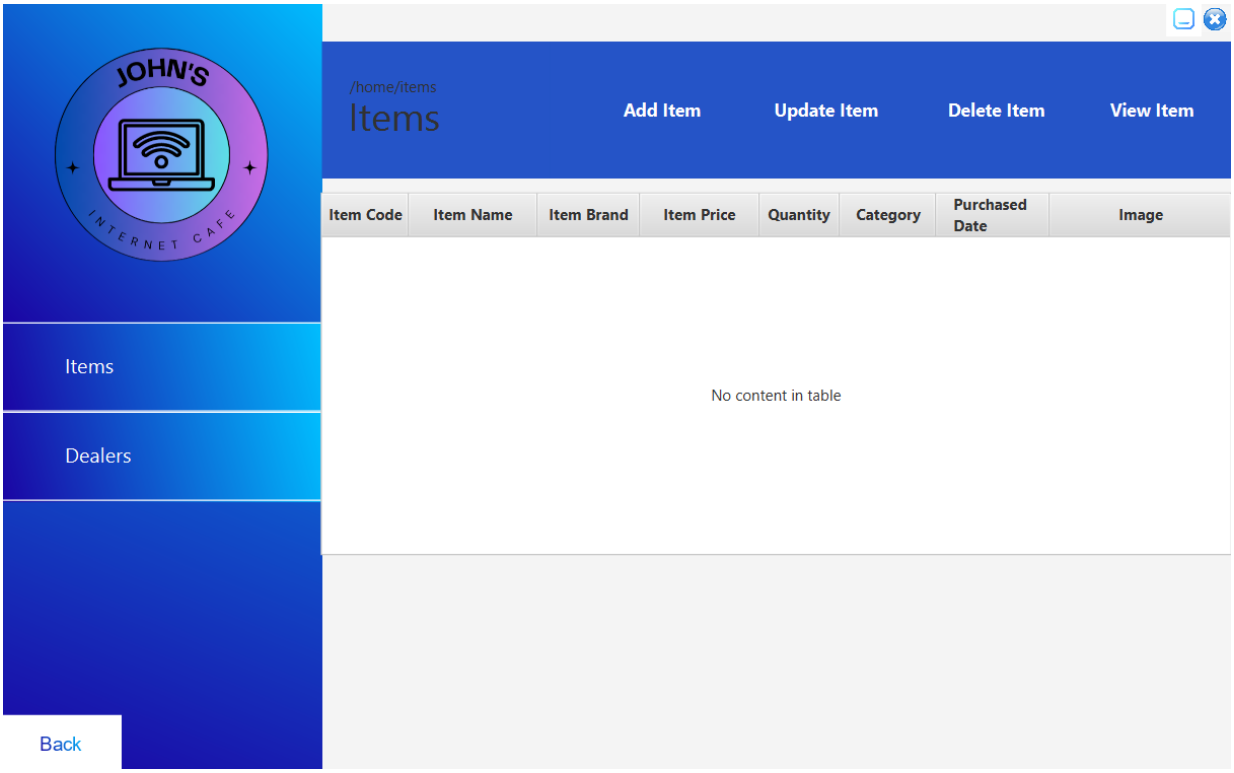


- After deleting the item data, the system will display an alert.

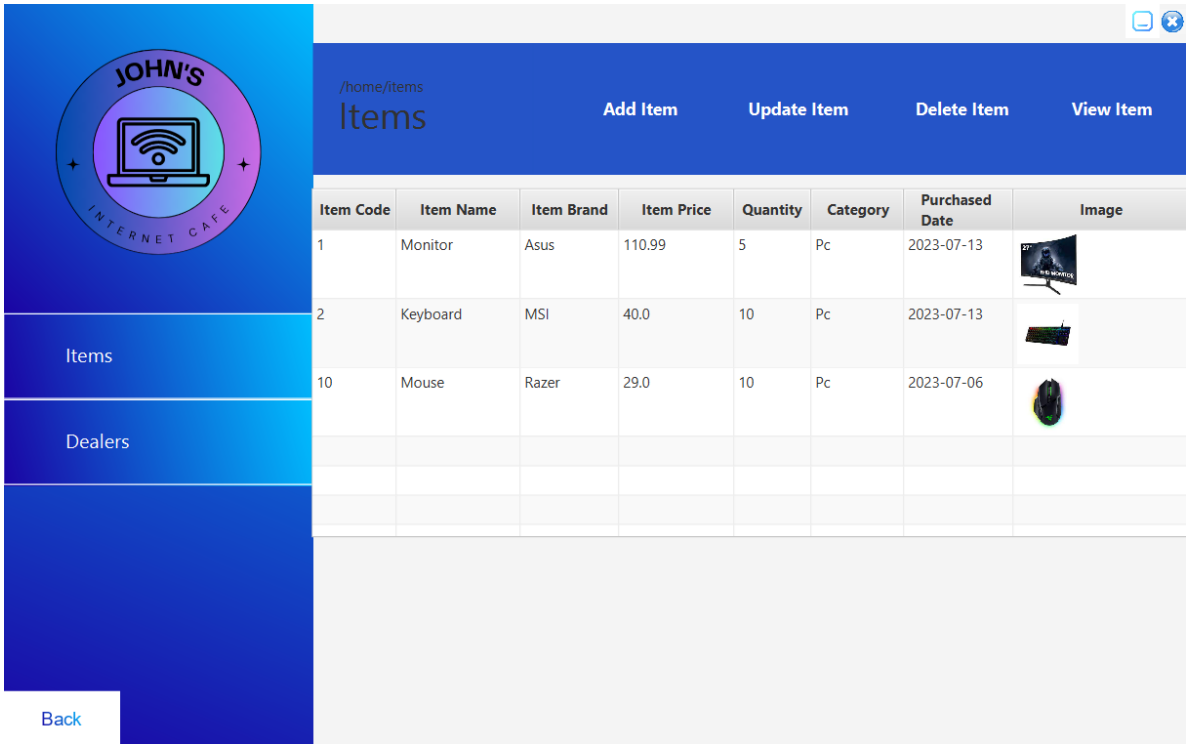


6.View items

- In this section users can view all the item data when they are added.

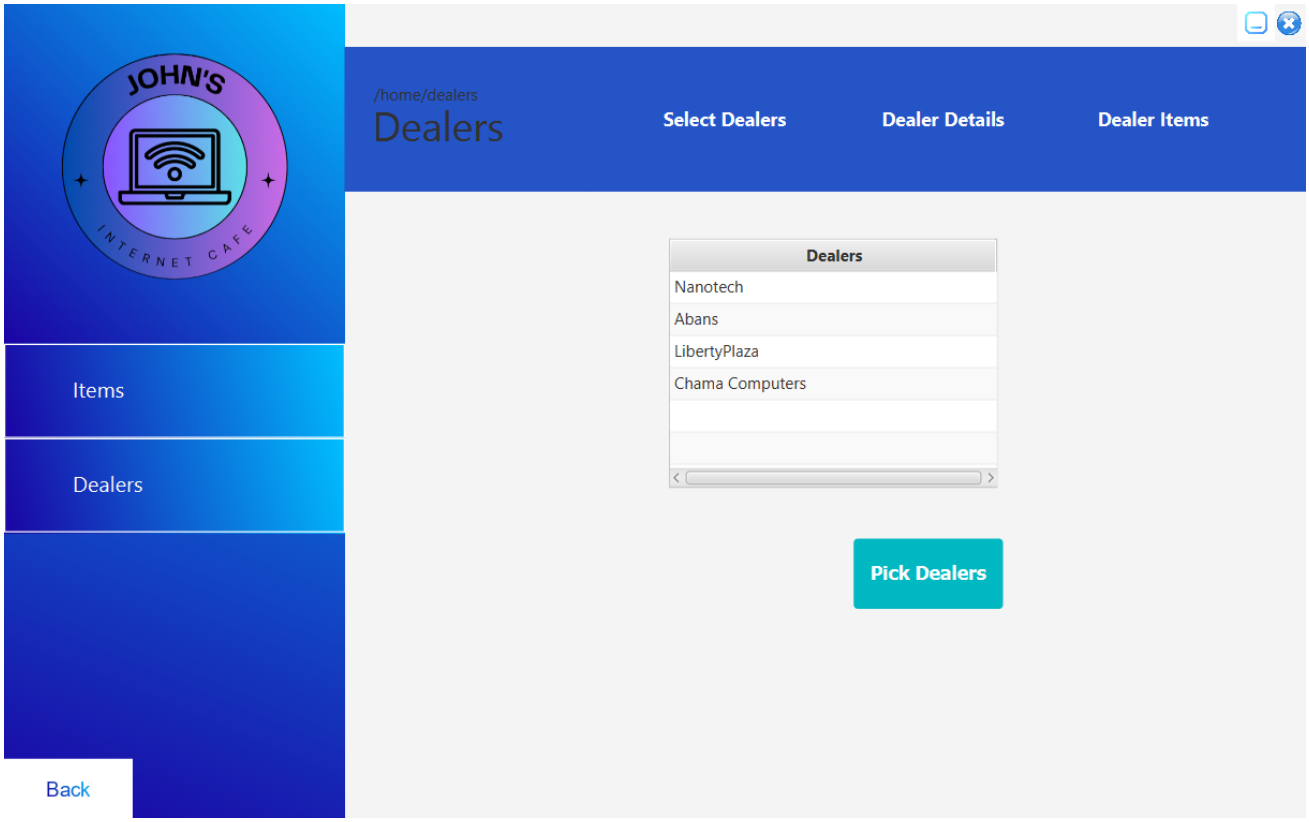


- The system sorts according to the item code automatically when user adds data.



```
int n = list.size();
boolean swapped;

for (int i = 0; i < n - 1; i++) {
    swapped = false;

    for (int j = 0; j < n - i - 1; j++) {
        // Compare adjacent items based on itemCode
        if (list.get(j).getItemCode() > list.get(j + 1).getItemCode()) {
            // Swap the items
            Items temp = list.get(j);
            list.set(j, list.get(j + 1));
            list.set(j + 1, temp);

            swapped = true;
        }
    }
    if (!swapped) {
        break;
    }
}
```

7.Select dealers



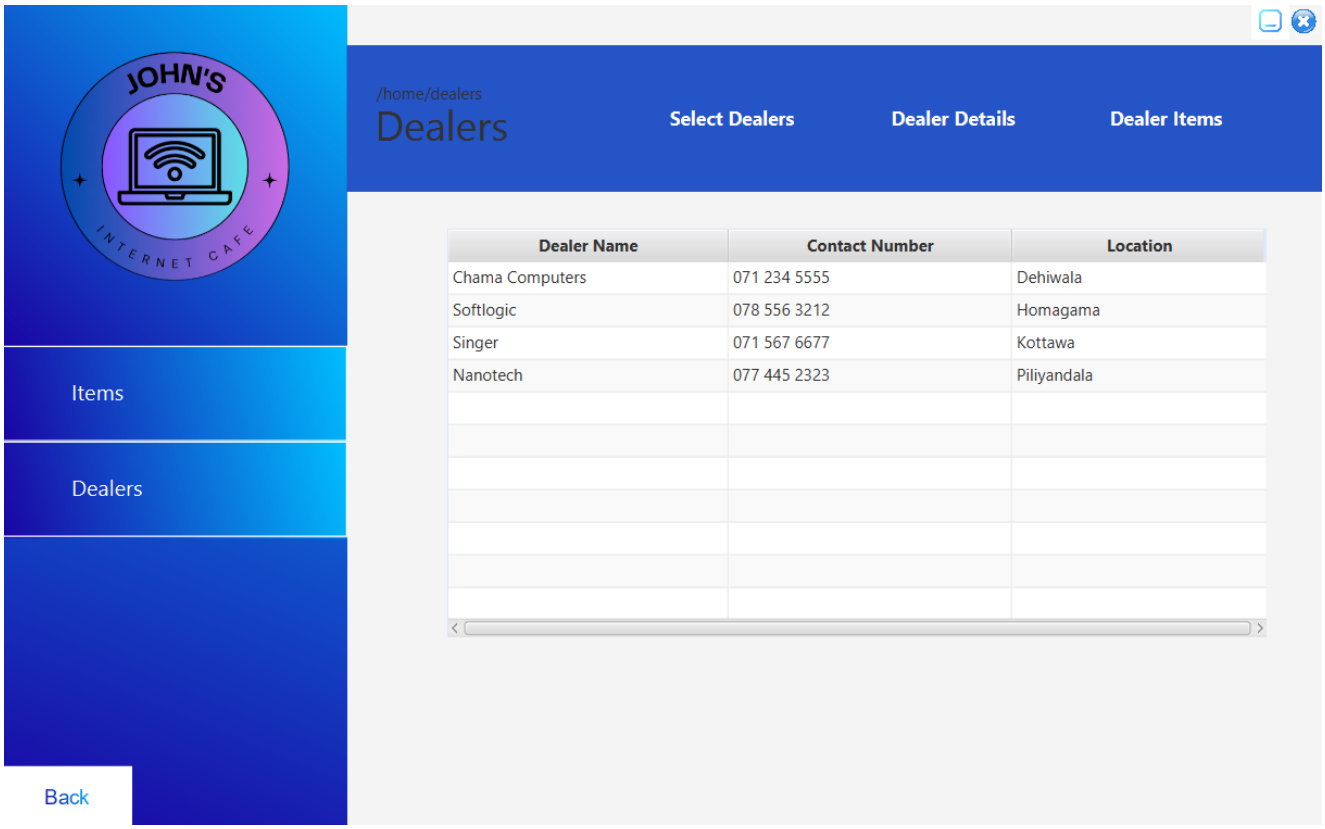
- In this section user can select 4 random dealers from text file.

  - Dealers.txt

dealers

```
1  Singer, 071 567 6677, Kottawa
2  Abans, 077 552 4356, Maharagama
3  Softlogic, 078 556 3212, Homagama
4  Nanotech, 077 445 2323, Piliyandala
5  Chama Computers, 071 234 5555, Dehiwala
6  LibertyPlaza, 074 234 5326, Bambalapitiya
```

8. Dealer details

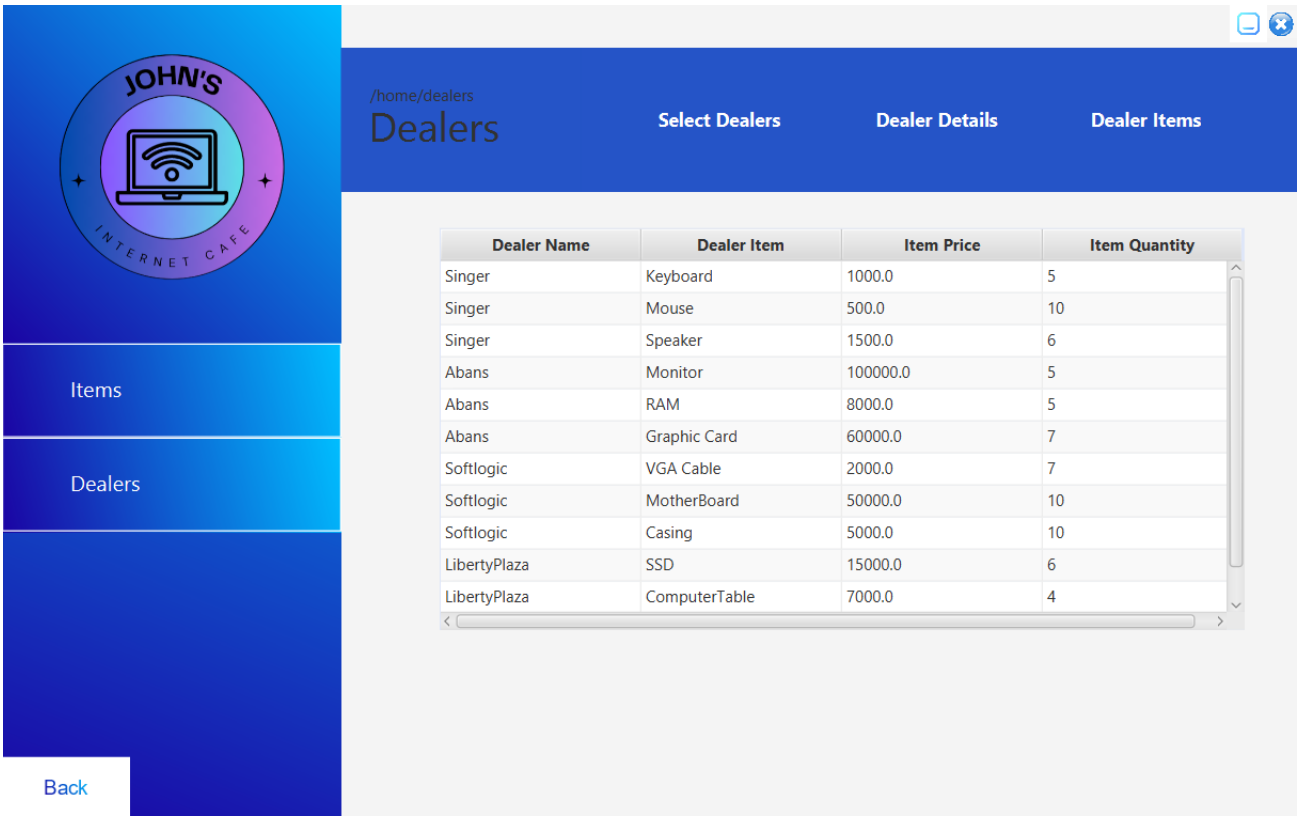


➢ In this section shows details of randomly selected dealers.

- Sorted according to the dealer location.

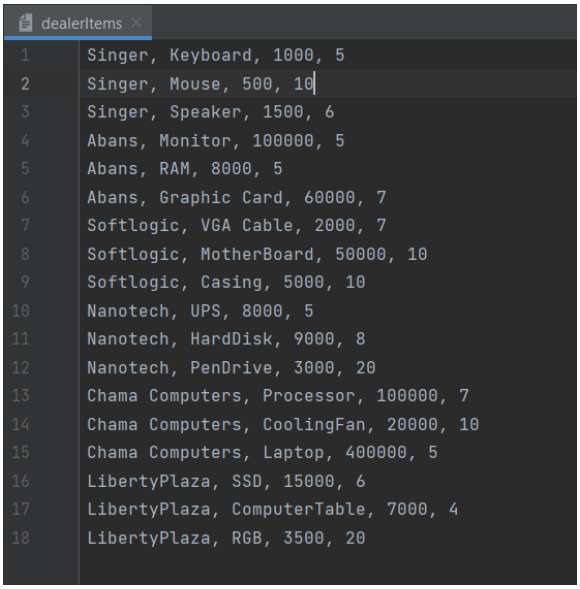
```
private void bubbleSort(List<Dealers> dealers) {
    int n = dealers.size();
    boolean swapped;

    for (int i = 0; i < n - 1; i++) {
        swapped = false;
        for (int j = 0; j < n - i - 1; j++) {
            // Compare dealer locations using the compareTo() method
            if (dealers.get(j).getDealerLocation().compareTo(dealers.get(j
+ 1).getDealerLocation()) > 0) {
                // Swap dealers at index j and j+1
                Dealers temp = dealers.get(j);
                dealers.set(j, dealers.get(j + 1));
                dealers.set(j + 1, temp);
                swapped = true;
            }
        }

        if (!swapped) {
            break;
        }
    }
}
```

9. Dealer Items



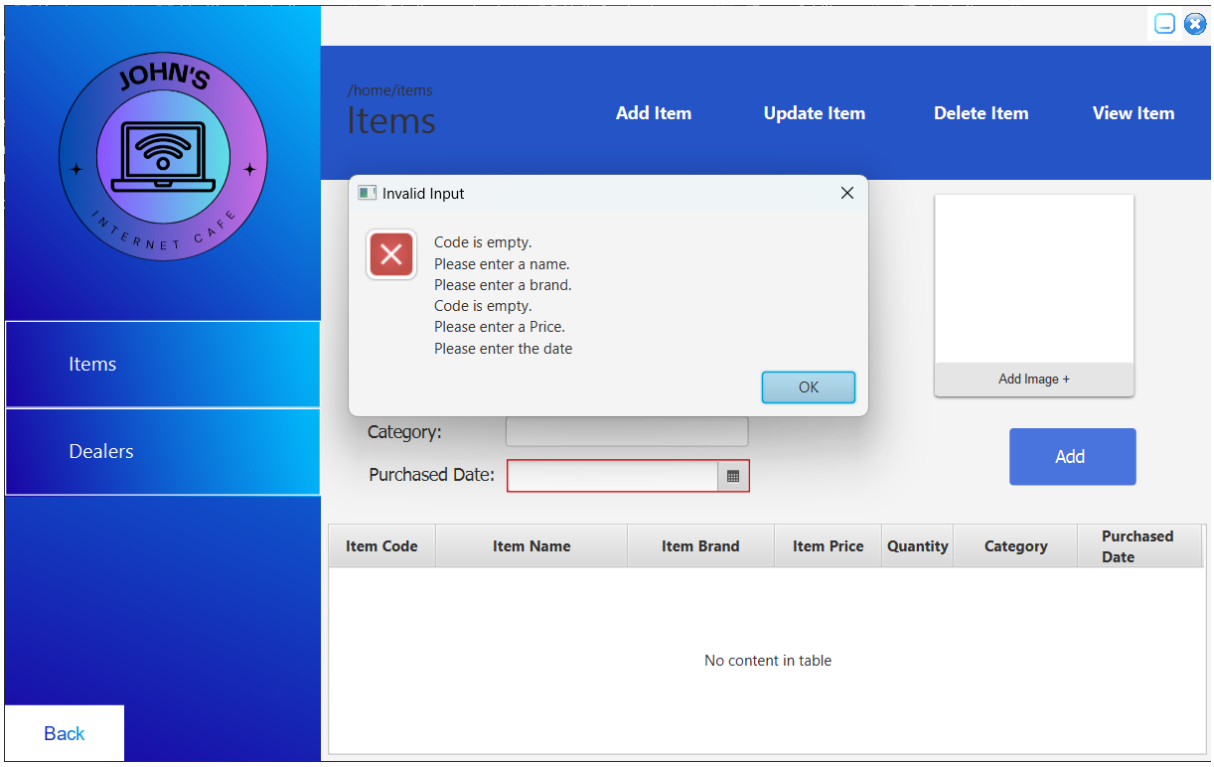
➢ This section shows items of randomly selected dealers.

❖ DealerItems.txt

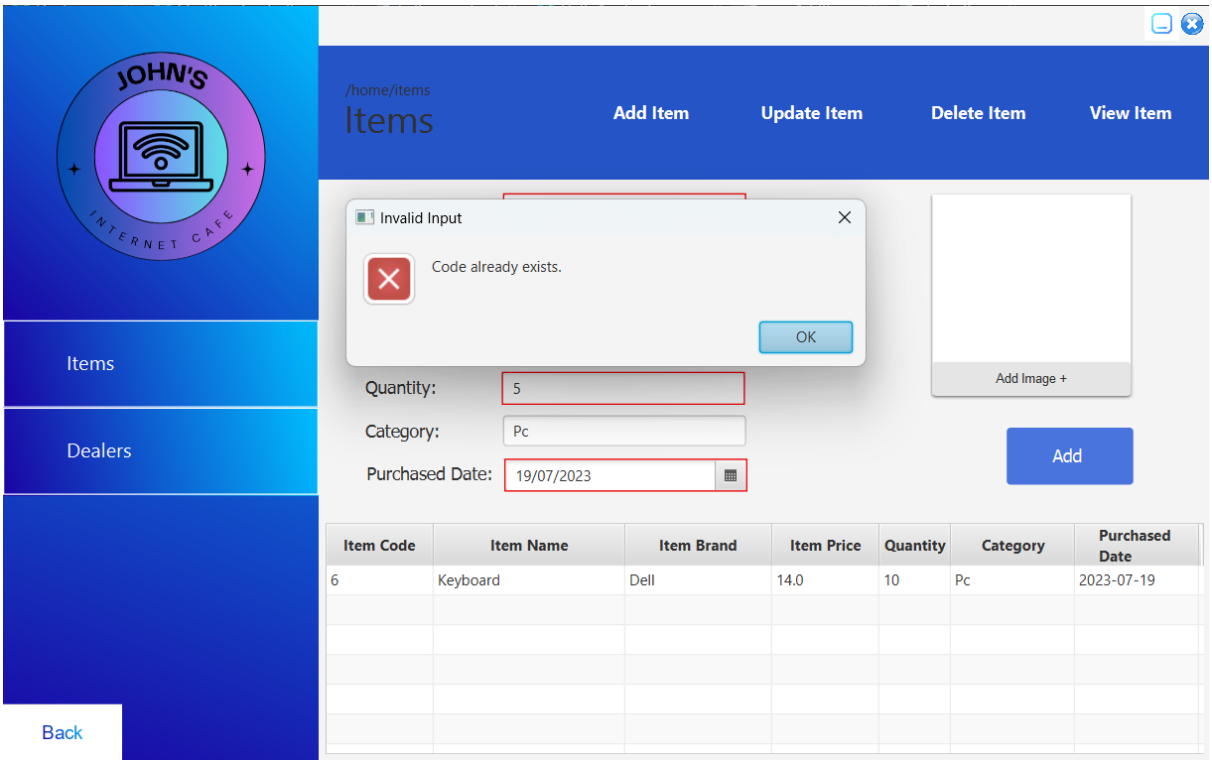


Validation

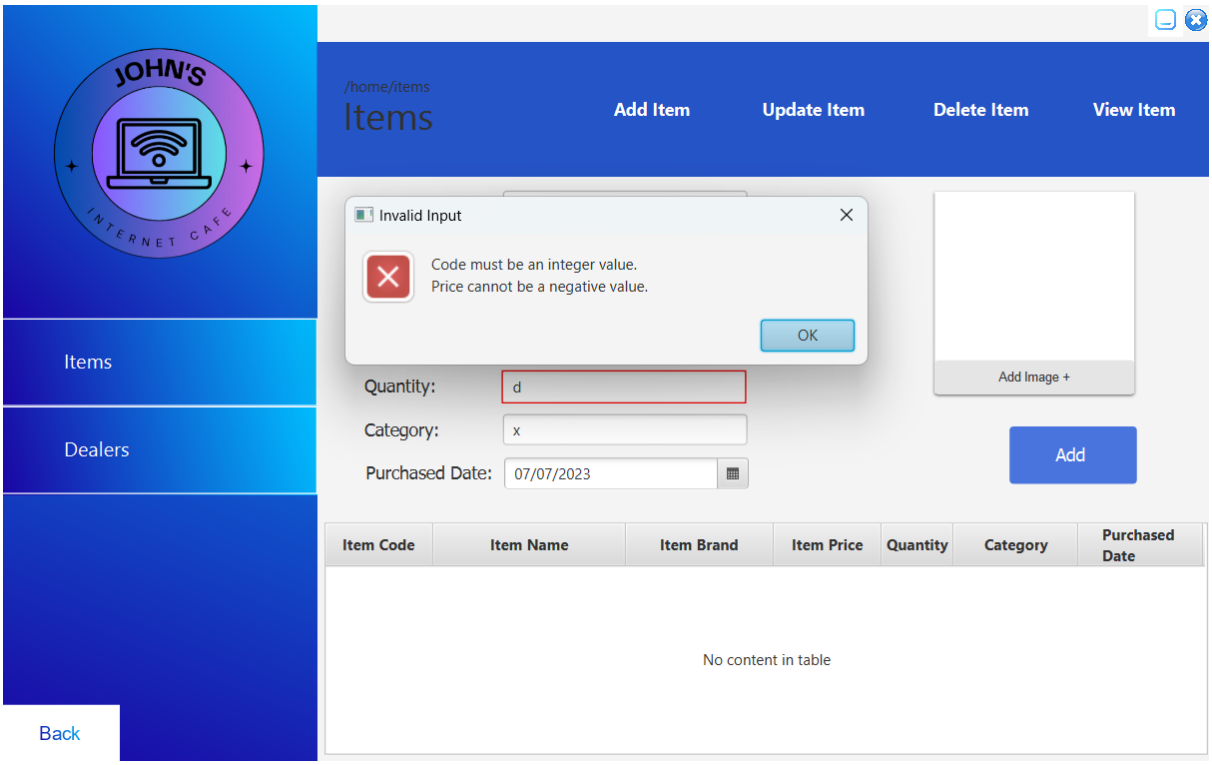
- All the fields must be filled.



- Only one item can exist with one item code.



- Price and quantity can’t be a negative value or String.



❖ Validate item code:

```
boolean isValid = true;
String errorMessage = "";

int code = 0;
if(itemCode.isEmpty()){
    isValid = false;
    txtItemCode.setStyle("-fx-border-color: red");
    errorMessage += "Code is empty.\n";
} else {
    try {
        code = Integer.parseInt(itemCode);
        if( code < 0){
            isValid = false;
            txtItemCode.setStyle("-fx-border-color: red");
            errorMessage += "Code must be positive.\n";
        } else {
            String[] lineData;
            String line;
            try{
                String fileName = "C:\\Java Course Work\\javaCourse-
Work\\src\\main\\resources\\com\\example\\javacoursework\\saveAddItems";
                BufferedReader reader = new BufferedReader(new File-
Reader(fileName));
                while ((line = reader.readLine()) != null){
                    lineData = line.split(",");
                    if (lineData[0].equals(itemCode)){
                        isValid = false;
                        txtItemCode.setStyle("-fx-border-color: red");
                        errorMessage += "Code already exists.\n";
                        break;
                    }
                } reader.close();
            }catch (IOException e){
                throw new RuntimeException(e);
            }
        }
    } catch (NumberFormatException e){
        isValid = false;
        txtItemCode.setStyle("-fx-border-color: red");
        errorMessage += "Code must be an integer value.\n";
    }
}
```

❖ Validate item name:

```
if (itemName.isEmpty()) {
    isValid = false;
    txtItemName.setStyle("-fx-border-color: red;");
    errorMessage += "Please enter a name.\n";
} else {
    // Check if the name contains only letters and spaces
    if (!itemName.matches("[a-zA-Z ]+")) {
        isValid = false;
        txtItemName.setStyle("-fx-border-color: red;");
        errorMessage += "Please enter a valid name (only letters and spaces
are allowed).\n";
    }
}
```

❖ Validate item brand:

```
if (itemBrand.isEmpty()) {
    isValid = false;
    txtItemBrand.setStyle("-fx-border-color: red;");
    errorMessage += "Please enter a brand.\n";
}
```

❖ Validate item category:

```
if (itemCategory.isEmpty()) {
    isValid = false;
    txtCategory.setStyle("-fx-border-color: red;");
    errorMessage += "Please enter a category.\n";
}
```

❖ Validate item quantity:

```
int quantity = 0;
if(itemQuantity.isEmpty()){
    isValid = false;
    txtQuantity.setStyle("-fx-border-color: red");
    errorMessage += "Code is empty.\n";
} else {
    try {
        quantity = Integer.parseInt(itemQuantity);
        if (code < 0) {
            isValid = false;
            txtQuantity.setStyle("-fx-border-color: red");
            errorMessage += "Code must be positive.\n";
        }
    } catch (NumberFormatException e) {
        isValid = false;
        txtQuantity.setStyle("-fx-border-color: red");
        errorMessage += "Code must be an integer value.\n";
    }
}
```

❖ Validate item price:

```
double price = 0.0;
if (itemPrice.isEmpty()) {
    isValid = false;
    txtItemPrice.setStyle("-fx-border-color: red;");
    errorMessage += "Please enter a Price.\n";
} else{
    try {
        price = Double.parseDouble(itemPrice);
        // Validate price is not negative
        if (price < 0) {
            isValid = false;
            txtItemPrice.setStyle("-fx-border-color: red;");
            errorMessage += "Price cannot be a negative value.\n";
        }
    } catch (NumberFormatException e) {
        isValid = false;
        txtItemPrice.setStyle("-fx-border-color: red;");
        errorMessage += "Price must be a valid number.\n";
    }
}
```

- Validate item purchased date:

```
if (date == null){
    isValid = false;
    datePicker.setStyle("-fx-border-color: red");
    errorMessage += "Please enter the date\n";
}
```

- Error checking and adding details to the driver list:

```
// If all fields are valid, proceed with adding the item
    if (isValid) {

        // Create the new Items object and add it to the itemsList
        Items newItem = new Items(Integer.parseInt(itemCode), itemName,
itemBrand, Float.parseFloat(itemPrice), Integer.parseInt(itemQuantity),
itemCategory, date, itemImage);
        itemsList.add(newItem);
        list.add(newItem);

        // Clear input fields after adding data
        txtItemCode.clear();
        txtItemName.clear();
        txtItemBrand.clear();
        txtCategory.clear();
        txtItemPrice.clear();
        txtQuantity.clear();
        datePicker.setValue(null);
        addImageView.setImage(null);

        txtItemCode.setStyle("");
        txtItemName.setStyle("");
        txtItemBrand.setStyle("");
        txtCategory.setStyle("");
        txtItemPrice.setStyle("");
        txtQuantity.setStyle("");
        datePicker.setStyle("");

        settingTheTable();
        tableView.setItems(list);

        saveDataToFile();
    } else {
        showAlert("Invalid Input", errorMessage);
    }
}
private void showAlert(String title, String message){
    Alert alert = new Alert(Alert.AlertType.ERROR);
    alert.setTitle(title);
    alert.setHeaderText(null);
    alert.setContentText(message);
    alert.showAndWait();
}
```

J-units, Test plan and test cases

1.Add items

Test plan for Add Items				
Test No:	Test Input	Expected Output	Actual Output	Pass/ Fail
1	Code = 01 Name = Monitor Brand = Razer Price = 89.99 Quantity = 10 Category = Pc Date = 13/07/2023 Image = 	Add data into the view table	Add data into the view table	Pass
2	Code = 01	Display warning: “Code already exists.” and the color of the boarder turns red.	Code already exists.	Pass
3	Price = Eighty-nine	Display warning: “Price must be a valid number.” and the color of the boarder turns red.	Price must be a valid number.	Pass
4	Quantity = Ten	Display warning: “Quantity must be an integer value.” and the color of the boarder turns red.	Quantity must be an integer value.	Pass
5	Code = null Name = null Brand = null Price = null Quantity = null Category = null Date = null	Display warning: “Code is empty, Please enter a name, Please enter a brand, Please enter a category, Quantity cannot be empty, Please enter a price, Please enter a date”	“Code is empty, Please enter a name, Please enter a brand, Please enter a category, Quantity cannot be empty, Please enter a price, Please enter a date”	Pass

2.Update Item

Test plan for Update Items				
Test No:	Test Input	Expected Output	Actual Output	Pass/ Fail
1	Code = 01 Name = Keyboard Brand = Razer Price = 25 Quantity = 10 Category = Pc Date = 13/07/2023 Image = 	Update data into the view table	Update data into the view table	Pass
2	Code = 05	Display warning: “Item code 05 (Input code) not found.” and the color of the boarder turns red.	Item code 05 not found.	Pass

3.Delete Item

Test plan for Delete Items				
Test No:	Test Input	Expected Output	Actual Output	Pass/ Fail
1	Code = 01	Display message: “Item code (entered code) deleted successfully.”	Item code 01 deleted successfully.	Pass
2	Code = 05	Display warning: “Item code 05 (Input code) not found.”	Item code 05 not found.	Pass

4.View Item

Test plan for Dealer Details				
Test No:	Test	Expected Output	Actual Output	Pass/ Fail
1	Click “View Item” button.	Displaying added item details	Displaying added item details	Pass

5.Select dealers

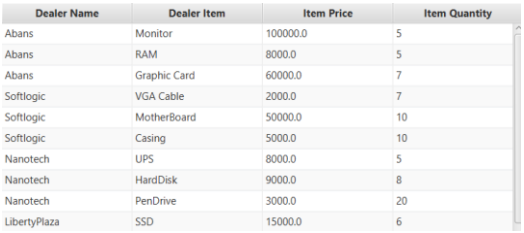
Test plan for **Select Dealers**				
Test No:	Test	Expected Output	Actual Output	Pass/ Fail
1	Click “Pick Dealer” button.	Display 4 random dealers.	Abans Nanotech Singer Softlogic	Pass
2	Click again “Pick Dealer” button.	Display 4 different dealers.	Softlogic Chama Computers Liberty Plaza Singer	Pass

6.Dealer Details

Test plan for Dealer Details				
Test No:	Test	Expected Output	Actual Output	Pass/ Fail
1	Click “Dealer Details” button.	Display details (Name, Contact, Location) of selected dealers.		Pass

Dealer Name	Contact Number	Location
LibertyPlaza	074 234 5326	Bambalapitiya
Singer	071 567 6677	Kottawa
Abans	077 552 4356	Maharagama
Nanotech	077 445 2323	Piliyandala

7.Dealer Items

Test plan for Dealer Items				
Test No:	Test	Expected Output	Actual Output	Pass/ Fail
1	Click “Dealer Items” button.	Display Items (Dealer Name, Dealer Item, Item Price, Item Quantity) of selected dealers.		Pass

Dealer Name	Dealer Item	Item Price	Item Quantity
Abans	Monitor	100000.0	5
Abans	RAM	8000.0	5
Abans	Graphic Card	60000.0	7
Softlogic	VGA Cable	2000.0	7
Softlogic	MotherBoard	50000.0	10
Softlogic	Casing	5000.0	10
Nanotech	UPS	8000.0	5
Nanotech	HardDisk	9000.0	8
Nanotech	PenDrive	3000.0	20
LibertyPlaza	SSD	15000.0	6

Robustness and the maintainability

Robustness:

- ✓ Input Validation: The code performs various input validations to ensure that the data entered by the user is valid and appropriate for the fields.
- ✓ Error Handling: The code includes error handling mechanisms, such as displaying error messages when input data is invalid.

Maintainability:

- ✓ Modular Design: The code is divided into several methods, each serving a specific purpose. This modular design improves maintainability by allowing developers to understand and modify individual parts of the code without affecting other sections.
- ✓ Code Reusability: The code uses reusable components. Reusable code reduces redundancy and simplifies maintenance.
- ✓ Clear Variable Naming: Variable names like itemCode, itemName, etc., have meaningful names, which makes the code more readable and easier to maintain.
- ✓ Comments: Properly documented code helps other developers understand the codebase more effectively.

Conclusions & Assumptions

Conclusion:

- ✓ The code implements a JavaFX application for managing item data in an inventory system.
- ✓ It provides basic input validation to ensure that the user enters valid and appropriate data for item details.

Assumptions:

- ✓ I decided the item code should be unique because the system identifies items using their code.
- ✓ Code, Price and Quantity must be an integer value.
- ✓ I'm assuming that the user selects the date using date picker.
- ✓ I'm assuming this system is only for John's personal use.

Reference

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