

Java Assignment for Semester Two

Topic:

MERL – a movies information app



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Contents

មាតិការ

1. Introduction
2. Review of Literature
3. Analysis, Design and Implementation
4. Conclusion and Recommendation
5. Appendix A
6. Appendix B
7. References

Chapter 1

Introduction

ដោយសារតែមូលហេតុទាំងនេះហើយខីបក្រុមយើងខ្ញុំប្រានព្យាយាមរូបចំតម្រាងក្នុងការ
ផ្តល់នូវជំនួយទេរៀតក្នុងការ ធ្វើកម្មិះនៅពីមាននាក់ទៅនឹងខ្លួនខ្លួន ដូចជាដែកម៉ឺនពីរាណ
យន្តកំពង់បញ្ហានៅ តាមយន្តដែលជិតម្ភានៅ និងការរិភាគនៃការបញ្ហានៅនេះ។

Statement of Problem

ដើម្បីបង្កើនភាពរាយស្រួលក្នុងការស្វែរជារ៉ាវ ផែកមិនភាពយន្តដែលអតិថិជនចង់ប្រាក់
ដោយបង្ហាញព័ត៌មានទាំងនេះប្រើប្រាស់ Graphical User Interface ដែលច្បាស់លាស់
ស្ថាត ហើយរាយស្រួលប្រើប្រាស់ GUI នេះដោយគ្រឿងរៀតងរួមចំណែកដោយ តាមដាន Google
Guideline for Material Design ដែលជាច្បាប់ចង់ក្រងក្នុងការ Design សម្រាប់
Product នៃ Google នូវទំនាក់ទំនងប្រតិបត្តិការណ៍ Android ដែលយើងប្រាក់សរុប។

នូវឯកសារណាយដែលអាចបង្ហាញព័ត៌មានទាំងនេះបានលាយដោយជូនយ៉ាង
ស្ថិតិយោគរបស់ខ្លួន។

- Internet របស់ខ្លួននឹងផ្តល់លើក្រុងកម្មវិធីនាមតាត Stable ។
- ប្រជាពលរដ្ឋយើង ចូលចិត្តប្រើប្រាស់នឹងជាងកិច្ចកម្មៈ។
- ការប្រើប្រាស់មានលក្ខណៈស្ថុកស្ថាប្រាំងក្នុងការប្រើប្រាស់។
- ការប្រើប្រាស់ Browser អាចមានបញ្ហាដូក Performance

Objectives

គោលចំណាស់របស់យើង តើយកព័ត៌មានដែលស្ថុកស្ថាប្រាំងនេះមកបង្ហាញដោយរួរយ
ហើយនៅក្នុងក្រុងការប្រើប្រាស់ User ។

មួយការងាររបស់យើង គឺជាប្រព័ន្ធអាជ្ញាយកព័ត៌មានទាំងនេះទុកក្នុង System របស់ User ។ ដូចនេះ
User អាចមិនព័ត៌មានទាំងនេះទេ ប៉ុន្មោះមិនមាន Internet កំពុង។

Scope and Limitations

បច្ចុប្បន្ននេះ: Website និងពាណិជ្ជកម្មយុទ្ធសាស្ត្រលើ API សម្រាប់ Developer អាចទាញយកទិន្នន័យរបាយទេ ដូចខាងក្រោម ដើម្បីបង្កើតគម្រោង ឬផ្តល់ព័ត៌មានទៅអ្នកប្រើបាន។
Website និងពួកគេតាម Client(នូវស៊ីន្ទូ) តែម្ដង។
ម្នាក់នៃគម្រោងនេះ: ជាព័ត៌មានដែលមានទិន្នន័យ ឬព័ត៌មានទៅអ្នកប្រើបាន Database Design មានលក្ខណៈ ស្ថិតិយាល័យដែលមិនអាចបញ្ចប់ក្នុងអំឡុងពេលវិន Assignment នេះ ទេ ដូចត្រូវនេះដើរ App និងអាចបង្ហាញទិន្នន័យពី Website ជាថ្មីនៅចូលមកក្នុង App តែ ម្មយោង និងសម្រាប់ Assignment នេះត្រូវបង្កើតប្រព័ន្ធដែល Website តែម្មយោង ឬរាយការណ៍ Database Schema ដោយស្មើរាយ។

Software/Hardware Requirement

For User:

- An Android Phone
- Android Version 5 (Lollipop) and above
- Internet Connection

For Development:

- Android Studio
- Java
- Github for Version Control
- Windows 7,8,10 / MacOS
- JDK 7.1

Review of Literature

ជាការចាប់ផ្តើមយើងស្មួមរូបរាង ពីវិភាគការ Develop កម្នុវិធីមួយហៅថា MVC ដែលជាអក្សរកាត់ពី Model View Controller ។ គួរត្រឹមនូវនេះយើងប្រាស់ចំណុច ដែលមានត្វូនាទីផ្សេងៗគ្នាដោយ Local Package ជាថែរយ៉ែរកពីត្រា ។

ការសរស់ Java នៅលើ Android មានលក្ខណៈស្របដៃនៅក្នុងការសរស់នៅលើ PC ដែរទៀត ដោយសារយើងប្រើប្រាស់ Concept OOP និង ប្រើប្រាស់ Method មួយចំនួនដូចត្រា ដូចជា WindowsAdapter, Layout Manager, Component Declaration.

ទៅលើយើង Swing ឬ AWT, Android ប្រើប្រាស់និសសរស់ GUI របស់វា ដែលប្រើប្រាស់ Mark up language សូម្រាប់សម្រាប់ Structure និង Layout ដោយប្រើ XML ។

ឧបករាយនេះជា Diagram ដែលយើងប្រាស់បង្កើតឡើងដើម្បីអាយមាននាពាយ
ស្រួលក្នុងការយកចំណាំ

Model

Movie.java
MovieGenre.java
MovieURLs;
MovieShowTime.java

Movie is used for
Name
Rating
Running Time
Description
Image Link
Is Showing or Is Coming
Other 3 Model is used for Association
A movie can have many Genre
A movie can have many Url
A movie can have many ShowTime

*Model Movie មាន Constructor ដែលទទួលយក ArrayList នេះ

MovieURL, MovieShowTime, MovieGenre ដូចនេះ Model ត្រូវបាន
ត្រួតព័ត៌មាន Implement ជា Serializable ឬ Parcelable ដើម្បី Pass ចូល
Parameter របស់ Movie Constructor។

View

View is for making layout for application

activity_launcher.xml
activity_download.xml
fragment_main.xml
fragment_detail.xml
movie_item.xml
detail_item.xml
nav_header_launcher.xml

activity_launcher is for Launcher.java
activity_download is for DownloadActivity.java
fragment_main is a layout for all fragment includ
MainFragment
NowShowingFragment
ComingSoonFragment
movie_item and detail item is for a layout for
item inside RecyclerView (List).
nav_header_launcher is for drawer in Launcher

Control

Control is for changing the graphical user interface on View.

Launcher.java
MainFragment.java
NowShowingFragment.java
ComingSoon.java

Launcher is when the application first run
Launcher is also contain other Fragment
MainFragment is where we show
movies.
NowShowing is where we show
only the movies that is available
to watch now.
ComingSoon is where we show only
the movies that not yet show
but is coming.

Chapter 3

Analysis, Design and Implementation

សម្រាប់ Database យើងប្រាកដឱ្យ SQLite3 ដែលជា Database System នៃ អ្នយតតែដែលស្ថាល់ក្នុងប្រព័ន្ធ Android និង SQLite3 មានលក្ខណាជាមីនិង SQL ។

ទារក្រាមនេះជា Database Schema ដែលជាគ្រឹះនៃ កម្មវិធីយើង

`MOVIE(_ID,NAME,RATING,RUNTIME,DESCRIPTION,IS_SHOWING,IS_COMING,I
MAGE_LINK)`

`MOVIE_GENRE(_ID,GENRE,MOVIE_ID)`

`MOVIE_SHOWTIME(_ID,LEGEND_SHOWTIME,MOVIE_ID)`

`MOVIE_URL(_ID,LEGEND_DETAIL_URL, MOVIE_ID)`

ទារក្រាមនេះជាឌ្មានរោចជាក់ស្តូងពេលប្រើប្រាស់

<code>_id</code>	<code>NAME</code>	<code>RATING</code>	<code>RUNTIME</code>	<code>IS_SHOWING</code>	<code>IS_COMMING</code>	<code>IMAGE_LINK</code>
1	A CURE FOR WELLNESS (2D) Khmer Subtitles	R-18	150 Minutes	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000617?width=88&height=130
2	CHUJO OUTLAWS (2D) Khmer Language	G	90 Minutes	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000657?width=88&height=130
3	FIFTY SHADES DARKER (2D) Khmer Subtitles	R-18	120 Minutes	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000894?width=88&height=130
4	GUARDIANS (2D) English & Kh Sub	G	100 Minutes	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000954?width=88&height=130
5	JAILBREAK (2D) Khmer Language	NC-15	100 Minutes	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000957?width=88&height=130
6	MR. HURT (2D) Khmer Language	G	130 Minutes	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000966?width=88&height=130
7	THE GREAT WALL (3D) Khmer Subtitles	G	105 Minutes	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000962?width=88&height=130
8	THE LEGO BATMAN MOVIE (3D) Khmer Subtitle	G	105 Minutes	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000958?width=88&height=130
9	VOYAGE TO THE BOTTOM OF THE SEA (2D) Eng & KH S	G	100 Minutes	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000974?width=88&height=130
10	THE BYE BYE MAN (2D) Khmer Subtitles	TBC	140 Minutes	0	1	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000975?width=88&height=130
11	LOGAN (2D) Khmer Subtitles	TBC	140 Minutes	0	1	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000969?width=88&height=130
12	TIK JIT MODAY SAMAY TMEY (2D) Khmer Langu	TBC	135 Minutes	0	1	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000965?width=88&height=130
13	THE ASSIGNMENT (2D) Khmer Subtitles	TBC	95 Minutes	0	1	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000997?width=88&height=130
14	PITES SOH SOR KANDAL (2D) Khmer Language	G	80 Minutes	0	1	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000914?width=88&height=130
15	PLANE TO HELL (2D) Khmer Language	TBC	115 Minutes	0	1	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000905?width=88&height=130
16	THE SHARK (2D) Khmer Language	TBC	135 Minutes	0	1	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000910?width=88&height=130
17	DON'T KILL IT (2D) Khmer Subtitles	TBC	94 Minutes	0	1	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000919?width=88&height=130
18	KONG: SKULL ISLAND (3D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000857?width=88&height=130
19	TOMORROW I WILL DATE YESTERDAY YOU (2D)	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000857?width=88&height=130
20	KOM PAUL SOY CHLORE PHUM (2D) Khmer Lan	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000857?width=88&height=130
21	BEAUTY AND THE BEAST (3D) Khmer Subtitle	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000857?width=88&height=130
22	DON'T KNOCK TWICE (2D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000912?width=88&height=130
23	LIFE (2D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000886?width=88&height=130
24	POWER RANGERS (3D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000917?width=88&height=130
25	LUNG SNAE NEK KRU (2D) Khmer Language	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000852?width=88&height=130
26	WIND MEMORIES (2D) Khmer Language	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000887?width=88&height=130
27	LOTUS FLOWER (2D) Khmer Language	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000887?width=88&height=130
28	GHOST IN THE SHELL (2D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000878?width=88&height=130
29	THE BOSS BABY (3D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000885?width=88&height=130
30	A SILENT VOICE (2D) Eng & Khmer Subtitle	TBC	130 Minutes	0	1	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000891?width=88&height=130
31	LEGEND OF THE BROKEN SWORD (2D) Khmer La	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000897?width=88&height=130
32	SMURFS: THE LOST VILLAGE (3D) Khmer Sub	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000872?width=88&height=130
33	FAST & FURIOUS 9 (3D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000889?width=88&height=130
34	UNFORGETTABLE (2D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000879?width=88&height=130
35	GUARDIANS OF THE GALAXY VOL.2 (3D) Khmer	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000897?width=88&height=130
36	SIAM SQUARE (2D) Khmer Language	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000888?width=88&height=130
37	BAYWATCH (2D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000884?width=88&height=130
38	SNATCHED (2D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000871?width=88&height=130
39	KING ARTHUR: LEGEND OF THE SWORD (2D) KH	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000889?width=88&height=130
40	ALIEN: COVENANT (2D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000897?width=88&height=130
41	EVERYTHING EVERYTHING (3D) Khmer Subtitl	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000892?width=88&height=130
42	PIRATES OF THE CARIBBEAN 5 (3D) Khmer Su	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000893?width=88&height=130
43	WONDER WOMAN (3D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000894?width=88&height=130
44	THE MUMMY (2D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000837?width=88&height=130
45	ROCK THAT (2D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000837?width=88&height=130
46	TRANSFORMERS: THE LAST KNIGHT (3D) Khmer	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000877?width=88&height=130
47	DESPICABLE ME 3 (3D) Khmer Subtitles	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000877?width=88&height=130
48	SPIDER-MAN: HOMECOMING (3D) Khmer Subtit	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000897?width=88&height=130
49	WAR FOR THE PLANET OF APES (3D) Khmer Su	TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000897?width=88&height=130
50	VALERIAN & A CITY OF A THOUSAND PLANET (TBC	0	1	0	https://www.legend.com.kh/CDN/Image/Entity/FilmPosterGraphic/f-01000000927?width=88&height=130

សម្រិះន Table សម្រាប់ Association ក្នុង Source Code

ការទាញយកទិន្នន័យ៖ ផ្តល់ជំនួយដើម្បីអាជីវកម្មបង្កើរ Website

ធនធានយន្តនៃប្រពេលយើងមិនមែន API ណាយ Developer ប្រើប្រាស់ប្រពេលនេះ តើ
យើងត្រូវទាញយកទិន្នន័យដោយរបៀបណាទេ?

JSOUP គឺជា Third-party java library មួយដែលប្រើបានសម្រាប់រាយការណ៍
ធនធានយើងអានទិន្នន័យពី Website មួយដោយប្រើ Engine នៃ Browser បច្ចុប្បន្នដើម្បី
ទាញយកទិន្នន័យដែលយើងចែងប្រពេលមួយ។

ឧទាហរណ៍

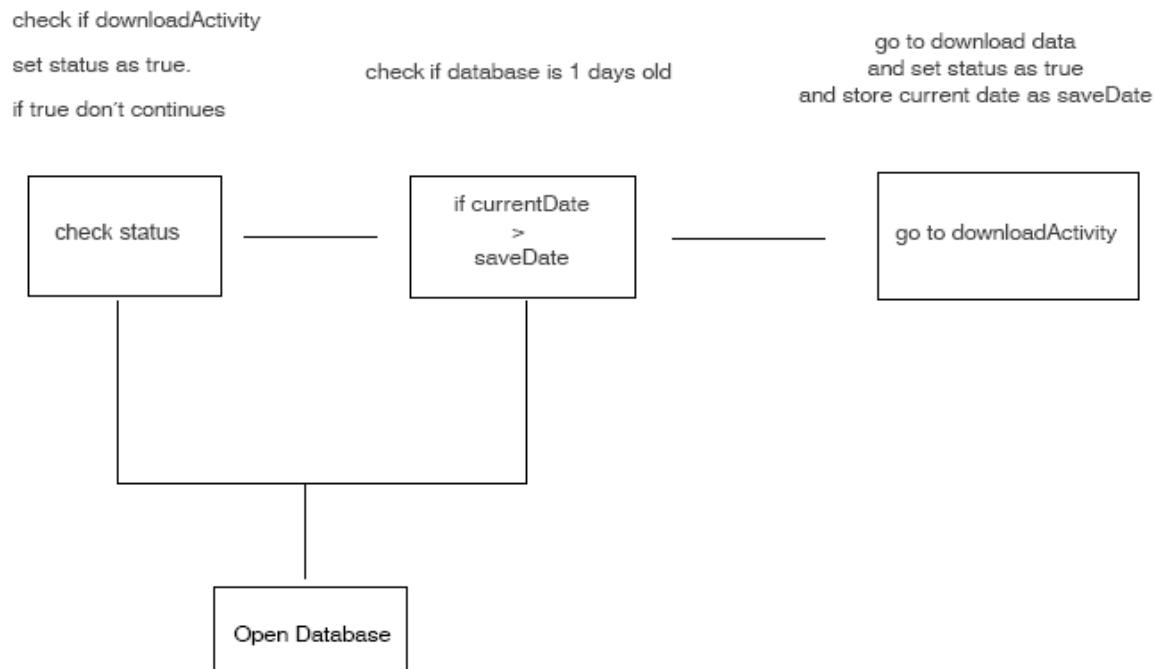
```
try{
    detail = Jsoup.connect(legendUrl).get();
} catch (IOException e){
    e.printStackTrace();
}

runtime = detail.select("body > div.wrapper >
section.content > article > div > div > div.description-box > dl >
dd:nth-child(4)").text();
if (!detail.select("body > div.wrapper > section.content >
article > div > div.description-box > dl > dt:nth-
child(3)").text().equals("Run Time:")){
    runtime = "";
}
rating = detail.select("body > div.wrapper > section.content >
article > div > div.description-box > dl > dd:nth-child(2)").text();
description = detail.select("body > div.wrapper > section.content >
article > div > div.description-box > p").text();
trailer_url = detail.select("#trailer").attr("href");
}
```

ម្នាក់ទៅគឺជីថុ ងាយស្រួលភ្លាមៗ ទាញយក Link Image ឬ សរសេរក្នុងដើម្បីជាក់រាជ្យនៃទៅក្នុង Recycler View
យើងបានសម្រាប់ខ្លួនឯង Third-Party Library មួយទៅដោយខ្លះ Picasso។ Picasso គឺជា Tool មួយសម្រាប់
បង្កើតរូបភាពរួមប្រាស់ ដោយសរសេរក្នុងទំនួយដូចខាងក្រោមនេះ។

ដើម្បីធ្វើអាយ App នៃសេចក្តីផ្តើម Run Offline ប្រាកដនៅលើក្រុងកម្មវិធីយន្តរាយការណ៍មួយ ទៅ Website

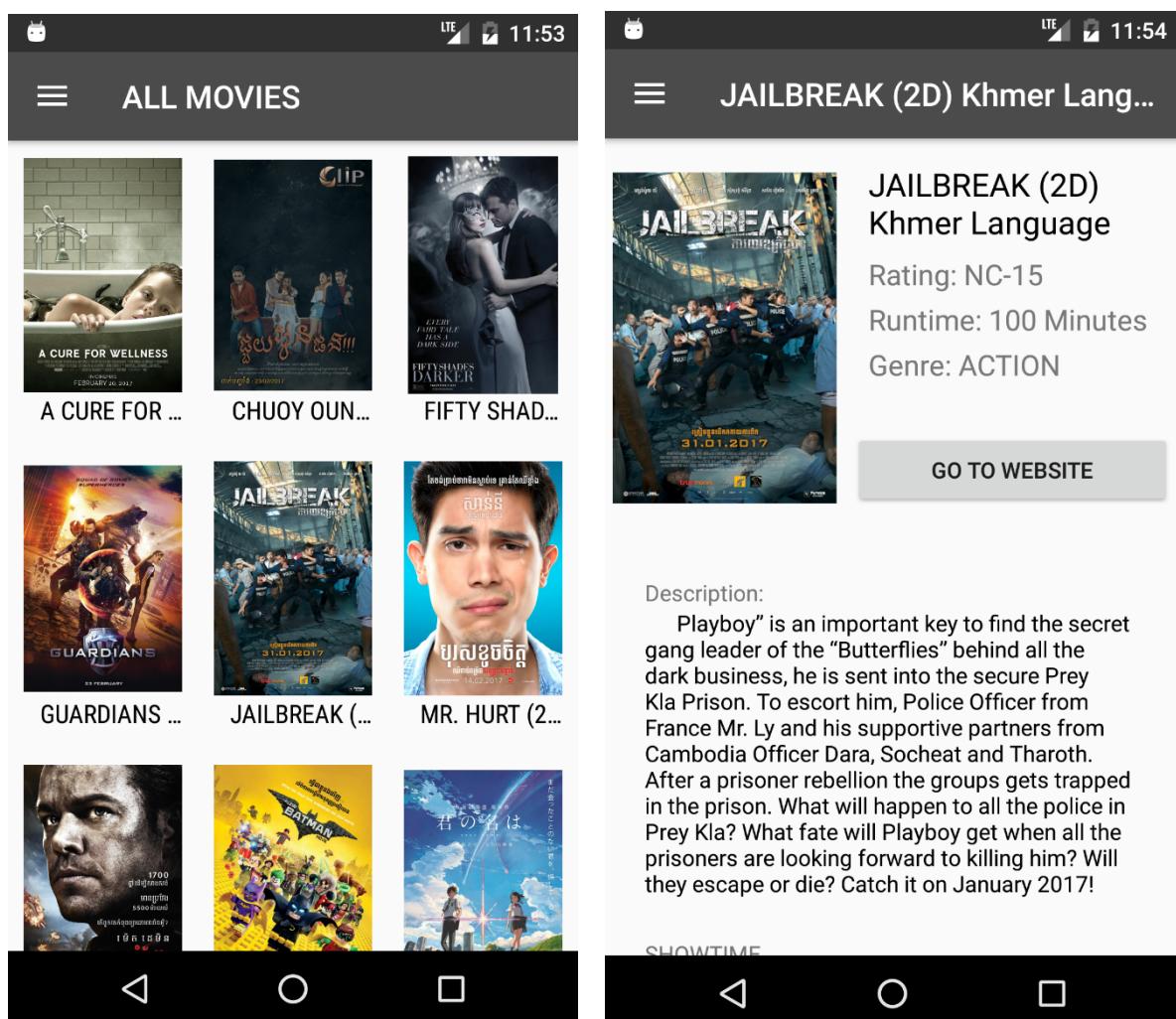
Legend ធ្វើការ Update ជាអេក្រងកាត់ ដូចនេះហើយយើងគ្រឿងធ្វើការ ទាញយកទិន្នន័យចិត្តរាយការណ៍មួយ



Design

ក្នុងការ Design Interface យើង្ហានអ្វីសនឹស GridLayoutManager សំរប់ Recycler View (List) ឬរាជធានីតារាងនាមយកទេនៃទៅ មាន រូបនាមនិងឈ្មោះ ដែល

Grid Table។



Implementation

ពេលដែលទាញយក គិត្តិថីយ ហើយយើងបញ្ចាលគិត្តិថីយនោះ ទៅក្នុង Database របស់
យើង។ វូច Read Data ទាំងនោះជើងឯកជាឌភ័យ Object Movie សម្រាប់បញ្ចាលទៅក្នុង
Recycler View (List)។

ប្រើក្នុងផែនការបញ្ចូន

```

String timeStamp = new SimpleDateFormat("dd")
    .format(Calendar.getInstance().getTime());

SharedPreferences pref = this.getSharedPreferences(PREFERENCES,
    Context.MODE_PRIVATE);

if (Integer.parseInt(timeStamp) > pref.getInt(PREF_DATABASE_VERSION, 0)){
    this.deleteDatabase("movies.db");

    Intent intent = new Intent(this, DownloadActivity.class);
    //Bundle bundle = new Bundle();

    Log.i(TAG, "checkDatabaseVersion: finished. try to open fragment");
    startActivity(intent);
    finish();
}

```

ក្នុង Fragment ទាំងពីរ របស់យើង យើងប្រើ Query ដើម្បីទាញកិត្តិថីយខាងក្រោម
ប្រើ Method នេះសម្រាប់ All Movie

```

public ArrayList<Movie> readNameMovie(){
    SQLiteDatabase database = open();

```

```

Cursor cursor = database.query(
    MovieSQLiteHelper.MOVIES_TABLE,
    new String[]{ MovieSQLiteHelper.COLUMN_MOVIE_NAME,
        BaseColumns._ID, MovieSQLiteHelper.COLUMN_MOVIE_IMAGE_LINK},
    null, //selection
    null, //selectiion args
    null, //group by
    null, //having
    null); //order

ArrayList<Movie> movies = new ArrayList<>();
if (cursor.moveToFirst()){
    do {
        Movie movie = new Movie(
            getIntFromColumnName(cursor, BaseColumns._ID),
            getStringFromColumnName(cursor, MovieSQLiteHelper.COLUMN_M
                OVIE_NAME),
            getStringFromColumnName(cursor,
                MovieSQLiteHelper.COLUMN_MOVIE_IMAGE_LINK));
        movies.add(movie);
    }while (cursor.moveToNext());
}
cursor.close();
close(database);
return movies;
}

```

នៅក្នុង Method នេះសម្រាប់ Now Showing

```
public ArrayList<Movie> readNowShowingMovie(){
```

```

SQLiteDatabase database = open();

String whereClause = MovieSQLiteHelper.COLUMN_MOVIE_IS_SHOWING + " = 1";

Cursor cursor = database.query(
    MovieSQLiteHelper.MOVIES_TABLE,
    new String[]{ MovieSQLiteHelper.COLUMN_MOVIE_NAME, BaseColumns._ID,
    MovieSQLiteHelper.COLUMN_MOVIE_IMAGE_LINK},
    whereClause, //selection
    null, //selectiion args
    null, //group by
    null, //having
    null); //order

ArrayList<Movie> movies = new ArrayList<>();

if (cursor.moveToFirst()){

    do {

        Movie movie = new Movie(
            getIntFromColumnName(cursor, BaseColumns._ID),
            getStringFromColumnName(cursor, MovieSQLiteHelper.COLUMN_MOVIE_NAME),
            getStringFromColumnName(cursor,
            MovieSQLiteHelper.COLUMN_MOVIE_IMAGE_LINK));

        movies.add(movie);

    }while (cursor.moveToNext());

}

cursor.close();
close(database);
return movies;
}

```

វិធី Method នេះសម្រាប់ Coming Soon

```
public ArrayList<Movie> readComingSoonMovie(){
```

```
SQLiteDatabase database = open();

String whereClause = MovieSQLiteHelper.COLUMN_MOVIE_IS_COMMING + "
= 1";

Cursor cursor = database.query(
    MovieSQLiteHelper.MOVIES_TABLE,
    new String[]{ MovieSQLiteHelper.COLUMN_MOVIE_NAME,
    BaseColumns._ID, MovieSQLiteHelper.COLUMN_MOVIE_IMAGE_LINK},
    whereClause, //selection
    null, //selecttiion args
    null, //group by
    null, //having
    null); //order

ArrayList<Movie> movies = new ArrayList<>();
if (cursor.moveToFirst()){
    do {

        Movie movie = new Movie(
            getIntFromColumnName(cursor, BaseColumns._ID),
            getStringFromColumnName(cursor, MovieSQLiteHelper.COLUMN_MOVIE_NAME),
            getStringFromColumnName(cursor,
            MovieSQLiteHelper.COLUMN_MOVIE_IMAGE_LINK));
        movies.add(movie);
    }while (cursor.moveToNext());
}

cursor.close();
close(database);
return movies;
}
```

Chapter 4

Conclusion and Recommendation

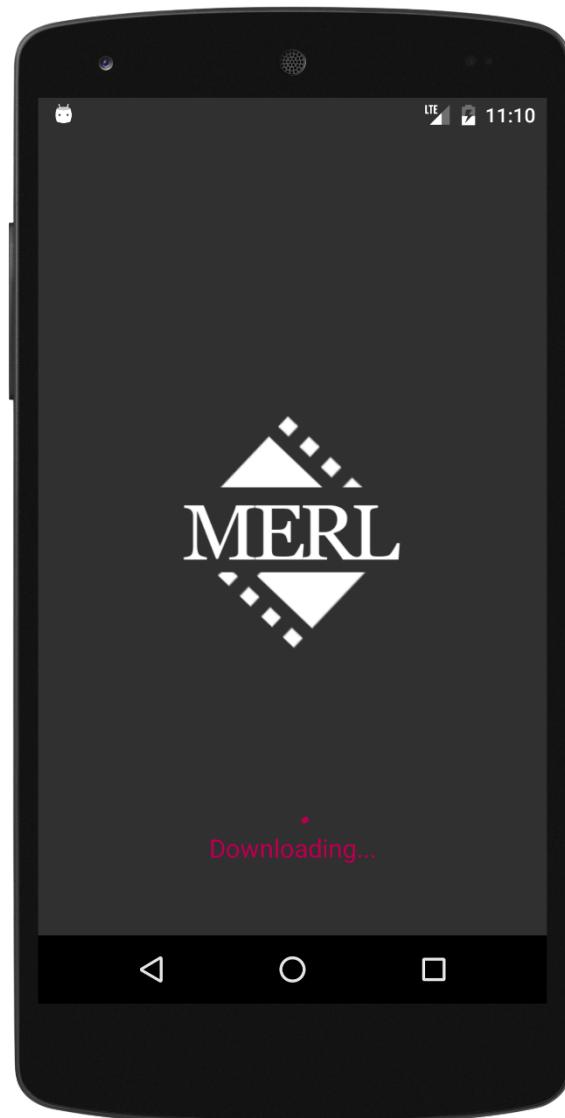
បន្ទាប់ពីបង្កើត App នេះប្រាសមកយើងប្រាសអង្គភ័ន្ធឌីជីថលផ្លូវការដើរអត្ថប្រយោជន៍នៃផែកមួយនឹងនេះ យើងប្រាសសំណងប្រាសន្តូវ Objective របស់យើងទាំងអស់ ក៏បីនេះមុខងារខ្លះដែលក្រុមយើងខ្ញុំមានចំណាយចង់ Implement ត្រូវប្រាសយោះបង់ចោរដោយនារោងមានក្រុងការស្នើសុំរបស់វា។ Design Database និងត្រូវការរួមយោង User download ទិន្នន័យ គ្រប់គ្រង។

យ៉ាងណាមើល យើងប្រានសម្រចនាទែ Goal របស់យើងក្នុងការធ្វើយោ User ដែកមិន
អាចធានជាន់ខ្សោយតាមគេងគេងបាន ដោយមាន GUI ដំឡើងស្រួល។

Appendix A

How To

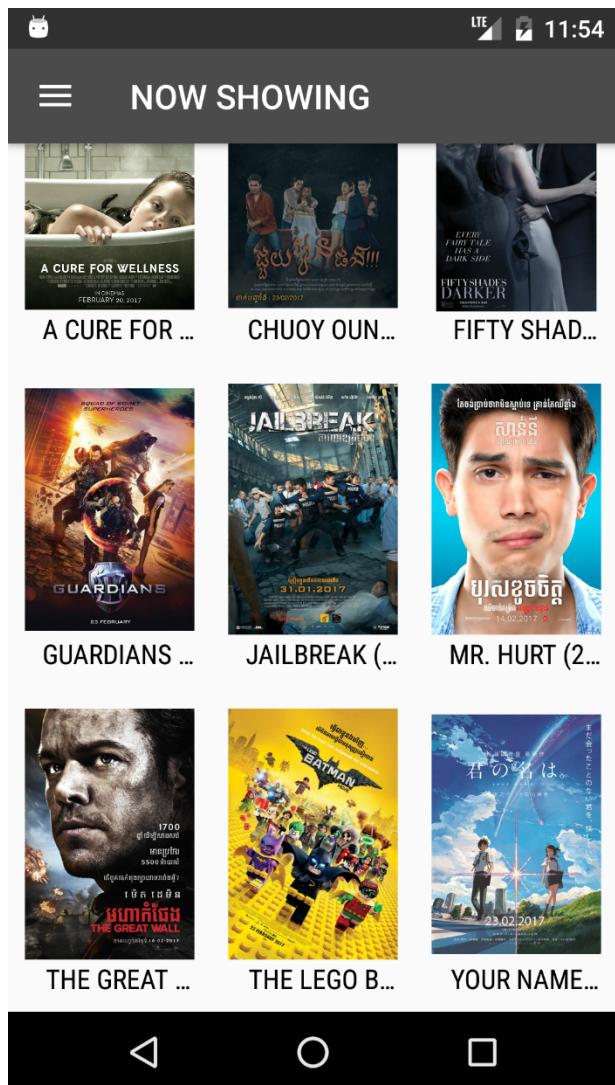
1. យើកកម្មវិធី អ្នកនឹងយេប្បាគដៃនេះ



អ្នកយេប្បាគដៃនេះនូវរាល់ដែលអ្នកត្រូវការទាញយកទិន្នន័យប៉ុណ្ណោះ។

2. រដចាំមួយនាទីរហូតដល់វា ទាញយករួច។

3. ចិត្តលើខ្សោយផាមុយ



4. ផែនបន្ទិទ្យល័យ សិរីការងារវិនាគត

JAILBREAK (2D)
Khmer Language
Rating: NC-15
Runtime: 100 Minutes
Genre: ACTION
[GO TO WEBSITE](#)

SHOWTIME

Legend City Mall
Tuesday 28, February
03:05 p.m.

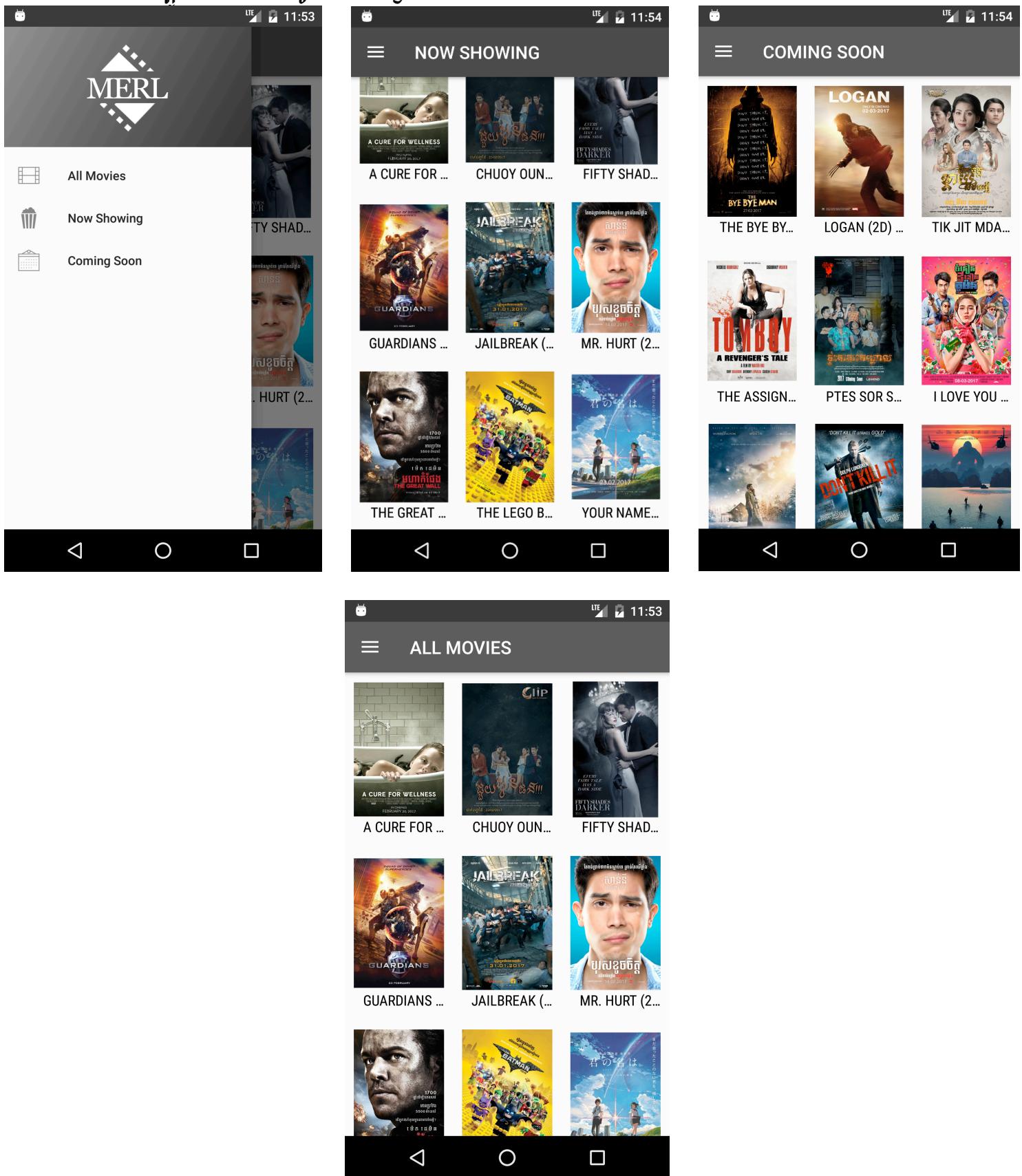
Legend City Mall
Wednesday 01, March
05:45 p.m.

Legend Meanchey
Monday 27, February
09:20 a.m.

Legend Meanchey
Tuesday 28, February
11:55 a.m.

Legend Meanchey
Wednesday 01, March
01:25 p.m.

5. ប្រព័ន្ធអង់គ្លេសទិនាងសង្គម



Appendix B

Codes

For Source Code Please Visit Our Github where we continue to update.

<https://github.com/chungphing/JavaAssignmentS2>

References

<https://jsoup.org/>

<http://square.github.io/picasso/>

<https://guides.codepath.com/android/using-the-recyclerview#using-the-recyclerview>

Android Documentation