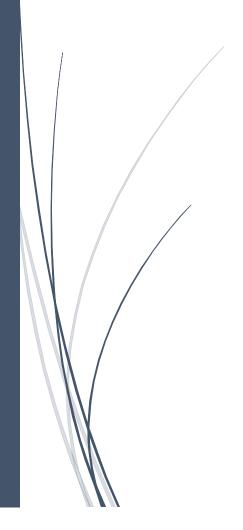
# Assignment 2 Report

COS80007 - Advanced Java

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#### Introduction

This software is a restaurant ordering and billing system and has been developed in Java. For implementing the Graphical User Interface, JavaFX has been used. This software enables the users in a restaurant to perform a list of activities such as placing an order, preparing it and billing the order at the end.

Two versions of this software have been implemented. The first version is the standalone prototype. The second one is based on the client-server communication and also involves database handling. In this version, three different instances of the application are run (customer, chef and biller) and these instances communicate with each other. This report contains an overview of the work done during the development of the software and also contains sequential screenshots of the application at the end.

### Lambdas and Streams in Validations

Lambdas & Stream validations have been implemented in the file CustomerFXMLController.java at line numbers shown below:

#### Line number 332:

```
if( !customerNameTextField.getText().chars().allMatch( n -> Character.isLetter(n) || Character.isSpaceChar(n) ) )

{
    customerNameTextField.setStyle("-fx-text-inner-color: red;");
    throw new Exception("Please ensure name contains alphabets or spaces only.");
}
```

#### Line number 342:

```
if (!tableNumberTextField.getText().chars().allMatch( n -> Character.isDigit(n) ))

{
    tableNumberTextField.setStyle("-fx-text-inner-color: red;");
    throw new Exception("Please ensure table number is a digit.");
}
```

Line number 377 and 379:

```
//check if all needed data has been entered by user
376
              if( customerNameTextField.getText().length() > 0 &&
                      !customerNameTextField.getText().chars().allMatch( n -> Character.isSpaceChar(n) ) &&
377
378
                      tableNumberTextField.getText().length() > 0 &&
379
                      !tableNumberTextField.getText().chars().allMatch( n -> Character.isSpaceChar(n) ) &&
380
                      radioButtonToggleGroup.getSelectedToggle() != null )
381
382
                  //enable comboBoxes
                  setupComboBoxes(radioButtonToggleGroup.getSelectedToggle().getUserData().toString());
383
384
                  foodComboBox.setDisable(false);
385
                  beverageComboBox.setDisable(false);
386
```

## Lambdas in Event Handling

Lambdas have been used in event handling as shown by screenshots below:

In file CustomerFXMLController.java:

For handling button actions:

```
private void eventListenerBinder()
210 📮
211
              clearDisplayButton.setOnAction((ActionEvent event) -> {
212
                clearDisplayButtonClicked();
213
              });
214
215
              quitButton.setOnAction((ActionEvent event) -> {
                 quitButtonClicked();
216
217
218
219
              enterDataButton.setOnAction((ActionEvent event) -> {
220
                 enterDataButtonClicked();
221
222
223
              displayOrderButton.setOnAction((ActionEvent event) -> {
224
                 displayOrderButtonClicked();
225
226
```

For handling mouse OnClick events:

```
//set OnClick event handler for waitingOrdersList
296
               waitingOrdersListView.setOnMouseClicked((MouseEvent event) -> {
                   if(!waitingOrdersListView.getSelectionModel().isEmpty())
299
300
                       prepareButton.setDisable(false);
301
302
                   servedOrdersListView.getSelectionModel().clearSelection();
303
                  billButton.setDisable(true);
304
305
               //set OnClick event handler for servedOrdersList
306
307
               //lambda used in event handling
308
               servedOrdersListView.setOnMouseClicked((MouseEvent event) -> {
309
                  if(!servedOrdersListView.getSelectionModel().isEmpty())
310
311
                       billButton.setDisable(false):
312
313
                  waitingOrdersListView.getSelectionModel().clearSelection();
314
                  prepareButton.setDisable(true);
315
```

## In file AdvancedJava\_A2.java:

## Collections/Generic Methods

Collections have been used in file CustomerFXMLController.java at line numbers shown by screenshots below:

```
//create ObservableLists from ArrayList for use in comboBoxes
ObservableList<MenuItem> foodList = FXCollections.observableArrayList(foodItemsList);
ObservableList<MenuItem> beverageList = FXCollections.observableArrayList(beverageItemsList);
```

#### Generic Methods have also been used as shown below:

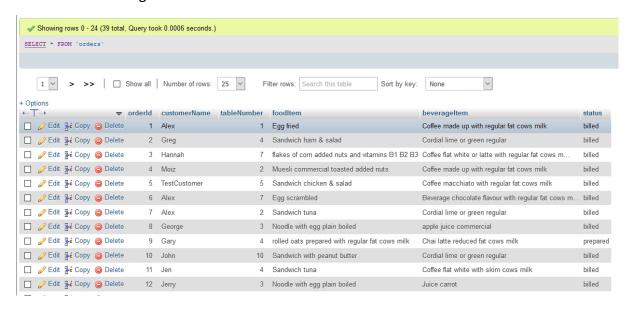
```
461
               //for nutrition table
462
               itemNameColumn.setCellValueFactory(new PropertyValueFactory<MenuItem, String>("itemName"));
463
               energyColumn.setCellValueFactory(new PropertyValueFactory<MenuItem, Double>("energy"));
464
              proteinColumn.setCellValueFactory(new PropertyValueFactory<MenuItem, Double>("protein"));
465
               carbohydrateColumn.setCellValueFactory(new PropertyValueFactory<MenuItem, Double>("carbohydrates"));
466
               totalFatColumn.setCellValueFactory(new PropertyValueFactory<MenuItem, Double>("fat"));
467
               fibreColumn.setCellValueFactory(new PropertyValueFactory<MenuItem, Double>("dietaryFibre"));
468
               priceColumn.setCellValueFactory(new PropertyValueFactory<MenuItem, Double>("price"));
469
470
               //for order table
471
               customerNameColumn.setCellValueFactory(new PropertyValueFactory<Order, String>("customerName"));
472
               orderedItemsColumn.setCellValueFactory(new PropertyValueFactory<Order, String>("orderedItems"));
```

## Database and Multi-threading

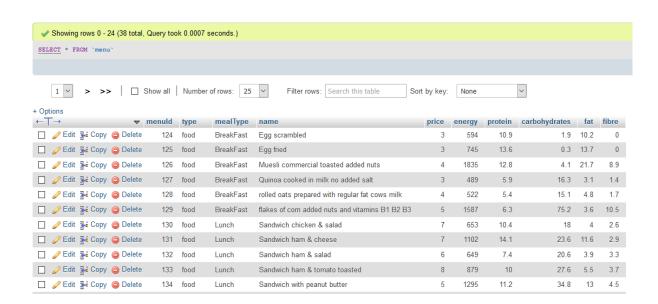
A database has been setup and is used to store information about orders. When a customer places an order, it is uploaded to the database as 'pending'. The chef application then downloads this order from the database. Once the order is prepared by the chef it is uploaded back to the database as 'served'. The biller application then downloads this order and upon billing, updates it in the database. Screenshots are shown below:

```
//Create the menu table
                   final String TABLE_MENU_QRY = "CREATE TABLE IF NOT EXISTS `orderSystemDb'.`menu` "
120
                            + "( `menuId` INT NOT NULL , `type` VARCHAR(10) NOT NULL , `mealType` VARCHAR(10) NOT NULL , "
+ "`name` VARCHAR(100) NOT NULL , `price` DOUBLE NOT NULL , `energy` DOUBLE NOT NULL , "
121
122
                            + "`protein` DOUBLE NOT NULL , `carbohydrates` DOUBLE NOT NULL , `fat` DOUBLE NOT NULL , "
123
                            + "`fibre' DOUBLE NOT NULL , PRIMARY KEY ('menuId'))";
124
125
                  DatabaseUtility.performStatement(TABLE_MENU_QRY);
126
127
                   //Create the orders table
                   final String TABLE_ORDERS_QRY = "CREATE TABLE IF NOT EXISTS `orderSystemDb`.`orders` "
128
129
                            + "( `orderId` INT NOT NULL AUTO_INCREMENT, `customerName` VARCHAR(30) NOT NULL , "
                            + "`tableNumber` INT(10) NOT NULL , `foodItem` VARCHAR(100) NOT NULL REFERENCES menu(name) ,
130
                            + "`beverageItem` VARCHAR(100) NOT NULL REFERENCES menu(name), `status` VARCHAR(100) NOT NULL, "
131
132
                            + "PRIMARY KEY (orderId));";
133
                  DatabaseUtility.performStatement(TABLE_ORDERS_QRY);
251
252
                  DatabaseUtility.performStatement("INSERT INTO orders (`customerName', 'tableNumber', 'foodItem', 'beverageItem', 'status') VALUES ('" + newOrder.getCustomerName() + "', '" +
                             Integer.toString(newOrder.getTableNumber()) + "', '" +
newOrder.getFoodItem() + "', '" +
253
                             newOrder.getBeverageItem() + "', 'waiting');"
255
                // Connect to database and select all the orders that have a status of pending
String statement = "SELECT * FROM orders WHERE status = 'waiting';";
273
274
                waitingOrders = DatabaseUtility.getOrdersFromDatabase(statement);
                statement = "SELECT * FROM orders WHERE status = 'prepared';";
                servedOrders = DatabaseUtility.getOrdersFromDatabase(statement);
```

Screenshot showing orders in the database schema:



The menu data provided in the CSV files have also been uploaded to the database as shown by the screenshot below:



#### Multithreading:

When the chef application connects to the customer application it starts a new thread:

```
161
162
                       new Thread( () -> {
                           try {
163
                               ServerSocket serverSocket = new ServerSocket(5000);
9<u>4</u>
                               Socket socket = serverSocket.accept();
                               BufferedReader inputFromClient = new BufferedReader(new InputStreamReader(socket.getInputStream()));
166
                                    while (true) {
167
                                       String line = inputFromClient.readLine();
168
                                        if (Integer.parseInt(line) == 1) {
                                           // updates the list of billed orders
169
170
                                           setupListView();
172
173
                           catch (Exception ex) {
                               System.out.println(ex.toString());
176
177
                           }).start();
```

Similarly, the biller application starts a new thread when connecting to the Chef:

```
191
               new Thread(() -> {
192
                   try {
                      ServerSocket serverSocket = new ServerSocket(5001);
193
                       Socket socket = serverSocket.accept();
 Q.
195
                       BufferedReader inputFromClient = new BufferedReader(new InputStreamReader(socket.getInputStream()));
196
                       while (true) {
197
                         String line = inputFromClient.readLine();
198
                          if (Integer.parseInt(line) == 1) {
199
                              // updates the list of pending orders
200
                               setupListView();
201
202
                   } catch (Exception ex) {
204
                      System.out.println(ex.toString());
205
206
              }).start();
```

#### **MVC**

The design of the application is based on the MVC architecture. The data is stored in the model, the UI is the view, and the business logic is contained in the controller. For this application files belonging to the M, V, and C categories are listed below:

#### **Standalone Version:**

#### Model:

MenuItem.java - class for containing menu items

Order.java – class for containing orders

#### View:

CustomerFXML.fml – The main UI view for the application

FXMLDocument.fxml – The view preceding the main view, contains a 'Begin' button.

#### **Controller:**

CustomerFXMLController.java – The main business logic class of the program FXMLDocumentController.java – Contains logic for displaying the first screen AdvancedJava A2.java – Contains logic for launching the application.

#### **Client-Server Version:**

#### Model:

MenuItem.java – class for containing menu items

Order.java – class for containing orders

#### View:

CustomerClientServerFXML.fml – The UI view for Customer mode of the application

ChefClientServerFXML.fml – The UI view for Chef mode of the application

BillerClientServerFXML.fml – The UI view for Biller mode of the application.

FXMLDocument.fxml – The view preceding the main view, contains a 'Begin' button.

#### **Controller:**

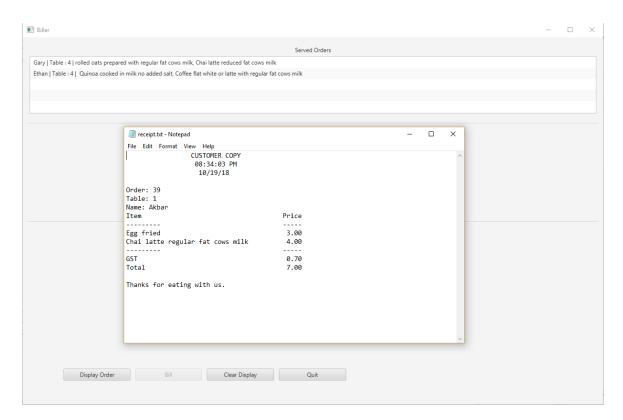
CustomerFXMLController.java – The main business logic class of the program FXMLDocumentController.java – Contains logic for displaying the first screen AdvancedJava\_A2.java – Contains logic for launching the application.

# Pre-Integration

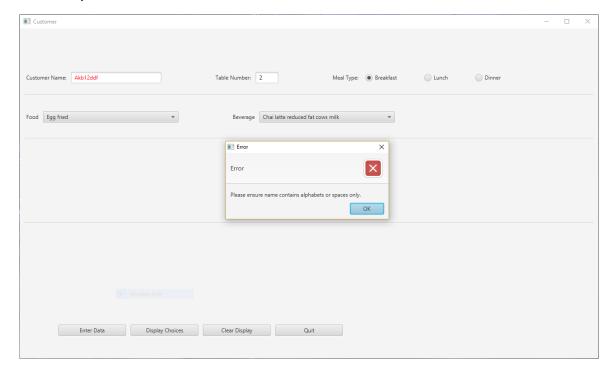
The folder is simply called 'preintegration'. It contains programs developed to test client-server networking.

## Improvements (Additional Features)

1. When an order is billed, the program opens up a text editor and displays the bill.



2. When entering data for placing an order, fields with invalid data turn red to improve usability. The customer name has turned red because it contains numbers.



## Screenshots

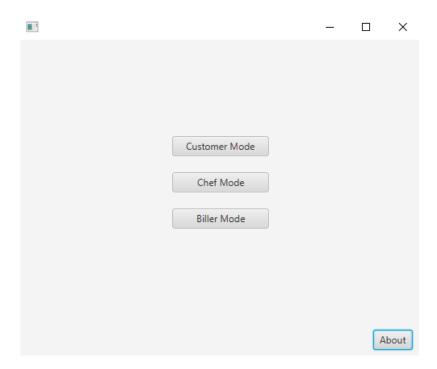


Figure 1 – Start-up Screen – Showing options for 3 different modes

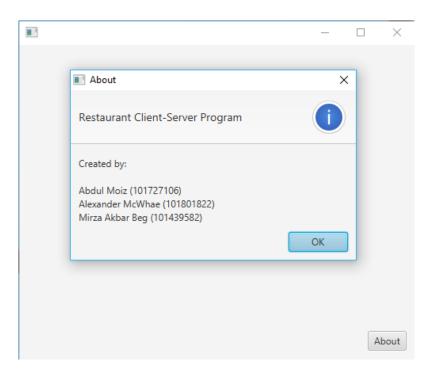


Figure 2 – About Dialog from Start-up Screen

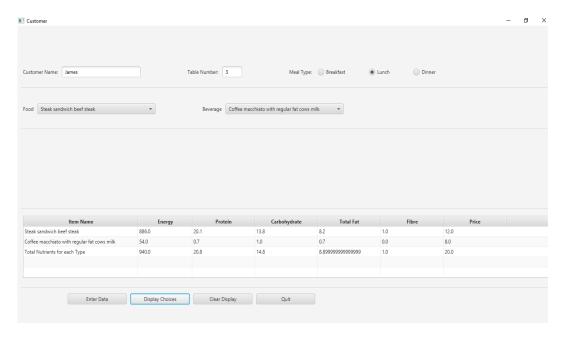


Figure 3 – Customer Mode: Customer Details and Order Selected – 'Display Choices' button displays the order in a table

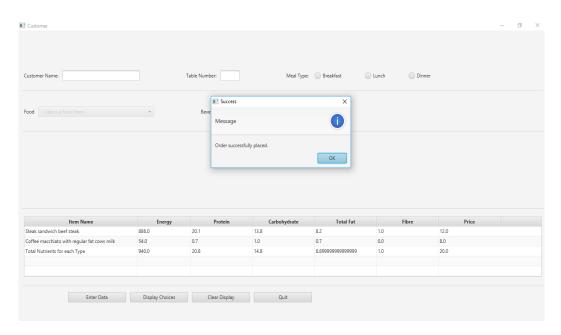


Figure 4 – 'Enter Data' button places the order and shows confirmation dialog

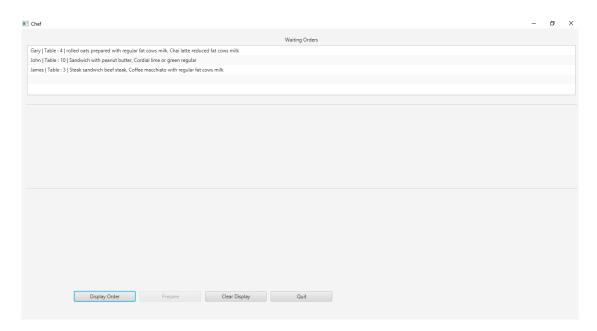


Figure 5 – The Chef application acts as the server and receives the order from Customer

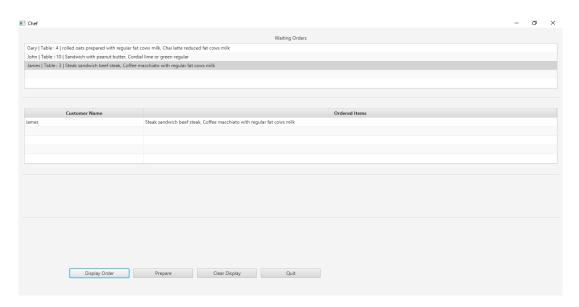


Figure 6 – 'Display Order' button displays the selected order to the Chef

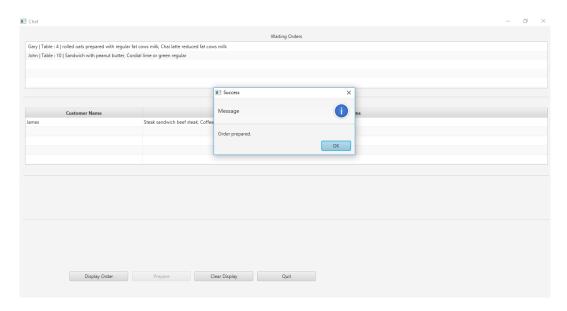


Figure 7 – 'Prepare' button prepares the selected order and it is removed from the Waiting Orders List

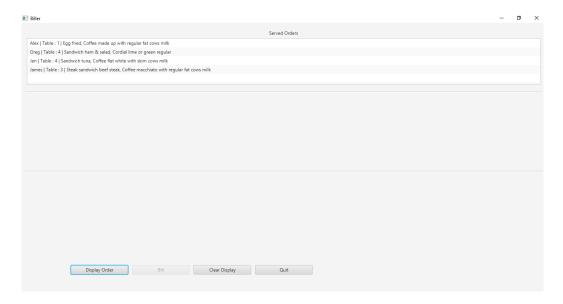


Figure 8 – The Biller application receives the order from the Chef

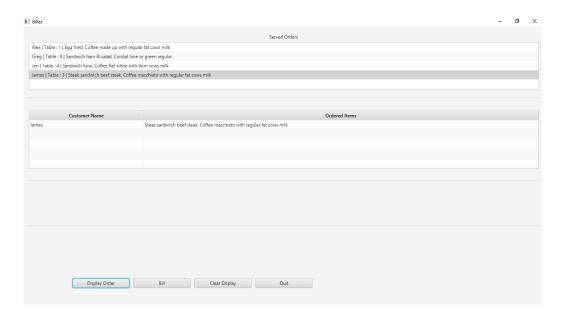


Figure 9 – Clicking the 'Display Order' button displays the selected order for the Biller

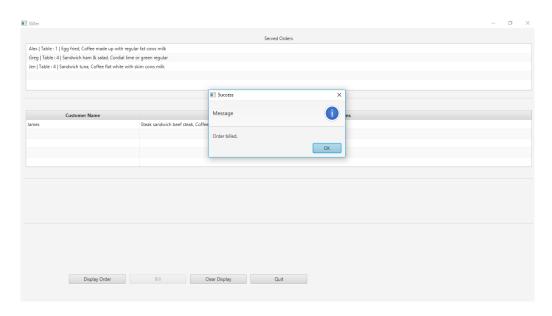


Figure 10 – Clicking the 'Bill' button bills the order and displays confirmation message