# ĐẠI HỌC BÁCH KHOA HÀ NỘI TRƯỜNG CÔNG NGHỆ THÔNG TIN VÀ TRUYỀN THÔNG

# BÁO CÁO THỰC HÀNH **IT1130-744362-2024.1** BÀI THỰC HÀNH 05

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# BÁO CÁO THỰC HÀNH LAB 5 LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

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## 1. Swing components

#### 1.1 AWTAccumulator

```
olic class AWTAccumulator extends Frame [//PhuLDC_2022
 private TextField tfInput;
 private TextField tfOutput;
private int sum = 0;
public AWTAccumulator() {
    setLayout(new GridLayout(rows:2, cols:2));
     add(new Label(text:"Enter an Integer: "));
     tfInput = new TextField(columns:10);
     tfInput.addActionListener(new TFInputListener());
     add(new Label(text:"The Accumulated Sum is: "));
     tfOutput = new TextField(columns:10);
tfOutput.setEditable(b:false);
     add(tfOutput);
     setTitle(title:"AWT Accumulator_PhuLDC20225755");
setSize(width:350, height:120);
setVisible(b:true);
public static void main(String[] args) {
You, 16 hours ago | 1 author (You)
private class TFInputListener implements ActionListener {
     @Override
          int numberIn = Integer.parseInt(tfInput.getText());
          sum += numberIn;
          tfInput.setText(t:"");
tfOutput.setText(sum + "");
```

Figure 1.1: Source code of AWTAccumulator

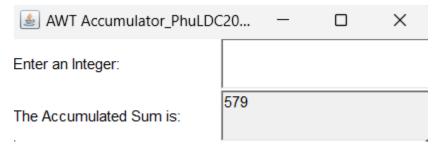


Figure 1.2: Demo of AWTAccumulator

### 1.2 SwingAccumulator

```
public class SwingAccumulator extends JFrame {//PhuLDC_20225755
    private JTextField tfInput;
    private JTextField tfOutput;
private int sum = 0;
         Container cp = getContentPane();
cp.setLayout(new GridLayout(rows:2, cols:2));
         cp.add(new JLabel(text:"Enter an Integer: PhuLDC20225755"));
         tfInput = new JTextField(columns:10);
cp.add(tfInput);
tfInput.addActionListener(new TFInputListener());
         cp.add(new JLabel(text:"The Accumulated Sum is: PhuLDC20225755"));
         tfOutput = new JTextField(columns:10);
tfOutput.setEditable(b:false);
         cp.add(tfOutput);
         setTitle(title:"Swing Accumulator_PhuLDC20225755");
         setSize(width:350, height:120);
setVisible(b:true);
         @Override
         public void actionPerformed(ActionEvent evt) {
   int numberIn = Integer.parseInt(tfInput.getText());
               sum += numberIn;
               tfInput.setText(t:"");
               tfOutput.setText(sum + "");
```

Figure 1.3: Source code of SwingAccumulator

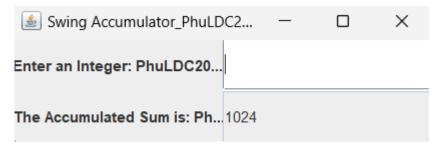


Figure 1.4: Demo of SwingAccumulator

## 2 Organizing Swing components with Layout Managers

#### 2.1 Code

```
15 ∨ public class NumberGrid extends JFrame {
          private JButton[] btnNumbers = new JButton[10];
          private JButton btnDelete, btnReset;
          private JTextField tfDisplay;
          public NumberGrid() {
    tfDisplay = new JTextField();
               tf Display. \verb|setComponentOrientation| (ComponentOrientation.RIGHT\_TO\_LEFT); \\
              JPanel panelButtons = new JPanel(new GridLayout(rows:4, cols:3));
              addButtons(panelButtons);
              cp.setLayout(new BorderLayout());
              cp.add(tfDisplay, BorderLayout.NORTH);
              cp.add(panelButtons, BorderLayout.CENTER);
               setTitle(title:"Number Grid_PhuLDC20225755");
          void addButtons(JPanel panelButtons) {
              ButtonListener btnListener = new ButtonListener();
              for (int i = 1; i <= 9; i++) {
    btnNumbers[i] = new JButton("" + i);</pre>
                   panelButtons.add(btnNumbers[i]);
                   btnNumbers[i].addActionListener(btnListener);
              btnDelete = new JButton(text:"DEL");
               panelButtons.add(btnDelete);
               btnDelete.addActionListener(btnListener);
              btnNumbers[0] = new JButton(text:"0");
panelButtons.add(btnNumbers[0]);
               btnNumbers[0].addActionListener(btnListener);
```

Figure 2.1: Source code of NumberGrid 1

```
btnReset = new JButton(text:"C");
   panelButtons.add(btnReset);
   btnReset.addActionListener(btnListener);
private class ButtonListener implements ActionListener {
   @Override
    public void actionPerformed(ActionEvent e) {
       String button = e.getActionCommand();
       if (button.charAt(index:0) >= '0' && button.charAt(index:0) <= '9') {</pre>
           tfDisplay.setText(tfDisplay.getText() + button);
       } else if (button.equals(anObject:"DEL")) {
           String text = tfDisplay.getText();
           if (text.length() == 0)
               return;
           tfDisplay.setText(text.substring(beginIndex:0, text.length() - 1));
       } else {
            tfDisplay.setText(t:""); You, 16 hours ago • NumberGrid
public static void main(String[] args) {
   new NumberGrid();
```

Figure 2.2: Source code of NumberGrid 2

#### 2.2 Demo



Figure 2.3: Demo buttons 0-9



Figure 2.4: Demo DEL button

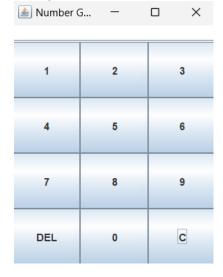


Figure 2.5: Demo C button

## 3 Create a graphical user interface for AIMS with Swing

#### 3.1 Create class StoreScreen

```
public class StoreScreen extends JFrame {
    private Store store;
    private JPanel center;
        this.store = store;
        cp.setLayout(new BorderLayout());
        cp.add(center = createCenter(store.getItemsInStore()), BorderLayout.CENTER);
        setVisible(b:true);
setTitle(title:"Store");
    JPanel createNorth() {
    JPanel north = new JPanel();
        north.setLayout(new BoxLayout(north, BoxLayout.Y_AXIS));
        north.add(createMenuBar());
        north.add(createHeader());
        return north;
    JMenuBar createMenuBar() {
        JMenu menu = new JMenu(s:"Options");
        JMenu smUpdateStore = new JMenu(s:"Update Store");
        JMenuItem item;
        smUpdateStore.add(item = new JMenuItem(text:"Add Book"));
        item.addActionListener(new MenuListener());
        smUpdateStore.add(item = new JMenuItem(text:"Add CD"));
        item.addActionListener(new MenuListener());
```

Figure 3.1: Class StoreScreen 1

```
smUpdateStore.add(item = new JMenuItem(text:"Add DVD"));
item.addActionListener(new MenuListener());
menu.add(smUpdateStore);
menu.add(new JMenuItem(text:"View store"));
menu.add(item = new JMenuItem(text:"View cart"));
item.addActionListener(new MenuListener());
JMenuBar menuBar = new JMenuBar();
menuBar.setLayout(new FlowLayout(FlowLayout.LEFT));
menuBar.add(menu);
return menuBar;
JPanel header = new JPanel();
header.setLayout(new BoxLayout(header, BoxLayout.X_AXIS));
JLabel title = new JLabel(text:"AIMS");
title.setFont(new Font(title.getFont().getName(), Font.PLAIN, size:50));
title.setForeground(Color.CYAN);
JButton cart = new JButton(text:"View cart");
cart.setPreferredSize(new Dimension(width:100, height:50));
cart.setMaximumSize(new Dimension(width:100, height:50));
cart.addActionListener(new MenuListener());
header.add(Box.createRigidArea(new Dimension(width:10, height:10)));
header.add(title);
header.add(Box.createRigidArea(new Dimension(width:225, height:10)));
header.add(createSearchBar());
header.add(Box.createHorizontalGlue());
header.add(cart);
header.add(Box.createRigidArea(new Dimension(width:10, height:10)));
return header;
```

Figure 3.2: Class StoreScreen 2

```
JPanel createSearchBar() {
   JPanel searchBar = new JPanel();
   searchBar.setLayout(new BoxLayout(searchBar, BoxLayout.X_AXIS));
   JLabel lblSearch = new JLabel(text:"Search: ");
   lblSearch.setFont(new Font(lblSearch.getFont().getName(), Font.BOLD, size:14));
   searchBar.add(lblSearch);
   JPanel panelRadioGroup = new JPanel();
   panelRadioGroup.setLayout(new BoxLayout(panelRadioGroup, BoxLayout.Y_AXIS));
   JRadioButton btnByTitle = new JRadioButton(text:"By Title", selected:true);
   JRadioButton btnByCategory = new JRadioButton(text:"By Category");
   JRadioButton btnByCost = new JRadioButton(text:"By Cost");
   ButtonGroup buttonGroup = new ButtonGroup();
   buttonGroup.add(btnByTitle);
   buttonGroup.add(btnByCategory);
   buttonGroup.add(btnByCost);
   panelRadioGroup.add(btnByTitle);
   panelRadioGroup.add(btnByCategory);
   panelRadioGroup.add(btnByCost);
   searchBar.add(Box.createRigidArea(new Dimension(width:10, height:10)));
   searchBar.add(panelRadioGroup);
   JTextField textField = new JTextField(columns:10);
   textField.setMaximumSize(new Dimension(width:1000, height:25));
   searchBar.add(Box.createRigidArea(new Dimension(width:10, height:10)));
   searchBar.add(textField);
   JPanel panelCostFromTo = new JPanel();
   panelCostFromTo.setLayout(new BoxLayout(panelCostFromTo, BoxLayout.X_AXIS));
   JLabel lblFrom = new JLabel(text:"From ");
JLabel lblTo = new JLabel(text:" to ");
   JTextField tfFrom = new JTextField();
   tfFrom.setPreferredSize(new Dimension(width:10, height:25));
   tfFrom.setMaximumSize(new Dimension(width:5000, height:25));
```

```
JTextField tfTo = new JTextField();
tfTo.setPreferredSize(new Dimension(width:10, height:25));
tfTo.setMaximumSize(new Dimension(width:5000, height:25));
panelCostFromTo.add(lblFrom);
panelCostFromTo.add(tfFrom);
panelCostFromTo.add(lblTo);
panelCostFromTo.add(tfTo);
searchBar.add(panelCostFromTo);
panelCostFromTo.setVisible(aFlag:false);
ActionListener actionListener = new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent e) {
        if (btnByTitle.isSelected() || btnByCategory.isSelected()) {
            textField.setVisible(aFlag:true);
            panelCostFromTo.setVisible(aFlag:false);
             textField.setVisible(aFlag:false);
             panelCostFromTo.setVisible(aFlag:true);
    void resetTextFields() {
   textField.setText(t:"");
   tfFrom.setText(t:"");
         tfTo.setText(t:"");
btnByTitle.addActionListener(actionListener);
btnByCategory.addActionListener(actionListener);
btnByCost.addActionListener(actionListener);
```

Figure 3.3: Class StoreScreen 3

```
DocumentListener documentListener = new DocumentListener() {
    @Override
    public void removeUpdate(DocumentEvent e) {
        changedUpdate(e);
    @Override
    public void insertUpdate(DocumentEvent e) {
        changedUpdate(e);
    @Override
    public void changedUpdate(DocumentEvent e) {
        if (btnByTitle.isSelected() || btnByCategory.isSelected()) {
   if (textField.getText().equals(anObject:"")) {
            FilteredList<Media> filteredList = new FilteredList<>(
                     FXCollections.observableArrayList(store.getItemsInStore()));
            if (btnByTitle.isSelected()) {
                filteredList.setPredicate((it) -> it.isMatch(textField.getText()));
                filteredList.setPredicate(
                         (it) -> it.getCategory().toLowerCase().startsWith(textField.getText().toLowerCase()));
            loadItemsToStore(filteredList);
            if (tfFrom.getText().equals(anObject:"") && tfTo.getText().equals(anObject:"")) {
            FilteredList<Media> filteredList = new FilteredList<>(
```

Figure 3.4: Class StoreScreen 4

```
FilteredList<Media> filteredList = new FilteredList<>(
               if (tfFrom.getText().equals(anObject:"")) {
               filteredList.setPredicate((it) -> it.getCost() < Float.parseFloat(tfTo.getText()));
} else if (tfTo.getText().equals(anObject:"")) {</pre>
                   filteredList.setPredicate((it) -> it.getCost() > Float.parseFloat(tfFrom.getText()));
               } else {
                   loadItemsToStore(filteredList);
   textField.getDocument().addDocumentListener(documentListener);
   tfFrom.getDocument().addDocumentListener(documentListener);
   tfTo.getDocument().addDocumentListener(documentListener);
   return searchBar:
JPanel createCenter(List<Media> itemList) {
   JPanel center = new JPanel();
   int itemsToShow = itemList.size() < 9 ? itemList.size() : 9;</pre>
   if (itemsToShow == 0) {
       center.setLayout(new BoxLayout(center, BoxLayout.Y_AXIS));
       JLabel lblStoreEmpty = new JLabel(text:"No item found.");
       lblStoreEmpty.setAlignmentX(CENTER_ALIGNMENT);
       lblStoreEmpty.setFont(new Font(lblStoreEmpty.getName(), Font.PLAIN, size:20));
```

Figure 3.5: Class StoreScreen 5

```
mediastore cell = new Mediastore(ifemtist.get(i), this);
center.add(cell);
}

return center;
}

public void loaditemsTostore(istcMedia> itemtist) {
remove(center);
add(center - createCenter(itemtist), BorderLayout.CENTER);
revalidate();
}

public void loaditemsTostore() {
loaditemsTostore(store.getItemsInstore());
}

public void loaditemsTostore() {
loaditemsTostore(store.getItemsInstore());
}

public void loaditemsTostore() {
loaditemsTostore(store.getItemsInstore());
}

public void actionPerformed(actionEvent e) {
private class Menutistener implements ActionListener {

@Override
public void actionPerformed(actionEvent e) {
switch (e.getActionCommand()) {
    case "Add Book";
    new AddSongatcDiscTostoreScreen();
    break;
    case "Add Ov";
    new AddSongatcDiscTostoreScreen();
    break;

case "Add Ov";
    new AddSongatcDiscTostoreScreen();
    break;

case "View cart":
    Alms.colosstoreScreen();
    Alms.colosstoreScreen();
    Alms.colosstoreScreen();
    Alms.colosstoreScreen();
    break;
```

Figure 3.6: Class StoreScreen 6

#### 3.2 Create class MediaStore

```
import hust.soict.ite6.aims.cart.Cart.*;
import hust.soict.ite6.aims.exception.PlayerException;
import hust.soict.ite6.aims.media.Media;
import hust.soict.ite6.aims.media.Playable;

import javax.naming.LimitExceededException;
import javax.swing.*;
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
```

Figure 3.7: Class MediaStore 1

Figure 3.8: Class MediaStore 2

Figure 3.9: Class MediaStore 3

## 3.3 Demo Store

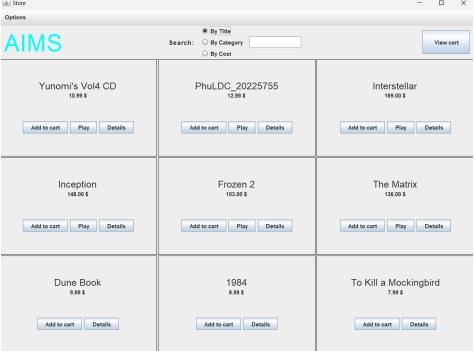


Figure 3.10: StoreScreen

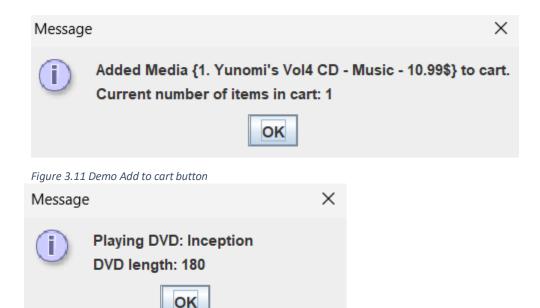


Figure 3.12 Demo Play button

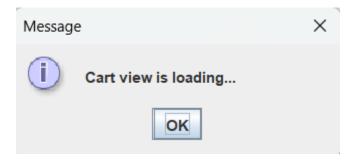


Figure 3.13 Demo View cart button

#### 4 JavaFX API

#### 4.1 Create class Painter

```
Painter.java 🗦 ધ Painter 🗦 😭 start(Stag
package hust.soict.ite6.javafx;
import javafx.application.Application;
import javafx.fxml.FXMLLoader;
import javafx.scene.Parent;
import javafx.scene.Scene;
import javafx.stage.Stage;
import java.util.Objects;
public class Painter extends Application {//PhuLDC_20225755
    public void start(Stage stage) throws Exception {
       Parent root = FXMLLoader.load(getClass().getResource(name:"Painter.fxml"));
        if (root == null) {
            System.out.println(x:"FXML file not found!");
           System.out.println(x:"FXML file loaded successfully!");
You, 21 hours ago • painter
            Scene scene = new Scene(root);
           stage.setTitle("Painter");
           stage.setScene(scene);
    public static void main(String[] args) {
       launch(args);
```

Figure 4.1: Class Painter

#### 4.2 Create Painter.fxml

Figure 4.2: Painter.fxml 1

Figure 4.3: Painter.fxml 2

#### 4.3 Create class PainterController

```
public class PainterController {
   private RadioButton ButtonPressed1;
   private RadioButton ButtonPressed2;
   @FXML
   private Pane drawingAreaPane;
   void Selected(ActionEvent event) {
       ToggleGroup question= new ToggleGroup();
       ButtonPressed1.setToggleGroup(question);
       ButtonPressed2.setToggleGroup(question);
       if(ButtonPressed1.isSelected()) {
           ButtonPressed2.setSelected(value:false);
       else {
            ButtonPressed1.setSelected(value:false);
   void ClearButtonPressed(ActionEvent event) {
       drawingAreaPane.getChildren().clear();
   void drawingAreaMouseDragged(MouseEvent event) {
       if(ButtonPressed1.isSelected()) {
           Circle newCircle = new Circle(event.getX(), event.getY(), 4, Color.BLACK);
drawingAreaPane.getChildren().add(newCircle);
           Circle newCircle = new Circle(event.getX(), event.getY(), 4, Color.WHITE);
            drawingAreaPane.getChildren().add(newCircle);
```

Figure 4.4: PainterController

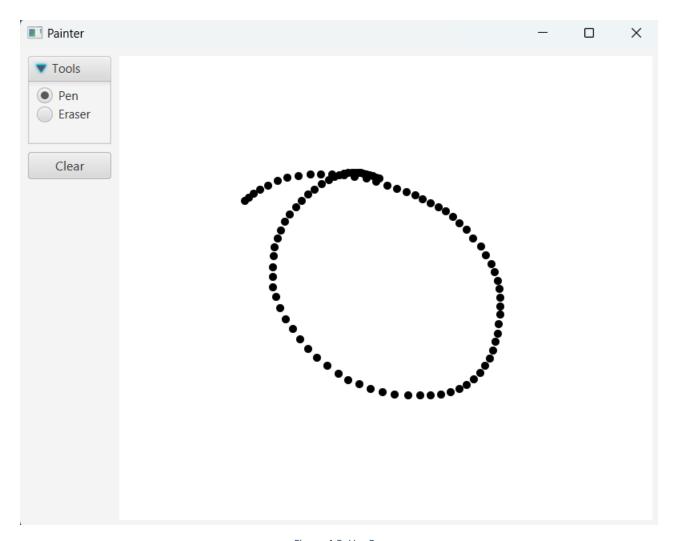


Figure 4.5: Use Pen

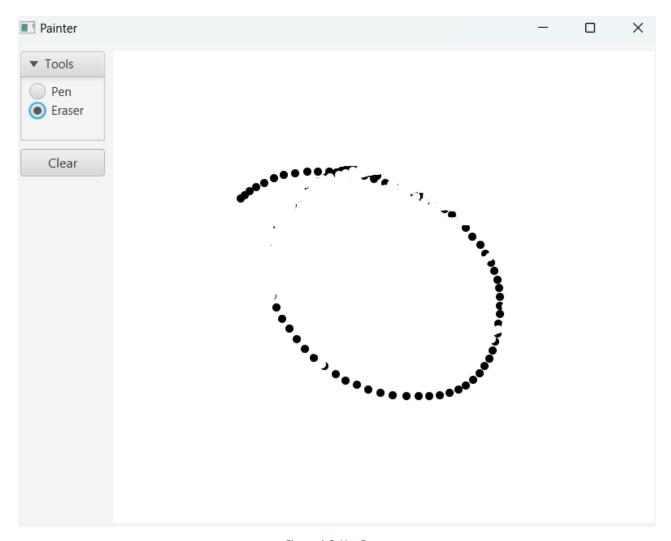


Figure 4.6: Use Eraser

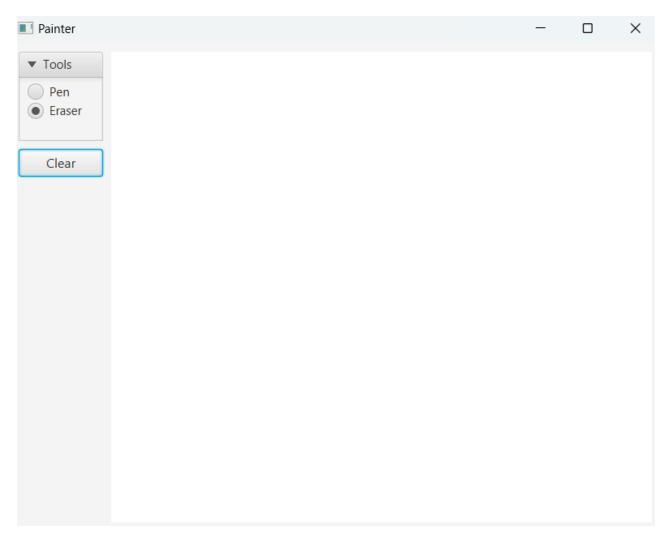


Figure 4.7: Clear button

#### 5 View Cart Screen

#### 5.1 Create cart.fxml

Figure 5.1: Cart.fxml 1

```
40 conter)
41 conter)
42 conter)
43 conter)
44 conter)
45 conter)
46 conter)
47 conterding
48 consets left="10.0" />
48 consets left="10.0" />
49 conterding
49 conterding
40 conterding
40 conterding
41 conterding
41 conterding
42 consets
43 consets />
49 conterding
44 consets
45 consets />
40 consets />
40 consets />
40 consets bottom="10.0" top="10.0" />
40 padding>
40 conterding
40 conterd
```

Figure 5.2: Cart.fxml 2

```
| Cylonic | Cylo
```

Figure 5.3: Cart.fxml 3

#### 5.2 Create class CartScreen

Figure 5.4: CartScreen class

#### 5.3 Create class CartScreenController

```
private Cart cart;
private TableColumn<Media, String> colMediaCost;
 private TableColumn<Media, String> colMediaTitle;
private TableColumn<Media, String> colMediaCategory;
@FXML
private Button btnPlay;
private Button btnRemove;
@FXML
 private Button btnDetails;
 private RadioButton radioBtnFilterId;
private RadioButton radioBtnFilterTitle;
private TextField tfFilter;
private TableView<Media> tblMedia;
private ToggleGroup filterCategory;
private Button btnPlaceOrder;
PEXML
private Label lblCost;
public CartScreenController(Cart cart) {
     super();
this.cart = cart;
private void initialize() {
    colMediaTitle.setCellValueFactory(new PropertyValueFactory<Media, String>(property:"title"));
    colMediaCategory.setCellValueFactory(new PropertyValueFactory<Media, String>(property:"category"));
```

Figure 5.5: CartScreenController 1

```
btnDetails.setvisible(false);
//PMLUC_20225755
btnRemove.setVisible(false);
```

Figure 5.6: CartScreenController 2

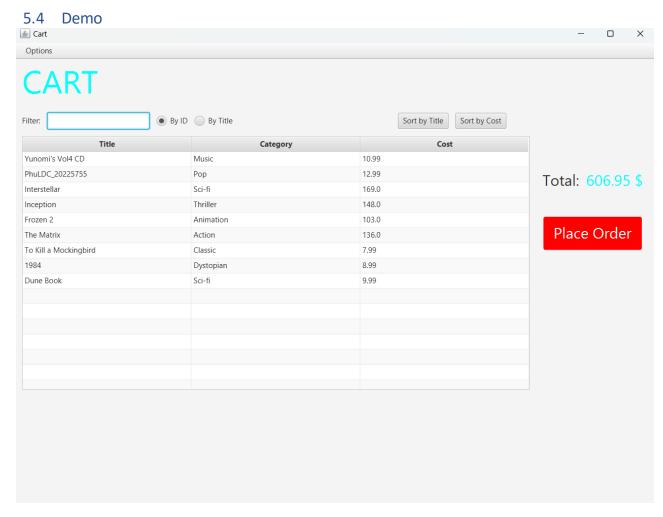


Figure 5.7: Demo CartScreen

- 6 Updating buttons based on selected item in TableView ChangeListener
- 6.1 Edit class CartScreenController

```
@FXML
void btnSortPressed(ActionEvent event) {
    tblMedia.getSortOrder().clear();
    colMediaCost.setSortType(TableColumn.SortType.DESCENDING);
    if (event.getSource().toString().split(regex:"\'")[1].equals(anObject:"Sort by Title")) {
        tblMedia.getSortOrder().add(colMediaTitle);
        tblMedia.getSortOrder().add(colMediaCost);
    } else {
        tblMedia.getSortOrder().add(colMediaCost);
        tblMedia.getSortOrder().add(colMediaTitle);
    tblMedia.sort();
void btnDetailsPressed(ActionEvent event) {
    new DetailScreen(tblMedia.getSelectionModel().getSelectedItem());
@FXML
void btnPlayPressed(ActionEvent event) throws PlayerException {
    Media media = tblMedia.getSelectionModel().getSelectedItem();
    ((Playable) media).play();
void btnRemovePressed(ActionEvent event) throws Exception {
    Media media = tblMedia.getSelectionModel().getSelectedItem();
    cart.removeMedia(media);
    updateCost();
```

Figure 6.1: CartScreenController 1

```
//PhuLDC_20225755
@FXML
void btnPlaceOrderPressed(ActionEvent event) {
    if (cart.getItemsOrdered().isEmpty())
        JOptionPane.showMessageDialog(parentComponent:null, message:"Cart is empty!", title:"Error", JOptionPane.ERROR_MESSAGE);
    else {
        new PlaceOrderScreen();
        updateCost();
    }
}
```

Figure 6.2: CartScreenController 2

#### 6.2 Demo

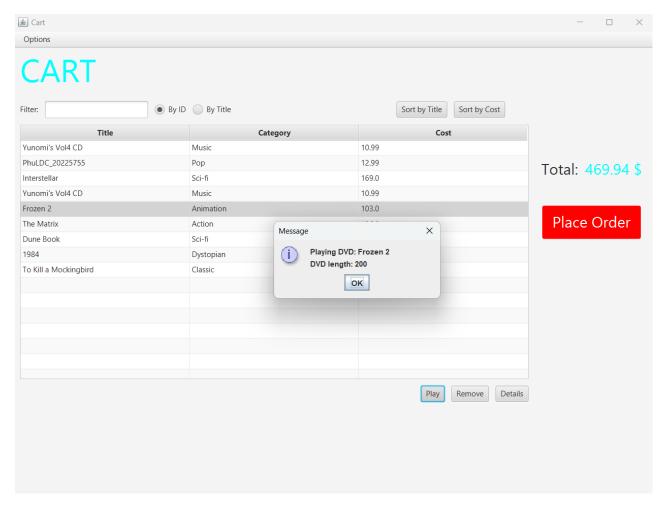


Figure 6.3: Demo media playable

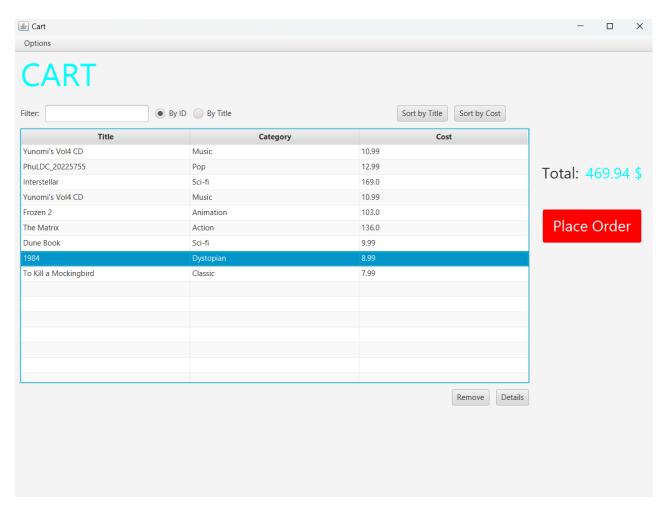


Figure 6.4: Demo media unplayable

## 7 Deleting a media

#### 7.1 Code

```
//PhuLDC_20225755
@FXML

void btnRemovePressed(ActionEvent event) throws Exception {
    Media media = tblMedia.getSelectionModel().getSelectedItem();
    cart.removeMedia(media);
    updateCost();
}
```

Figure 7.1: btnRemovePressed Method

#### 7.2 Demo

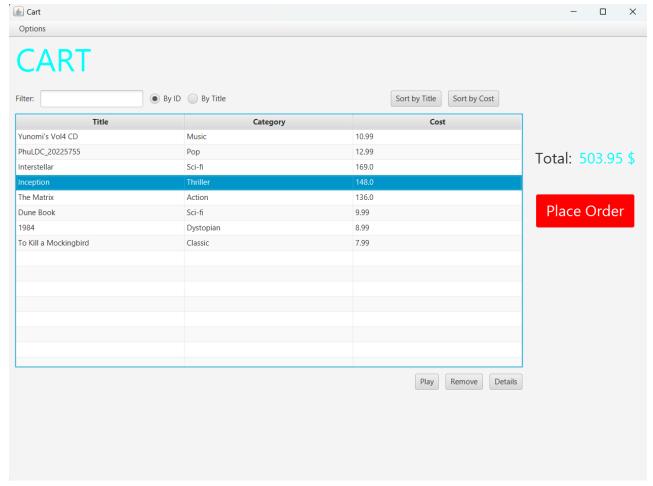


Figure 7.2: button Remove

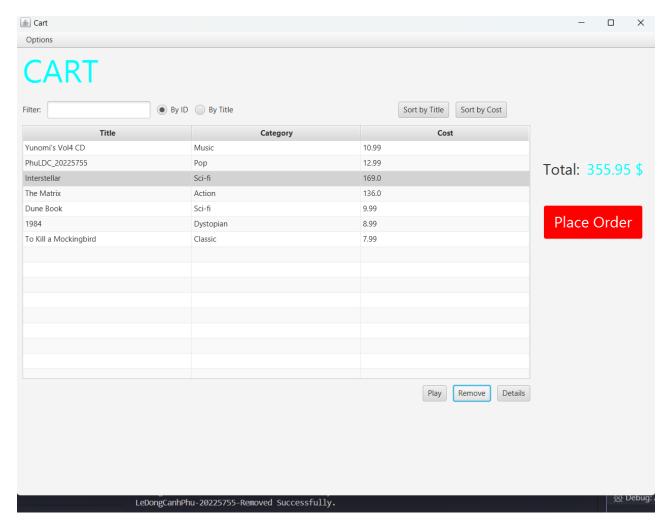


Figure 7.3: button Remove

8 Complete the Aims GUI application

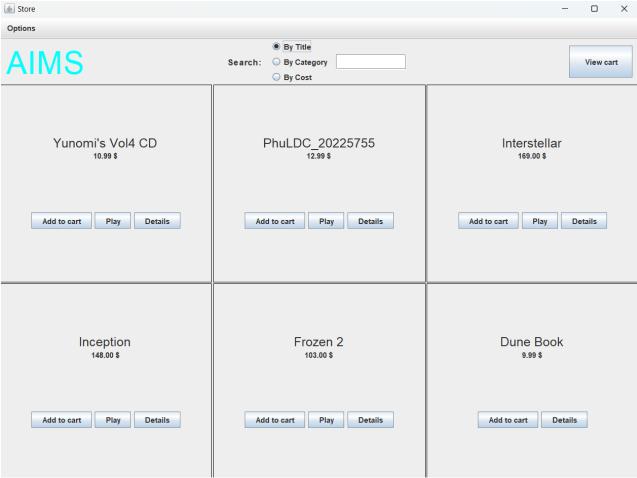


Figure 8.1: Store before add book

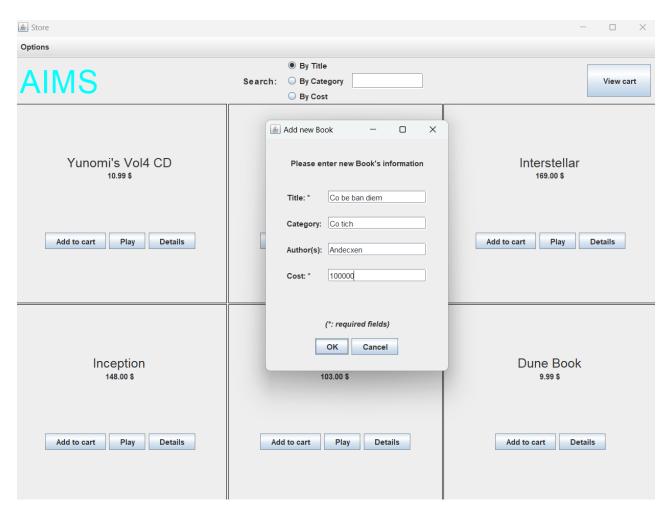


Figure 8.2: Add book

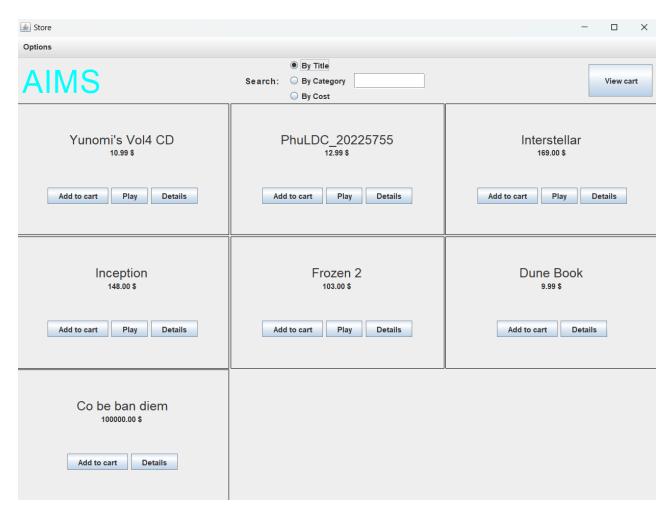


Figure 8.3: Store after add book

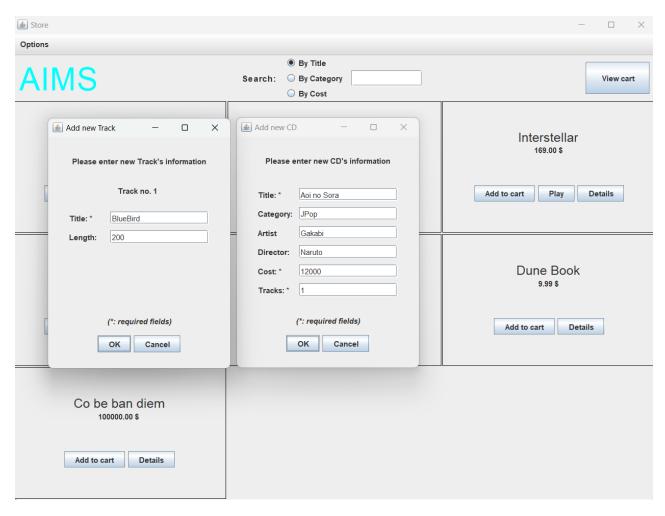


Figure 8.4: Add CD

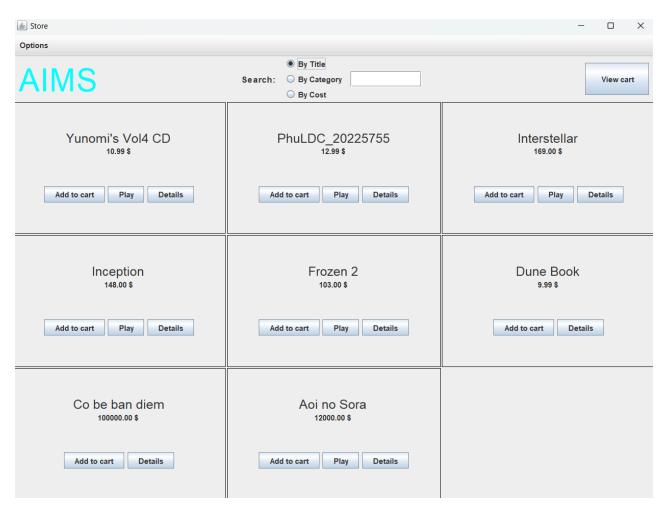


Figure 8.5: Store after add CD

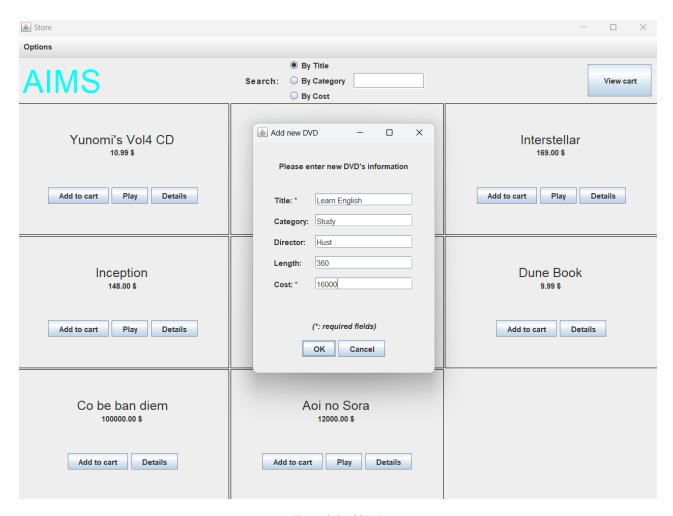


Figure 8.6 Add DVD

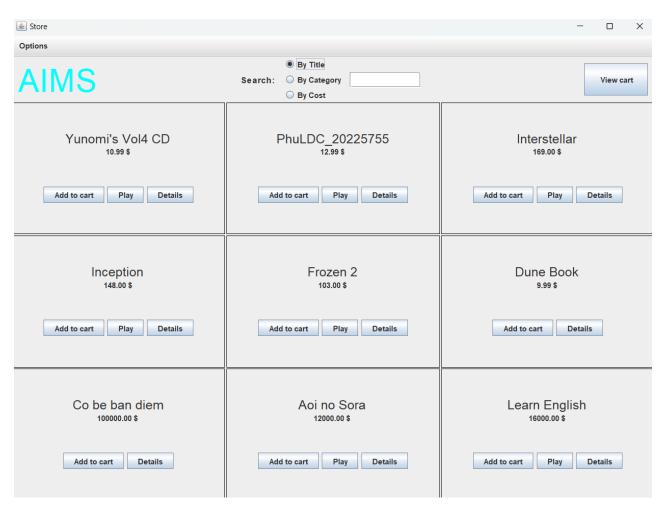


Figure 8.7: Store after add DVD

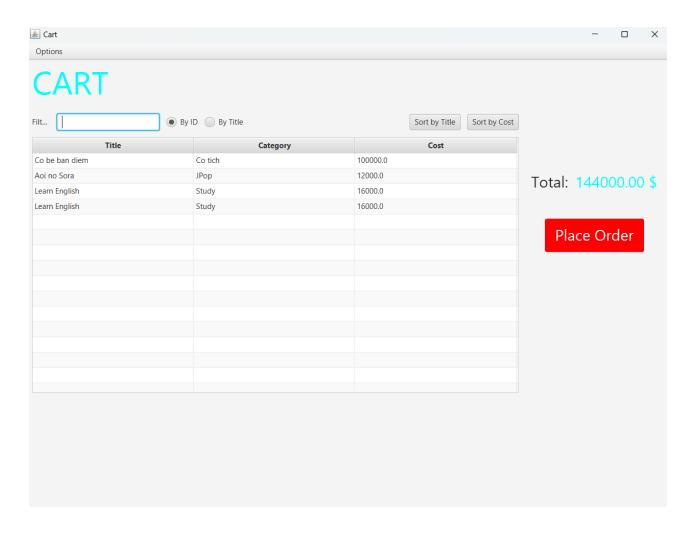


Figure 8.8: Cart

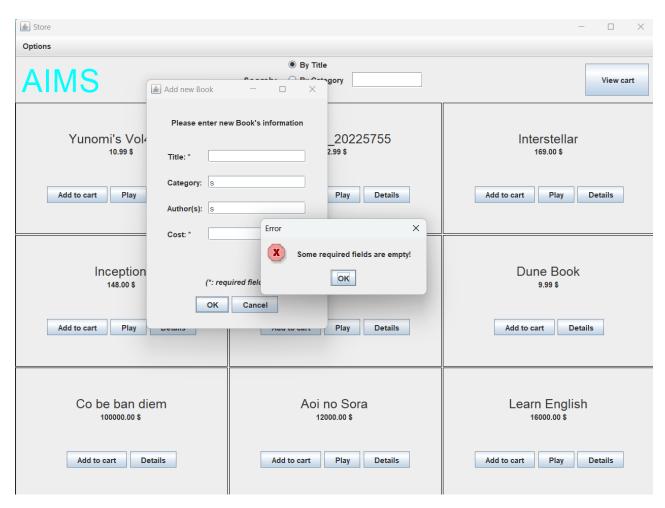
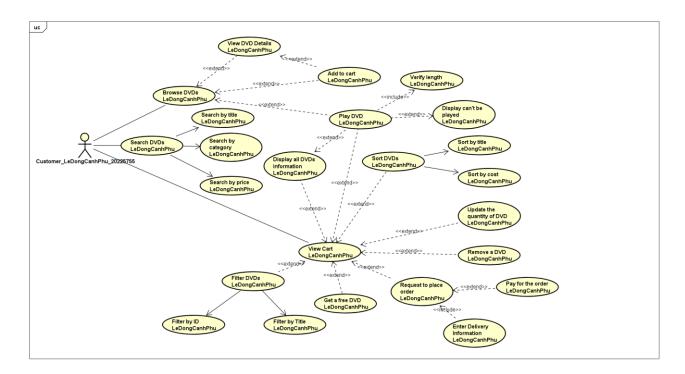


Figure 8.9: Exception

## 9 Use case Diagram

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## 10 Class Diagram

