**Day 1**

To open a project, just open netbeans, click file then open project. If the java is unloadable, right click project, then click clean and build. If the projects don't exist on our computer, we are supposed to get errors because it is hostile and unidentified by our java. To resolve that, click run, then click set project configuration, then you can customize your priority jdk. To locate the resource bundle location, click on the package, then other sources, then resources and click on bundle.Properties. If we want the fxml file to open the scene builder, we will just select build, then tools, and click on java and besides it the javafx, just click it and its good to go. We also have an enumeration class, when the application starts, it loads the fxml file to the scene builder, it is a class but is called enum. It contains values and it looks like lists. In creating a database, we must have an xampp control panel. On the application, we can find five modules called apache, mysql, filezilla, mercury, tomcat. In our topic, we will only use apache and mysql. To test the apache, we must leave it closed, first open the browser then search **localhost** , it will show us the site cant be reached. If we start the apache then we reload the localhost in our browser, it will show us the dashboard. If we try to click on phpmyadmin, it will just show us an error. Then we go back to the xampp, we will now start the MySQL then if we reload the phpmyadmin again, it will show us the server and the database on our computer. To create a database, just click on database, then click on the database name and click create. To create a table, enter a name, then select the number of columns you want then if you are good to go, on the right side, click on Go. To add values on the table, click on name and select the type of variable you will use, then if it has length/values. Then select the type of the attributes, check if you want it null. If your done adding, just go on the lower right and click save. After you saved it, you will see the table structure you’ve created.

**Day 2**

Before we start, we must load all the necessary tools needed to continue the program such as Netbeans, XAMPP, and the browser which we will use for localhost. We will open the demo files of the breadapp again and we will see a fxml file called **User**. It is the default fxml file of the breadapp. Then we drag the **User** fxml file of the demo files to the breadapp and drop it on its fxml folder. Then run it, this time, we are expecting an error, we will not look at the last part of the output for an error, instead we’ll look at the first parts of the spring boot output. From there, we will see existing errors in a more specific way. Once we find the problem, the problem is the User controller. We will go to the demo files again and drag and drop the user controller to the main package together with the main class. Rerun the program and a new error will reappear, but the usercontroller can't be found anymore and we’re still unable to load the fxml view. Now we open the usercontroller and we’ll see that the variables are commented out. It will show us that the usercontroller is implementing a new interface and is required to override the current method. Now, right click the fxml file and place it on the right so that we’ll see the usercontroller window and the fxml. Then at the usercontroller shows uncommented variables. Now, go back to the demo files folder and get the models, generic, repository and services, drag and drop them to the main class. You will get several errors for this.

Now go to the other sources folder, then select src/main/resources, then select the default package and then go to the bundle properties. This place, you will put your window title. In the application properties, you will place the demo files and now you'll open the notepad application properties. Copy and paste it on the application properties of the program folder. Now change the database name and build and run it again. This is now you’ll get the database table, it will only show blank at first but there will be added if you input the first name and last name.

Now the next objective is to create a new database table focused on products. You will now need the productrepository, productservice, product model, and productcontroller, you will also need the productfxml. Now, go to the browser, open the localhost phpmyadmin and you will create a new database table. You will name it Products and you will also input the necessaries and data types. Now go back to the netbeans, go to the other sources package, now you will duplicate the user.fxml and name it product.fxml. Now open it in the scene builder and remove most of the content except the ID, Table, column for the ID and others. Then now you’ll start renaming the contents on the table. Go to the right side of the code section and now you will see the editing panel, now edit the fx:id of each the content from **user** to **product** , now save the table and check for any mismatches and errors. Under the models package there is the user model. Copy and paste, refactor it and rename the table annotation to products, then delete code that relates to all lastname, dob and gender. Also change the getters and setters from ‘user’ to ‘product’ as well as other variables. Find all the getFirstname and replace them to ‘getProductname’ in the program. Do the same to setFirstname as well. The firstName variable also needs to be replaced to productName using the replace all tool. Next step is to delete some of the unnecessary variables that don’t relate with the database table. So deleting lastname, dob, gender, columns, go to the saveProduct methods and remove the unnecessary variables such as setLastName, set dob and set gender. Go to clearFields and remove the unnecessary variables.