LAB05 REPORT

**1. Swing components**

**1.1 AWTAccumulator**

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**1.2 SwingAccumulator**

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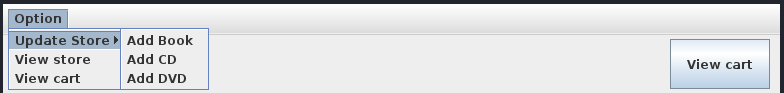
**2. Organizing Swing components with Layout Managers**

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**3. Create a graphical user interface for AIMS with Swing**

**3.1. View Store Screen**



**3.2. Adding more user interaction**

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**4. JavaFX API**

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**Handle Erase Function**

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**5 Setting up the View Cart Screen with ScreenBuilder**

**5.2 Setting up the TOP area**

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**5.3 Setting up the CENTER area**

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5.4 Setting up the RIGHT area

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**6. Integrating JavaFX into Swing application – The JFXPanel class**

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**7. View the items in cart – JavaFX’s data-driven UI**

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**8. Updating buttons based on selected item in TableView – ChangeListener**

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**9. Deleting a media**

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**10. Filter items in cart – FilteredList**

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**11. Complete the Aims GUI application**

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Filter by ID

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Filter By Title

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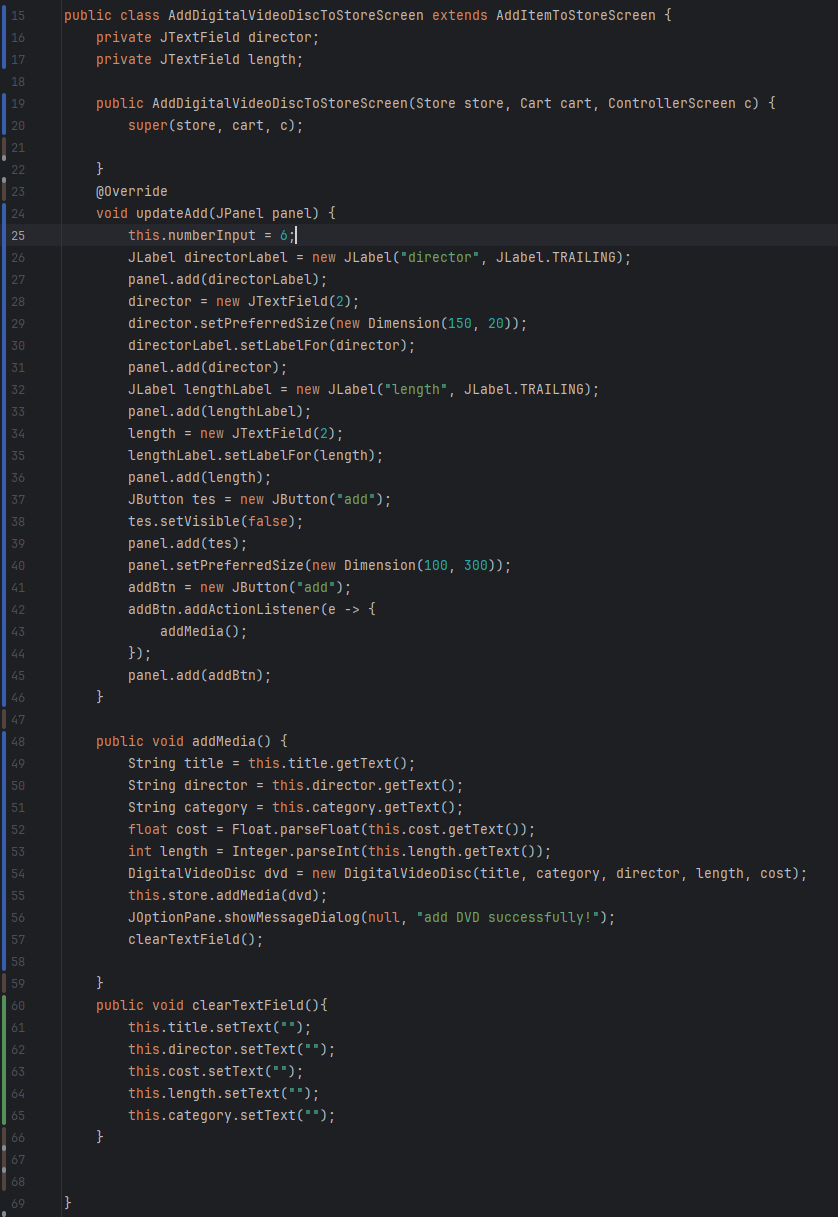
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* AddItemToStoreScreen

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* AddDigitalVideoDiscToStoreScreen



* AddCompactDiscToStoreScreen

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* AddBookToStoreScreen

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**12. Check all the previous source codes to catch/handle/delegate runtime exceptions**

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**13. Create a class which inherits from Exception**

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* **CompactDisc**

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* **DVD**

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* **Track**

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**Updated Aim class**

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* Modified equals() method of Media class

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**Update Aims class diagram**

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