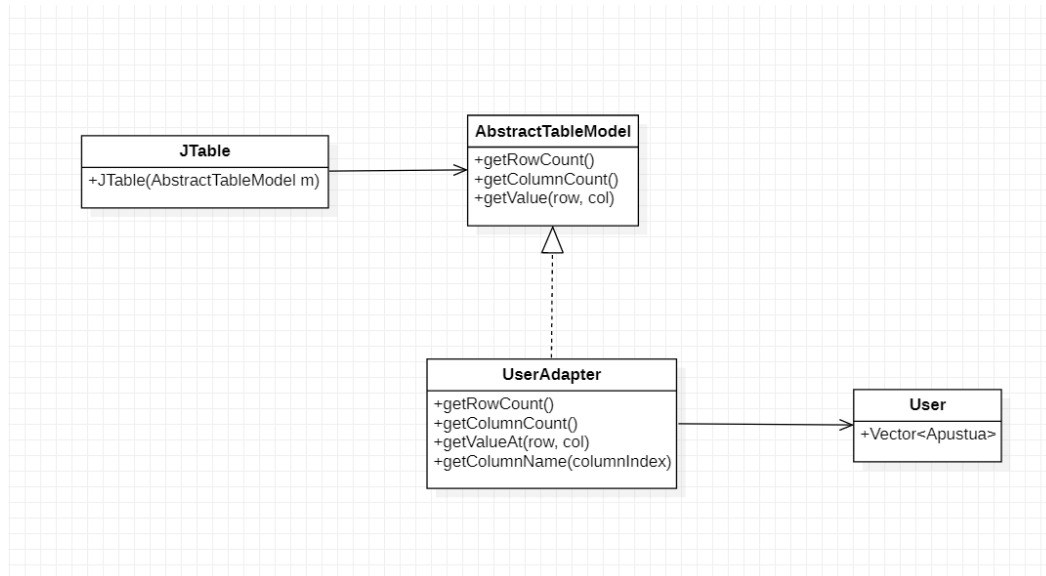


Adapter diseinu partroia bets21 Aplikazioan

UML DIAGRAMA



ALDATUTAKO KODEA

JTable egiturak ezin du user klasea erabili honek ez dituelako AbstractTableModel interfazearen metodoak. Zuzenean metodo hauek User klasean txertatzea ere ez da eraginkorra, horretarako UserAdapter klasea sortuko dugu, klase honek AbstractTableModel interfazea implementatuko du, ondorioz bere metodoak erabili ahalko ditu User klasean aldaketarik egin gabe.

```
import javax.swing.table.AbstractTableModel;

public class UserAdapter extends AbstractTableModel {
    private Bezeroa bezeroa;

    public UserAdapter(Bezeroa bez) {
        this.bezeroa = bez;
    }

    @Override
    public int getRowCount() {
        return bezeroa.getApustuak().size();
    }

    @Override
    public int getColumnCount() {
        return 4;
    }

    @Override
    public Object getValueAt(int rowIndex, int columnIndex) {
        return this.getValueAt(rowIndex, columnIndex);
    }

    @Override
    public String getColumnName(int columnIndex) {
        if(columnIndex==0) {
            return "Event";
        }
        else if(columnIndex==1) {
            return "Question";
        }
        else if(columnIndex==2) {
            return "Event Date";
        }
        else {
            return "Bet(B)";
        }
    }
}
```

Horretaz aparte AdapterProbaGUI klasearen bidez deitzen diogu UserAdapter klaseari taula erakutsi dezan.

```
package gui;

import java.awt.BorderLayout;

public class AdapterProbaGUI extends JFrame {

    private JPanel contentPane;
    private JTable table;

    /**
     * Launch the application.
     */

    /**
     * Create the frame.
     */
    public AdapterProbaGUI(Bezeroa bezeroa) {
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        setBounds(100, 100, 450, 300);
        contentPane = new JPanel();
        contentPane.setBorder(new EmptyBorder(5, 5, 5, 5));
        setContentPane(contentPane);
        contentPane.setLayout(null);
        AbstractTableModel adapterTable = new UserAdapter(bezeroa);
        System.out.println(adapterTable.getRowCount());
        table = new JTable();
        table.setBounds(10, 11, 416, 241);
        contentPane.add(table);
    }
}
```