1 Swing components

* 1. AWTAccumulator

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* Bấm 10 + 56

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* 1. SwingAccumulator

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* Bấm 10

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* Bấm 16

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1. Organizing Swing components with Layout Managers

2.1.Code



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2.2 Demo

- Demo buttons 0-9

A screenshot of a number grid

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-Demo Delete button

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-Demo C button

A screenshot of a number grid

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1. JavaFX API
   1. Class Painter



* 1. Class Painter.fxml





* 1. Class PainterController

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* 1. Demo
* Use Pen

A star drawn in black lines

Description automatically generated

* Use Eraser

A black star with a white background

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* Clear

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1. Create a graphical user interface for AIMS with Swing
   1. Create class StoreScreen

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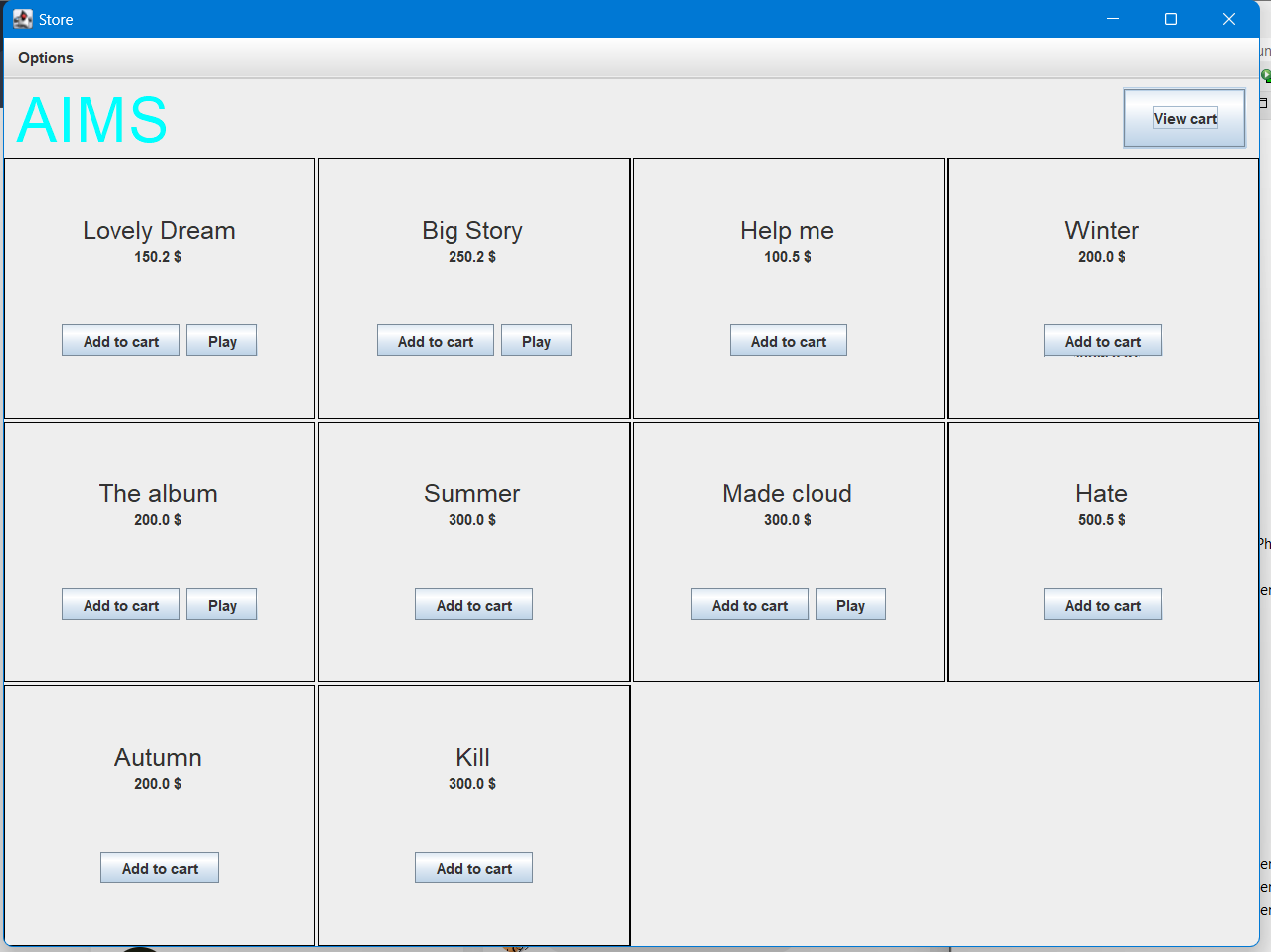
A screen shot of a computer program

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* 1. Create class MediaStore
  2. Demo



* Play the Media

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* Add to cart

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Description automatically generated

1. View Cart Screen
   1. File Cart.fxml



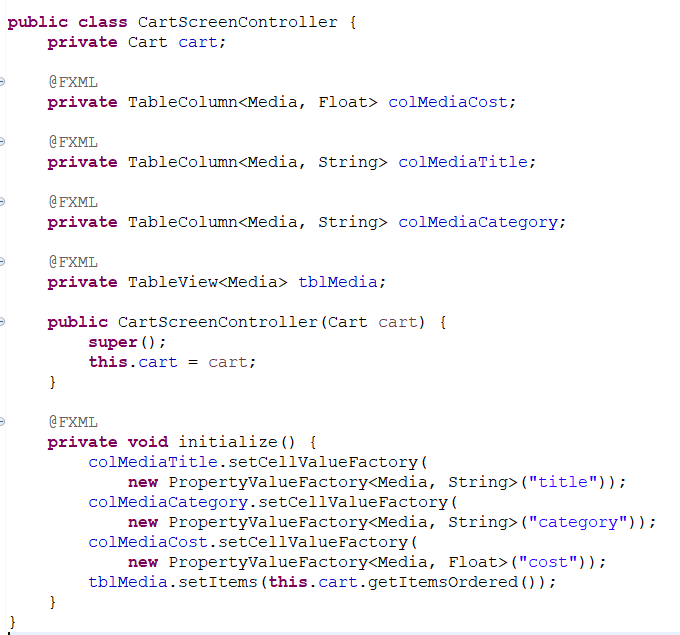
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A white background with blue and purple lines

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* 1. CartScreenController



* 1. Thay đổi thuộc tính itemsOrdered



A close-up of a computer code

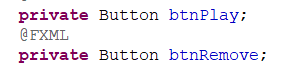
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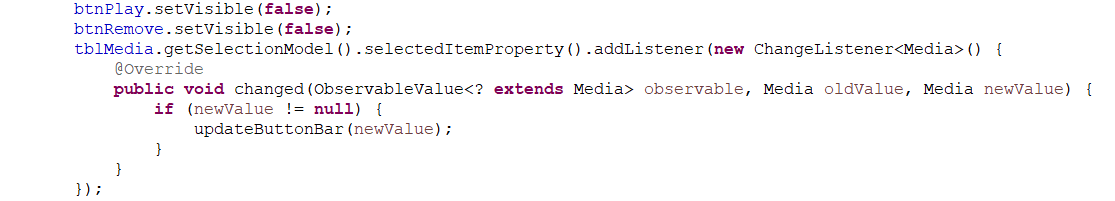
* 1. Demo

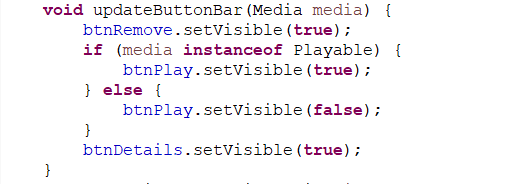
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1. Update button TableView-ChangeListener



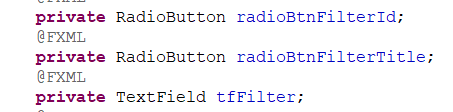




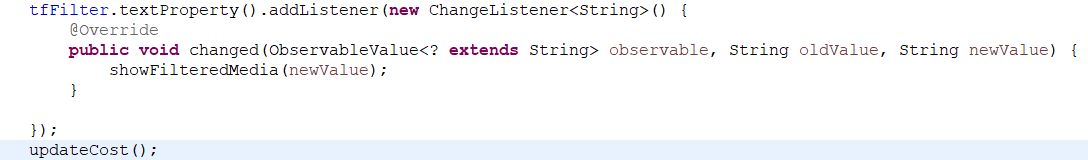
1. Remove Media button

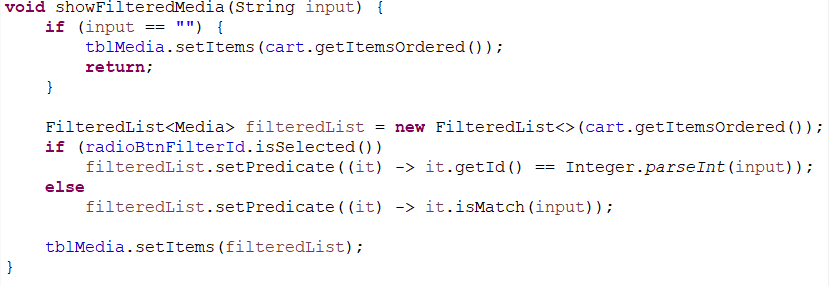


1. Filter items in cart – FilteredList



* Thêm ChangeListener cho tFilter





1. Complete UI cho Aims

* Tổng hợp code UI cho Aims được đặt ở package hust.soict.ite6.aims.screen
* Đối với ứng dụng AIMS, triển khai ba màn hình:
* Màn hình “View Store” sử dụng Swing.
* Màn hình “View Cart” sử dụng JavaFX.
* Màn hình “Update Store” gồm “add book”, “add dvd”, “add CD” sử dụng Swing.
  1. Class StoreScreen

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* 1. Class MediaStore

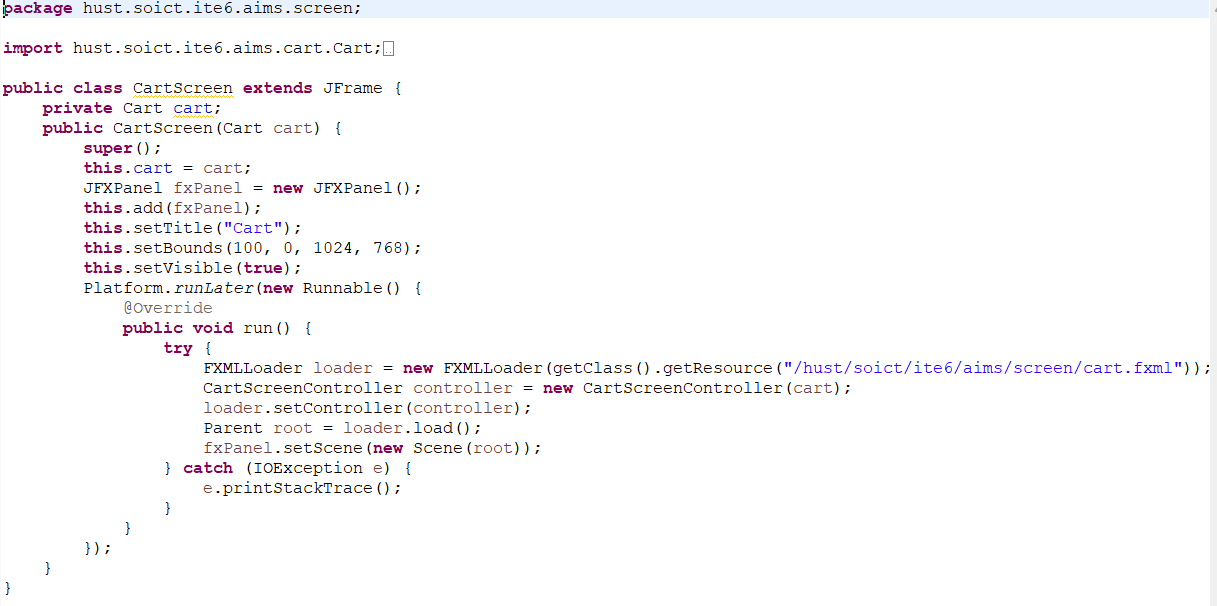
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* 1. CartScreen



* 1. CartScreenController

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* 1. DetailScreen

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* 1. PlaceOrderScreen





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* 1. AddBookToStoreScreen

A screen shot of a computer code

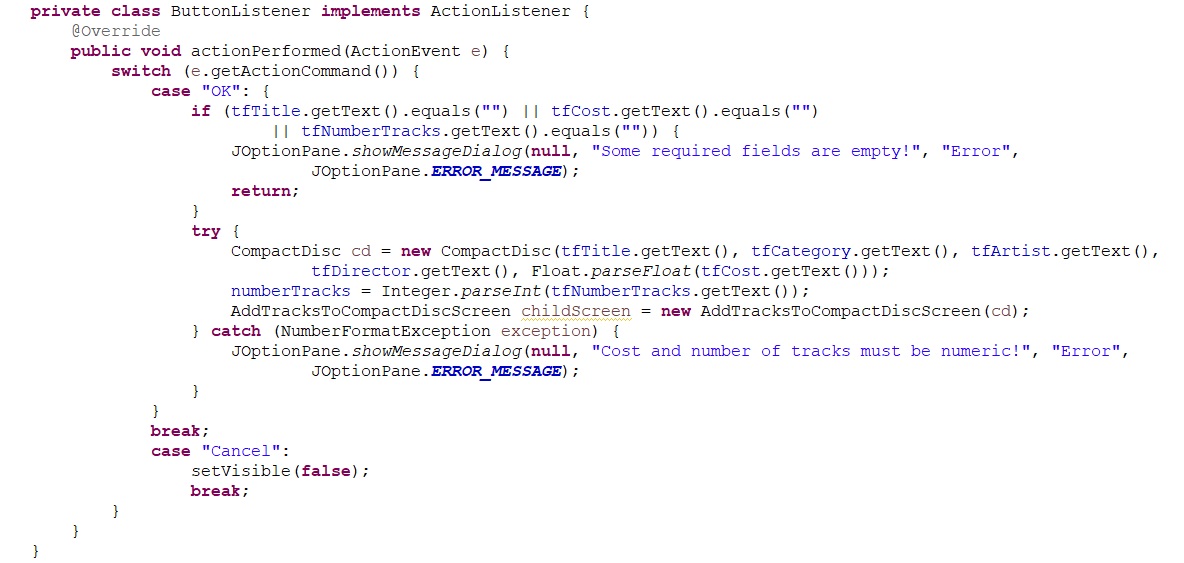
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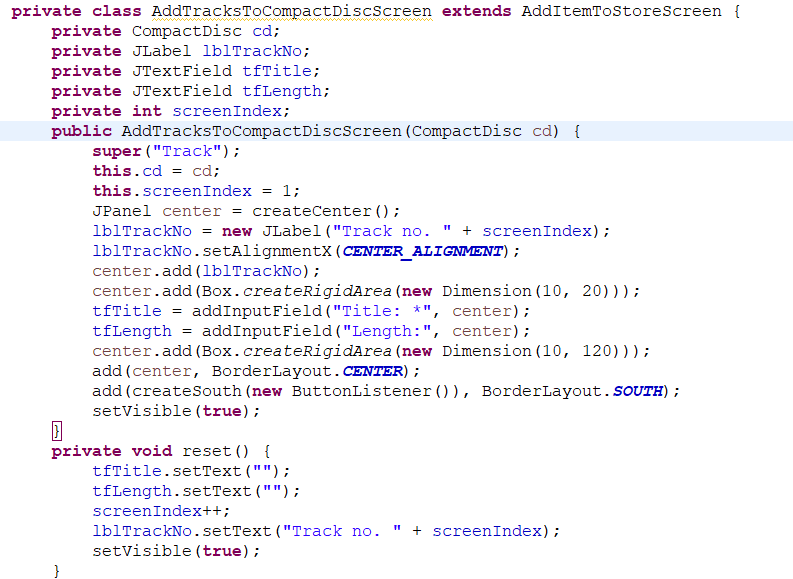
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* 1. AddCompactDiscToStoreScreen







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* 1. AddDigitalVideoDiscToStoreScreen

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* 1. AddItemToStoreScreen

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* 1. PlaceOrderScreen





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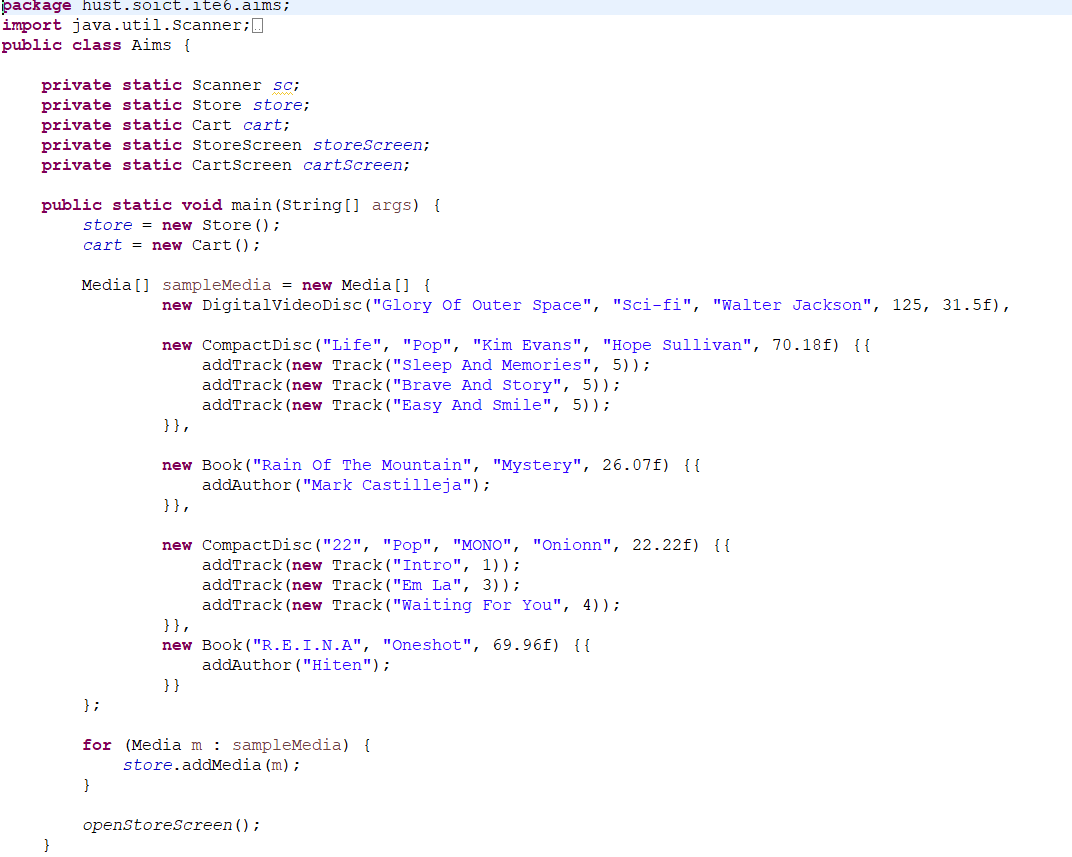
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A screen shot of a computer program

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* 1. Chỉnh lại class Aims để chạy UI.



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* Chỉnh lại các file còn lại trong project aims để hợp với UI trên trong souce code trên git.

1. Exception
   1. File DuplicatedItemException

A screen shot of a computer code

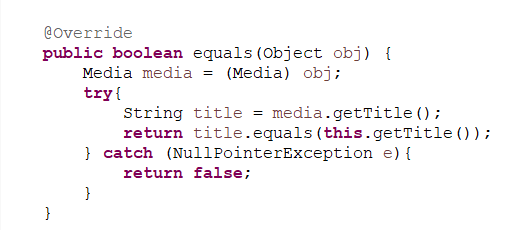
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* 1. File PlayerException

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1. Modify the equals() method of Media Class



1. Demo the complete aims GUI application

Chạy trong code

1. Update Aims Class diagram

