



# Mid-term project : internship management System Using Java Swing

School of Digital Engineering and Artificial Intelligence: 3rd Year Big Data

**School year: 2024-2025** 

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## I.Introduction:

As part of our mid-term project, we designed and developed an application titled Internship

Management System. This project aims to meet the needs of academic institutions and companies for the efficient management of student internships. The main objective of this system is to provide a centralized solution to organize and track information related to internships, students, supervisors, and partner companies. Through this application, users can register new internship opportunities, monitor student progress, manage assignments, and generate detailed reports, The development of this project was carried out in Java, using the Swing graphical library, which allowed us to create a user-friendly and interactive interface. This project also provided us with the opportunity to explore key concepts of object-oriented programming. This report outlines the process of designing, developing, and testing the system, while highlighting the challenges encountered and the solutions adopted to achieve our objectives.

#### II. Classes principales et leurs rôles :

#### 1. Class Personne:

- Represents a general person with basic attributes: name, surname, and level of study.
- Serves as a parent class for other entities like Stagiaire (Trainee) or Parent.

## > Code:

```
package PK;
public abstract class Personne
{
    private String nom;
    private String prenom;
    public Personne(String nom, String prenom)
    {
        this.nom = nom;
        this.prenom = prenom;
    }
    public String getNom()
    {
        return nom;
    }
    public String getPrenom()
    {
        return prenom;
    }
    abstract void afficher();
}
```

# 2. Class Stagiaire (Trainee)

- Inherits from Personne and adds specific information like currentInternship.
- Implements a method to display the complete information of a trainee

### **≻** *Code* :

```
package PK;
import java.util.ArrayList;
import java.util.Scanner;
public class Stagiaire extends Personne
{
    private String niveauEtude;
    public Stagiaire(String nom, String prenom, String niveauEtude)
    {
        super(nom, prenom);
        this.niveauEtude = niveauEtude;
    }
    public String getNiveauEtude() {
        return niveauEtude;
    }
    public void afficher()
    {
        System.out.println(" le nom est : " + getNom()+" , Son prénom est : "+getPrenom()+" Son Niveau d'étude est : "+niveauEtude);
    }
}
```

#### 3. Class Stage (Internship Management)

Contains a list of trainees (ArrayList) and manages their addition, removal, and display.

## **>** *Code* :

```
package PK;
import java.util.*;

public class Stage
{
    private String titrestage;
```

```
private ArrayList<Stagiaire> liststage;
public Stage(String titrestage, String Duree)
    this.titrestage = titrestage;
    this.liststage= new ArrayList<>();
   System.out.println("Titre de stage est : "+titrestage+"
   for (Stagiaire stag : liststage) {
```

## 4. Class Gestion

It handles operations related to managing trainees (Stagiaire) and internships (Stage) and includes functionality for adding, removing, searching, and associating trainees with internships, using the two arraylist, liststage: A list to store all the internships (Stage), liststagaire: A list to store all the trainees (Stagiaire), and using the following functionalities, ajouterStagaire, Supprimerparnom, afficherStagaire, ajouterstage, rechercherstage, associerStagaireStage, Association, rechercherStagiaire.



```
this.liststage = new ArrayList<>();
       this.liststagaire = new ArrayList<>();
        Scanner sc = new Scanner(System.in);
       System.out.print("Prénom: ");
       String nomfamillstagiare = sc.nextLine();
        System.out.print("Niveau d'étude: ");
        for (Stagiaire stagiare1 : liststagaire) {
            if (stagiare1.getNom().equals(nomStagiare) &&
stagiare1.getPrenom().equals(nomfamillstagiare) &&
stagiare1.getNiveauEtude().equals(niveauetude)) {
               System.out.println("stagiaire exist ");
Stagiaire (nomStagiare, nomfamillstagiare, niveauetude);
        liststagaire.add(stagaire);
        Scanner sc=new Scanner(System.in);
        String nomStagiare = sc.nextLine();
        List<Stagiaire> aSupprimer = new ArrayList<>();
        for(Stagiaire stagaire1 : liststagaire) {
            if (stagaire1.getNom().equals(nomStagiare)){
                aSupprimer.add(stagaire1);
        liststagaire.removeAll(aSupprimer);
            if(aSupprimer.isEmpty())
```

```
public void afficherStagaire()
        for (Stagiaire stag1 : liststagaire) {
       Scanner sc = new Scanner(System.in);
       System.out.print("Duree: ");
            if (stag1.getTitrestage().equals(titrestage) &&
stag1.getDuree().equals(Duree)) {
        liststage.add(stag); // Ajout à la liste des stages
       System.out.println("Stage ajouté avec succès !");
       System.out.println("Le nombre totale de stage Enregistrée est :
"+liststage.size());
       Scanner sc = new Scanner(System.in);
       System.out.print("Nom du stage : ");
            if (stage1.getTitrestage().equals(recherchernomstage) )
   public void associerStagaireStage() {
       Stage stage =rechercherstage();
       if(stagiaire != null && stage!= null)
            stage.AjouterStagaire(stagiaire);
           System.out.println("- Stage : " + stage.getTitrestage());
```

```
System.out.println("Stagaire ou stage n'existe pas");
         if (liststage.isEmpty())
         for (Stage stage : liststage) {
    System.out.println("Stage : " + stage.getTitrestage() + " |
Durée : " + stage.getDuree());
             if (stage.getAssociestagiares().isEmpty()) {
                  System.out.println(" Aucun stagiaire associé à ce
                  for (Stagiaire stagiaire : stage.getAssociestagiares()) {
    System.out.println(" - " + stagiaire.getNom() + " "
+ stagiaire.getPrenom());
         public Stagiaire rechercherStagiaire () {
             Scanner sc = new Scanner(System.in);
             System.out.print("Rechercher un stagaire: \n ");
             System.out.print("Nom : ");
             System.out.print("Niveau d'étude : ");
                  if (stagaire1.getNom().equals(recherchernom) &&
stagaire1.getNiveauEtude().equals(rechercherniveauEtude)) {
                      return stagaire1;
```

#### 5. Class interfacegraphique:

The InterfaceGraphique class is designed to provide a graphical user interface (GUI) for managing trainees (Stagiaire) and internships (Stage). It allows the user to interact with the system in a more intuitive way than using the command line. This class is built using the Swing library in Java, which is commonly used for creating GUI applications.

#### **Code** :

```
Gestion gestion = new Gestion();
frame.setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
JPanel panel = new JPanel();
panel.setLayout(new FlowLayout());
frame.add(panel, BorderLayout.CENTER);
frame.setVisible(true);
JButton btnSupprimerstagaire = new
JButton btnaAfficherinfo = new JButton("3.afficher
JButton btnAssocier = new JButton("5.Associer : ");
JButton btnAfficher = new JButton("6.Afficher
panel.add(btnAjouterstagaire);
panel.add(btnSupprimerstagaire);
panel.add(btnaAfficherinfo);
panel.add(btnAjouterStage);
panel.add(btnAssocier);
panel.add(btnAfficher);
panel.add(btnRechercher);
```

```
panel.add(btnQuitter);
btnAjouterstagaire.addActionListener(new
    @Override
    public void actionPerformed(ActionEvent e) {
btnSupprimerstagaire.addActionListener(new
    public void actionPerformed(ActionEvent e) {
       gestion.Supprimerparnom();
btnaAfficherinfo.addActionListener(new
    @Override
   public void actionPerformed(ActionEvent e) {
        gestion.afficherStagaire();
btnAjouterStage.addActionListener(new ActionListener()
    @Override
       gestion.ajouterstage();
    public void actionPerformed(ActionEvent e) {
       gestion.associerStagaireStage();
btnAfficher.addActionListener(new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent e) {
        gestion.Association();
btnRechercher.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        gestion.rechercherStagiaire();
```

#### 6. Class Main:

The Main class is the entry point of the application. It serves to launch the program by initializing the necessary components and starting the GUI or other core functionalities based on the user's needs.

#### > Code:

```
public static void main(String[] args) {
        Gestion gestion=new Gestion();
        Scanner scanner = new Scanner(System.in);
           System.out.println("1. Ajouter un stagiaire");
            System.out.println("2. Supprimer un stagiaire");
stagiaires");
           System.out.println("4. Ajouter un stage ");
           System.out.println("6. Afficher tous les stages
           System.out.println("7. Rechercher un stagiaire");
            System.out.print("Choisissez une option: ");
            scanner.nextLine();
                    gestion.ajouterStagaire();
                    gestion.Supprimerparnom();
                    System.out.print("Affichage des infos : \n
```

```
gestion.afficherStagaire();
System.out.print("---Ajouter Stage :----
gestion.ajouterstage();
System.out.println("----Associer un
gestion.associerStagaireStage();
System.out.println(" ----- Afficher
gestion.rechercherStagiaire();
System.out.print("Option invalid , quitter
```