

# JAVA MOODLE PROGAMMING





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Course: CS23333-Object Oriented Programming Using Java-2023  
Semester: II  
Credits: 4  
Prerequisites: CS23333-Object Oriented Programming Using Java-2023

Unit 1: Introduction to Object Oriented Programming (OOP)

Object Oriented Programming (OOP) is a programming paradigm that uses objects and classes to organize software. It is based on the concept of objects, which are instances of classes. Objects are created from classes and interact with each other. OOP is used to design and develop software systems that are modular, reusable, and easy to maintain.

**Object:** An object is an instance of a class. It has attributes (data) and methods (functions). Objects are created from classes and interact with each other.

**Class:** A class is a blueprint for creating objects. It defines the attributes and methods that the objects created from it will have. Classes are used to organize code into logical, reusable groups.

**Encapsulation:** Encapsulation is the process of bundling data and methods that operate on the data into a single unit called a class. It is used to protect the data from being accessed or modified by other parts of the program.

**Abstraction:** Abstraction is the process of hiding the details of an object and showing only the essential features. It is used to create a simplified view of an object that can be used by other parts of the program.

**Polymorphism:** Polymorphism is the ability of an object to take the form of another object. It is used to create objects that can be used in different ways.

**Example:** A class called "Animal" can have methods for "eat", "sleep", and "makeSound". A class called "Dog" can inherit from "Animal" and override the "makeSound" method to make a "bark" sound. This is an example of polymorphism.

Unit 2: Classes and Objects

Classes and objects are the basic building blocks of OOP. A class is a blueprint for creating objects. It defines the attributes and methods that the objects created from it will have. Objects are created from classes and interact with each other.

**Class:** A class is a blueprint for creating objects. It defines the attributes and methods that the objects created from it will have. Classes are used to organize code into logical, reusable groups.

**Object:** An object is an instance of a class. It has attributes (data) and methods (functions). Objects are created from classes and interact with each other.

**Example:** A class called "Animal" can have attributes for "name", "age", and "color". It can have methods for "eat", "sleep", and "makeSound". A class called "Dog" can inherit from "Animal" and override the "makeSound" method to make a "bark" sound. This is an example of polymorphism.

Unit 3: Inheritance

Inheritance is a mechanism that allows a class to inherit attributes and methods from another class. It is used to create a hierarchy of classes, where a class can inherit from a base class and override its methods. This is used to create reusable code and to organize code into logical, reusable groups.

**Base Class:** A base class is a class that is inherited from by other classes. It defines the attributes and methods that the objects created from it will have.

**Derived Class:** A derived class is a class that inherits from a base class. It can inherit attributes and methods from the base class and override its methods.

**Example:** A class called "Animal" can be a base class. A class called "Dog" can inherit from "Animal" and override the "makeSound" method to make a "bark" sound. This is an example of inheritance.

Unit 4: Polymorphism

Polymorphism is the ability of an object to take the form of another object. It is used to create objects that can be used in different ways. There are two types of polymorphism: compile-time polymorphism and run-time polymorphism.

**Compile-time Polymorphism:** Compile-time polymorphism is a type of polymorphism where the compiler knows which method to call at compile time. It is used to create objects that can be used in different ways.

**Run-time Polymorphism:** Run-time polymorphism is a type of polymorphism where the runtime system knows which method to call at runtime. It is used to create objects that can be used in different ways.

**Example:** A class called "Animal" can have methods for "eat", "sleep", and "makeSound". A class called "Dog" can inherit from "Animal" and override the "makeSound" method to make a "bark" sound. This is an example of polymorphism.

Unit 5: Exception Handling

Exception handling is a mechanism that allows a program to handle errors and exceptions. It is used to create a hierarchy of exceptions, where a class can inherit from a base class and override its methods. This is used to create reusable code and to organize code into logical, reusable groups.

**Exception:** An exception is an error that occurs during the execution of a program. It is used to handle errors and exceptions.

**Example:** A class called "Exception" can be a base class. A class called "IOException" can inherit from "Exception" and override its methods. This is an example of exception handling.

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CS2333-Object Oriented Programming Using Java-2023

Quit navigation







# **EMPLOYEE MANAGEMENT SYSTEM**

**OOPS MINI PROJECT**

# SAMPLE CODE

## 3.1 HOME PAGE DESIGN

```
@Override
public void start(Stage primaryStage) {
    primaryStage.setTitle("Employee Management System");

    BorderPane mainLayout = new BorderPane();

    Label heading = new Label("Employee Management System");
    heading.setStyle("-fx-font-size: 20px; -fx-font-weight: bold; -fx-
border-color: black; -fx-background-color: lightblue; -fx-padding:
10px;");
    heading.setMaxWidth(Double.MAX_VALUE);
    heading.setAlignment(javafx.geometry.Pos.CENTER);
    mainLayout.setTop(heading);

    VBox buttonLayout = new VBox(10);
    buttonLayout.setStyle("-fx-alignment: center; -fx-padding: 20px;");

    Button addButton = new Button("Add Employee");
    Button updateButton = new Button("Update Employee");
    Button deleteButton = new Button("Delete Employee");
    Button viewButton = new Button("View Employees");

    buttonLayout.getChildren().addAll(addButton, updateButton,
deleteButton, viewButton);
    mainLayout.setCenter(buttonLayout);

    Scene mainScene = new Scene(mainLayout, 500, 400);
    primaryStage.setScene(mainScene);
    primaryStage.show();
}
```

## 3.2 REGISTRATION PAGE DESIGN

```
private void openAddEmployee() {
    Stage addStage = new Stage();
    addStage.setTitle("Add Employee");

    VBox layout = new VBox(10);
    layout.setStyle("-fx-padding: 20px;");

    Label empIdLabel = new Label("Employee ID:");
    TextField empIdField = new TextField();

    Label empNameLabel = new Label("Employee Name:");
    TextField empNameField = new TextField();

    Label empRoleLabel = new Label("Employee Role:");
    TextField empRoleField = new TextField();

    Button addButton = new Button("Add");
    addButton.setOnAction(e -> {
        String empId = empIdField.getText();
        String empName = empNameField.getText();
        String empRole = empRoleField.getText();

        if (!empId.isEmpty() && !empName.isEmpty() && !empRole.isEmpty()) {
            employeeData.add(new Employee(empId, empName, empRole));
            Alert successAlert = new Alert(Alert.AlertType.INFORMATION, "Employee added successfully!");
            successAlert.showAndWait();
            addStage.close();
        } else {
            Alert errorAlert = new Alert(Alert.AlertType.ERROR, "All fields are required!");
            errorAlert.showAndWait();
        }
    });

    layout.getChildren().addAll(empIdLabel, empIdField, empNameLabel, empNameField, empRoleLabel, empRoleField, addButton);
    Scene addScene = new Scene(layout, 300, 300);
    addStage.setScene(addScene);
    addStage.show();
}
```

## 3.3 LOGIN PAGE DESIGN

```
Label usernameLabel = new Label("Username:");  
TextField usernameField = new TextField();
```

```
Label passwordLabel = new Label("Password:");  
PasswordField passwordField = new PasswordField();
```

```
Button loginButton = new Button("Login");  
loginButton.setOnAction(e -> {  
    String username = usernameField.getText();  
    String password = passwordField.getText();  
    if (username.equals("admin") && password.equals("password")) {  
        Alert success = new Alert(Alert.AlertType.INFORMATION, "Login Successful!");  
        success.showAndWait();  
    } else {  
        Alert failure = new Alert(Alert.AlertType.ERROR, "Invalid Credentials!");  
        failure.showAndWait();  
    }  
});
```

## 3.4 DASHBOARD DESIGN

```
VBox buttonLayout = new VBox(10);  
buttonLayout.setStyle("-fx-alignment: center; -fx-padding: 20px;");
```

```
Button addButton = new Button("Add Employee");  
Button updateButton = new Button("Update Employee");  
Button deleteButton = new Button("Delete Employee");  
Button viewButton = new Button("View Employees");
```

```
addButton.setOnAction(e -> openAddEmployee());  
updateButton.setOnAction(e -> openUpdateEmployee());  
deleteButton.setOnAction(e -> openDeleteEmployee());  
viewButton.setOnAction(e -> openViewEmployees());
```

```
buttonLayout.getChildren().addAll(addButton,updateButton, deleteButton,  
viewButton);  
mainLayout.setCenter(buttonLayout);
```

## 3.4 DASHBOARD DESIGN

```
VBox buttonLayout = new VBox(10);
buttonLayout.setStyle("-fx-alignment: center; -fx-padding: 20px;");

Button addButton = new Button("Add Employee");
Button updateButton = new Button("Update Employee");
Button deleteButton = new Button("Delete Employee");
Button viewButton = new Button("View Employees");

addButton.setOnAction(e -> openAddEmployee());
updateButton.setOnAction(e -> openUpdateEmployee());
deleteButton.setOnAction(e -> openDeleteEmployee());
viewButton.setOnAction(e -> openViewEmployees());

buttonLayout.getChildren().addAll(addButton, updateButton, deleteButton,
viewButton);
mainLayout.setCenter(buttonLayout);
```

## 3.5 ADDING AN EMPLOYEE BACKEND

```
public static String addEmployee(String id, String name, String role) {
    employees.add(new Employee(id, name, role));
    return "Employee added successfully!";
}
```



## 3.6 UPDATING AN EMPLOYEE BACKEND

```
public static String updateEmployee(String id, String name, String role) {  
    for (Employee emp : employees) {  
        if (emp.getId().equals(id)) {  
            emp.setName(name);  
            emp.setRole(role);  
            return "Employee updated successfully!";  
        }  
    }  
    return "Employee not found!";  
}
```

## 3.7 DELETING AN EMPLOYEE BACKEND

```
public static String deleteEmployee(String id) {  
    for (Employee emp : employees) {  
        if (emp.getId().equals(id)) {  
            employees.remove(emp);  
            return "Employee deleted successfully!";  
        }  
    }  
    return "Employee not found!";  
}
```

## 3.8 VIEWING EMPLOYEES BACKEND

```
public static List<Employee> getAllEmployees() {  
    return employees;  
}
```

## 3.9 EMPLOYEE CLASS DESIGN

```
public class Employee {
    private SimpleStringProperty id;
    private SimpleStringProperty name;
    private SimpleStringProperty role;

    public Employee(String id, String name, String role) {
        this.id = new SimpleStringProperty(id);
        this.name = new SimpleStringProperty(name);
        this.role = new SimpleStringProperty(role);
    }

    public String getId() {
        return id.get();
    }

    public String getName() {
        return name.get();
    }

    public String getRole() {
        return role.get();
    }

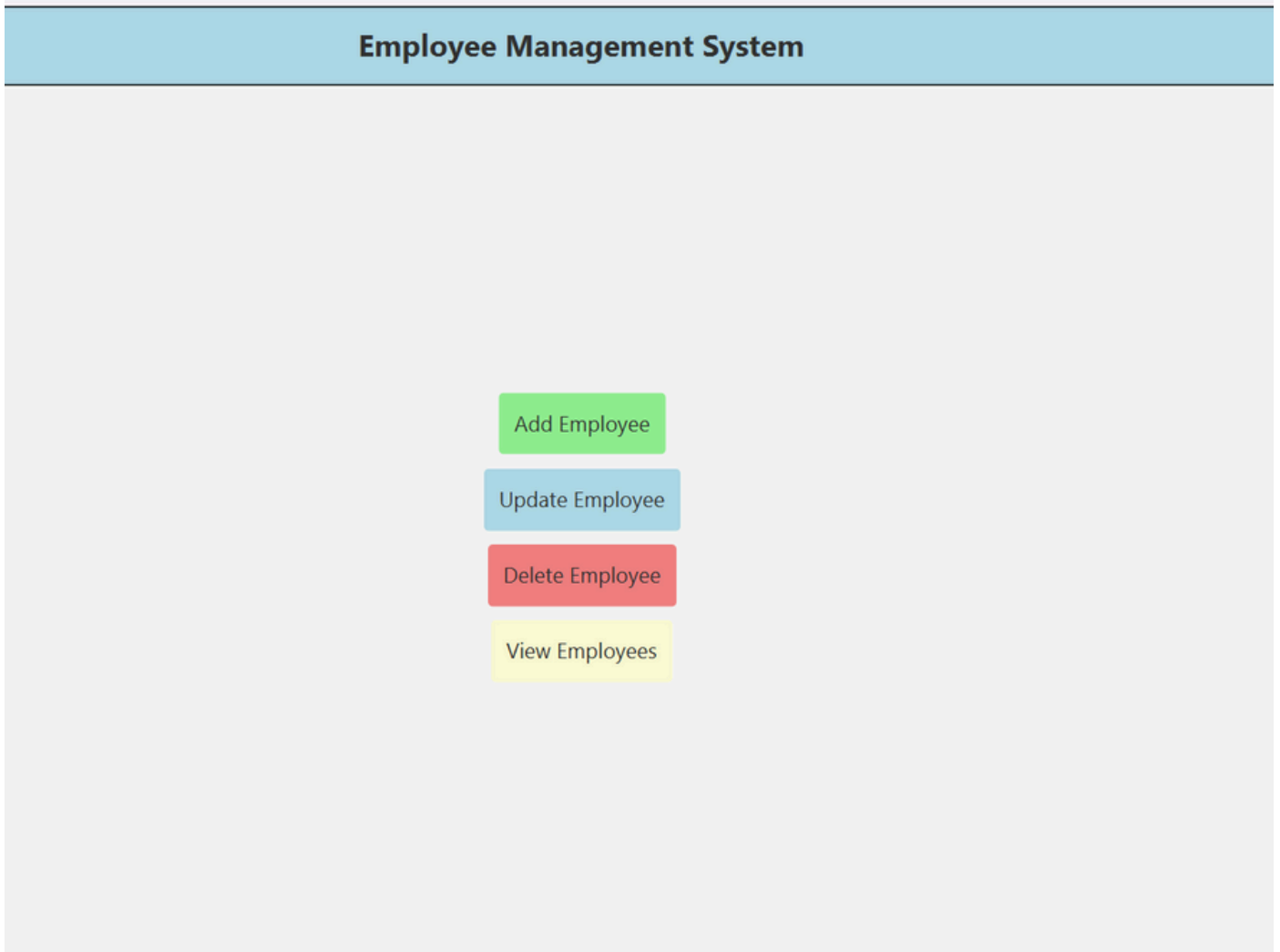
    public SimpleStringProperty idProperty() {
        return id;
    }

    public SimpleStringProperty nameProperty() {
        return name;
    }

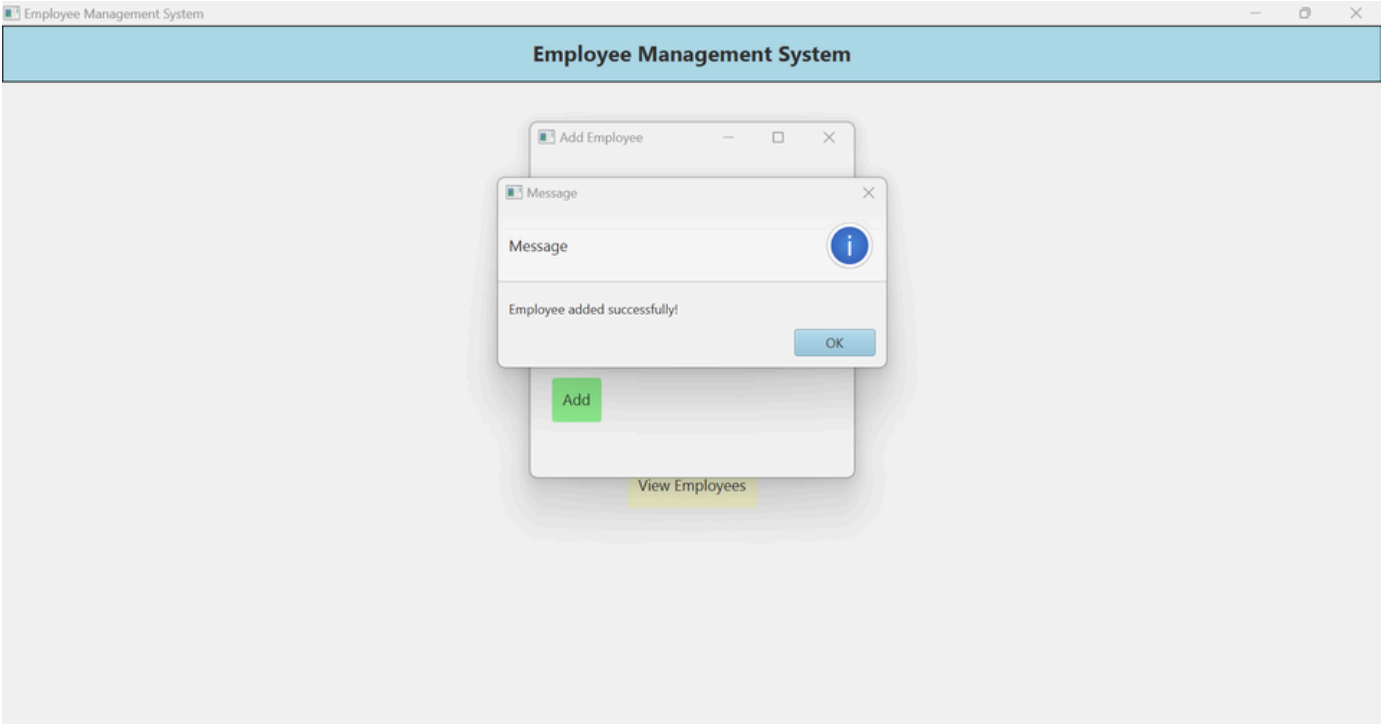
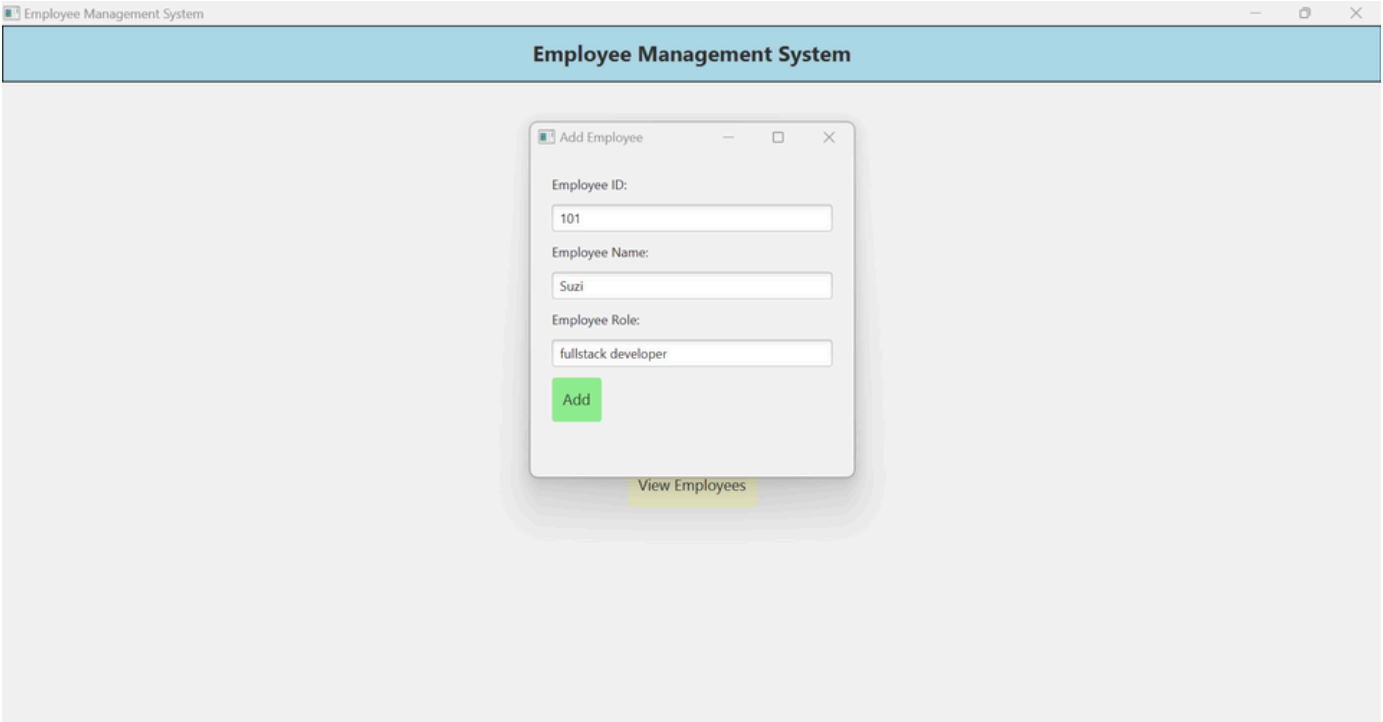
    public SimpleStringProperty roleProperty() {
        return role;
    }
}
```

# SNAPSHOTS

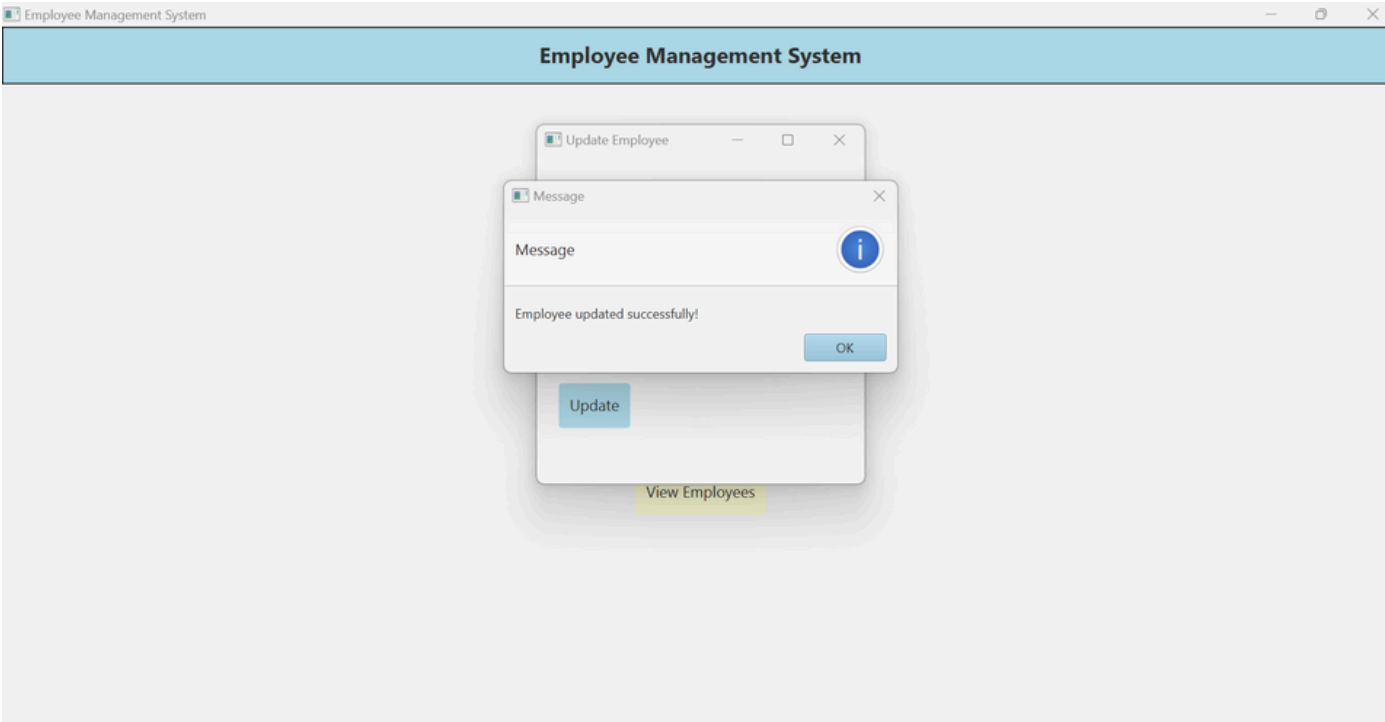
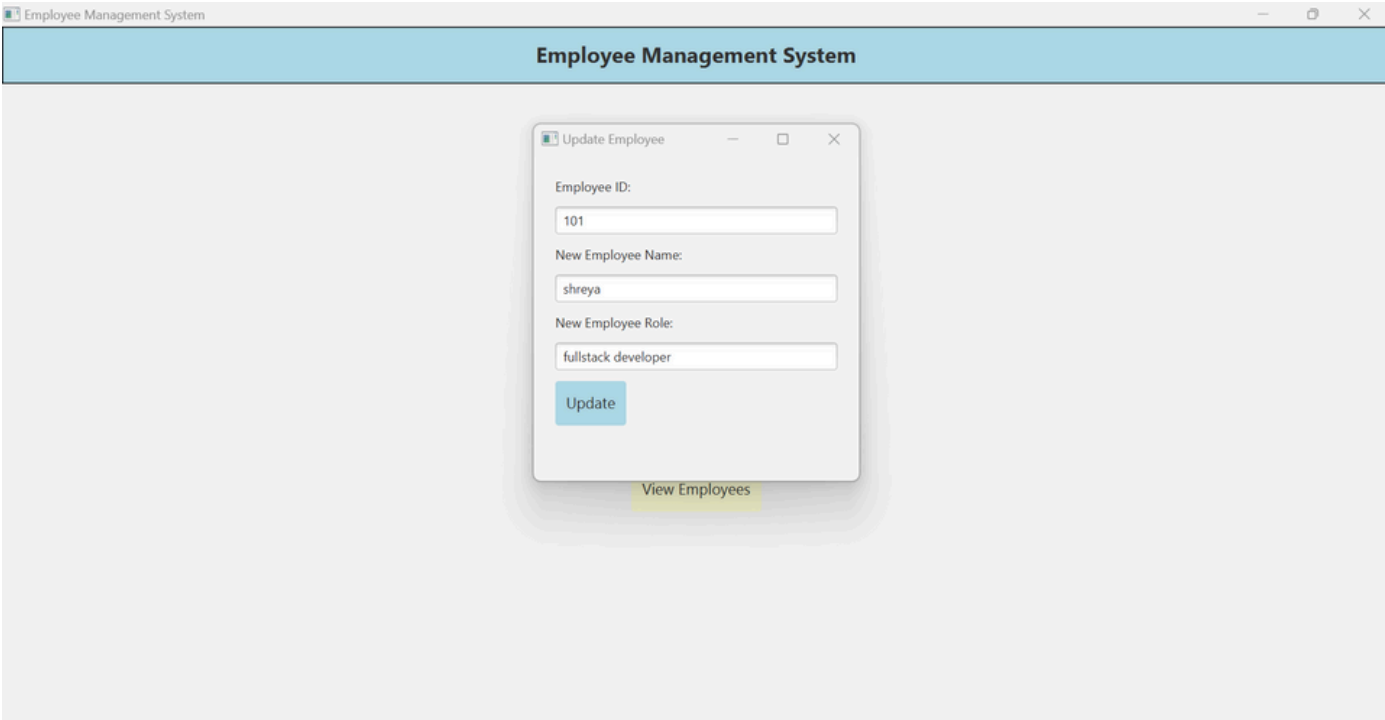
## HOME PAGE



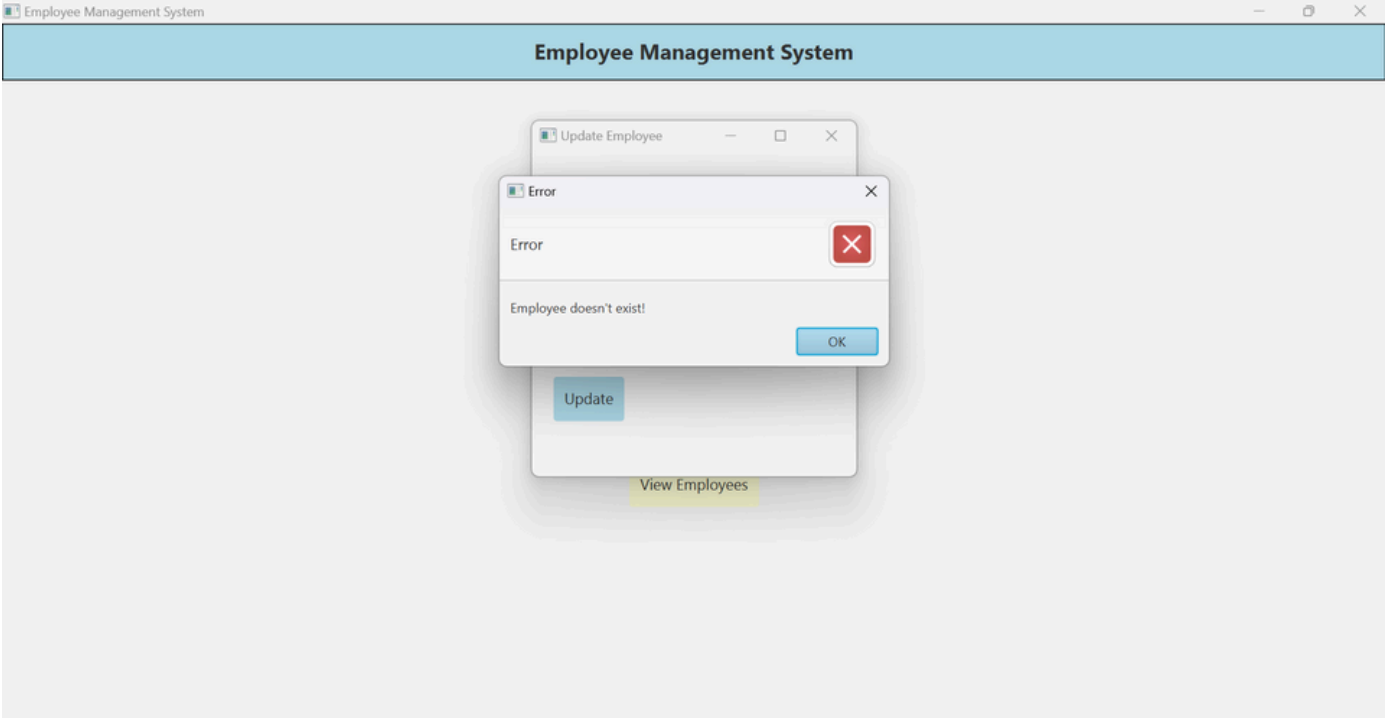
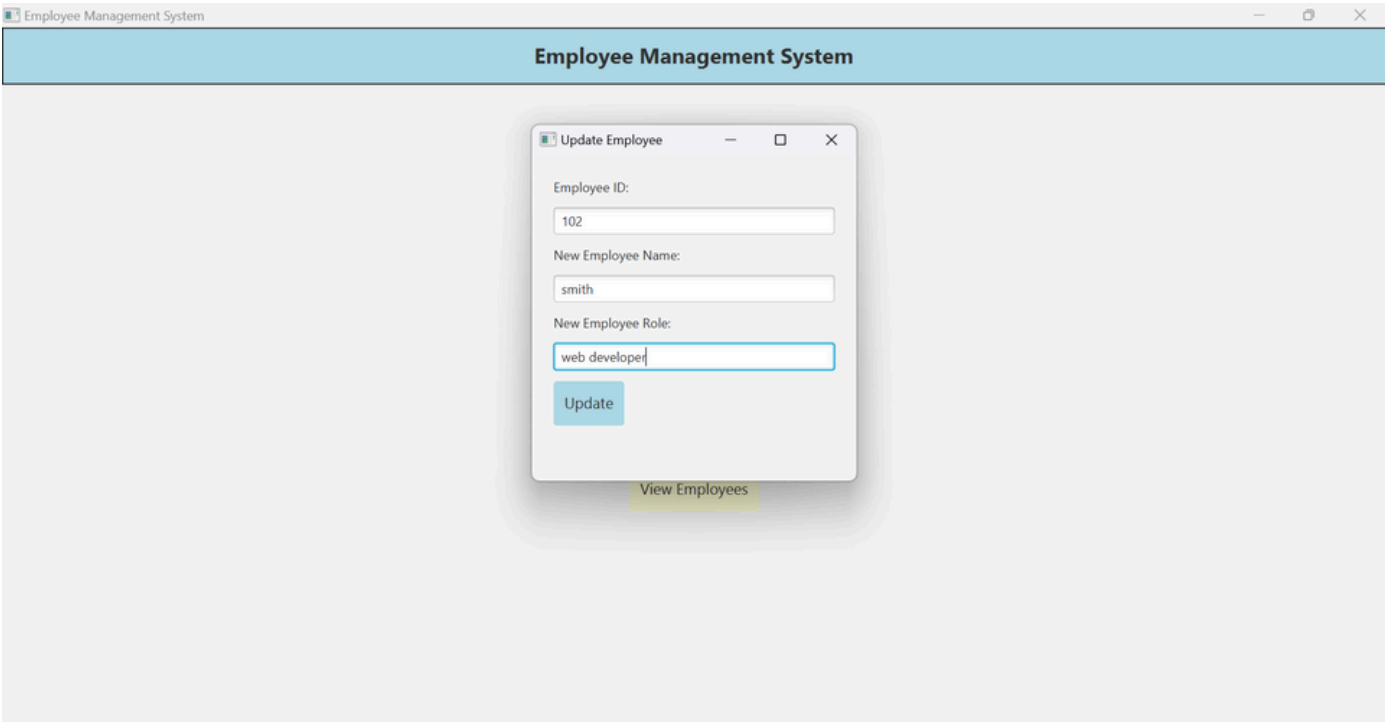
# ADD PAGE



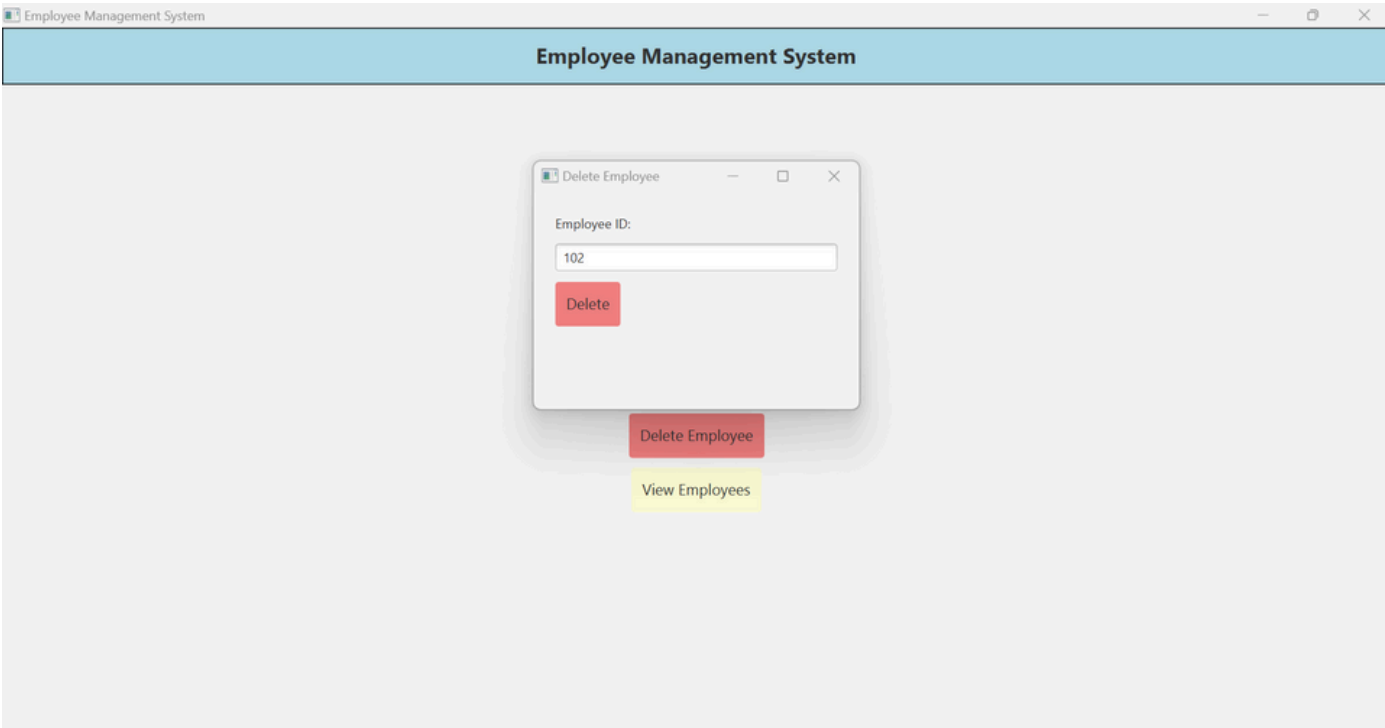
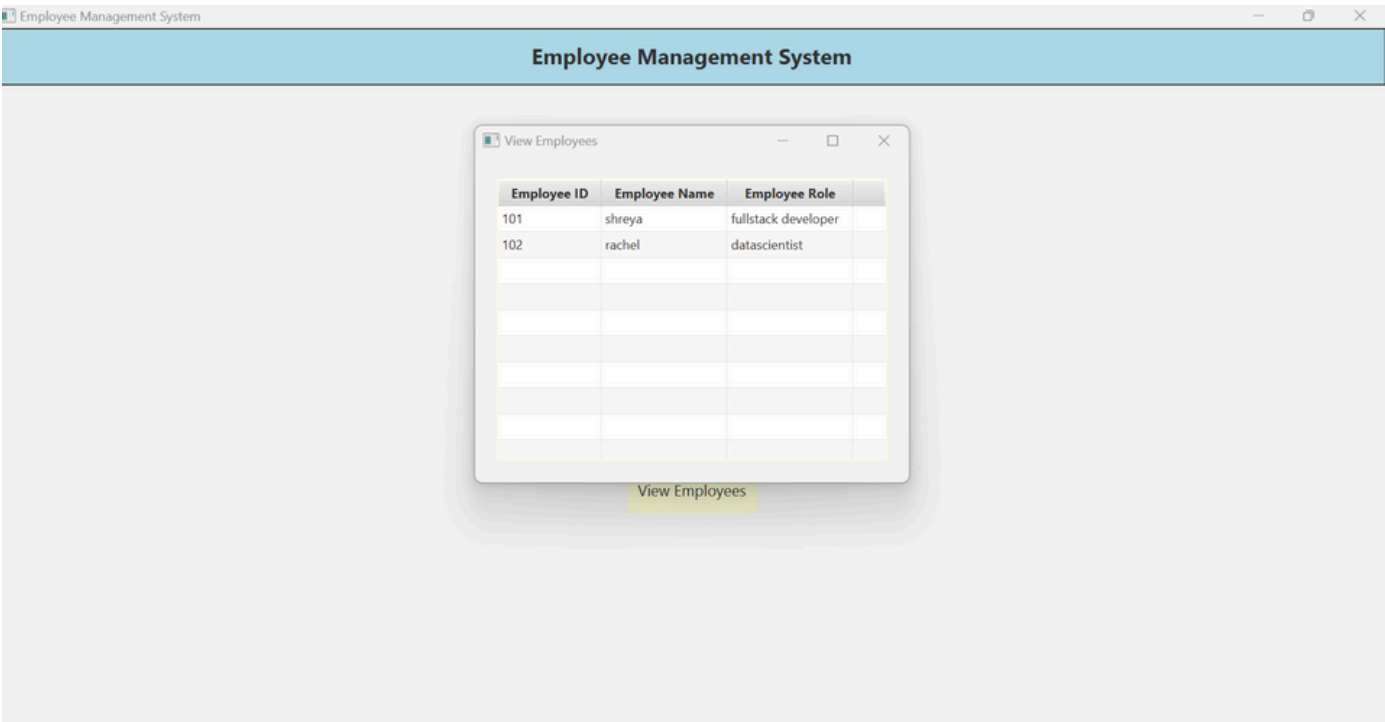
# UPDATE PAGE



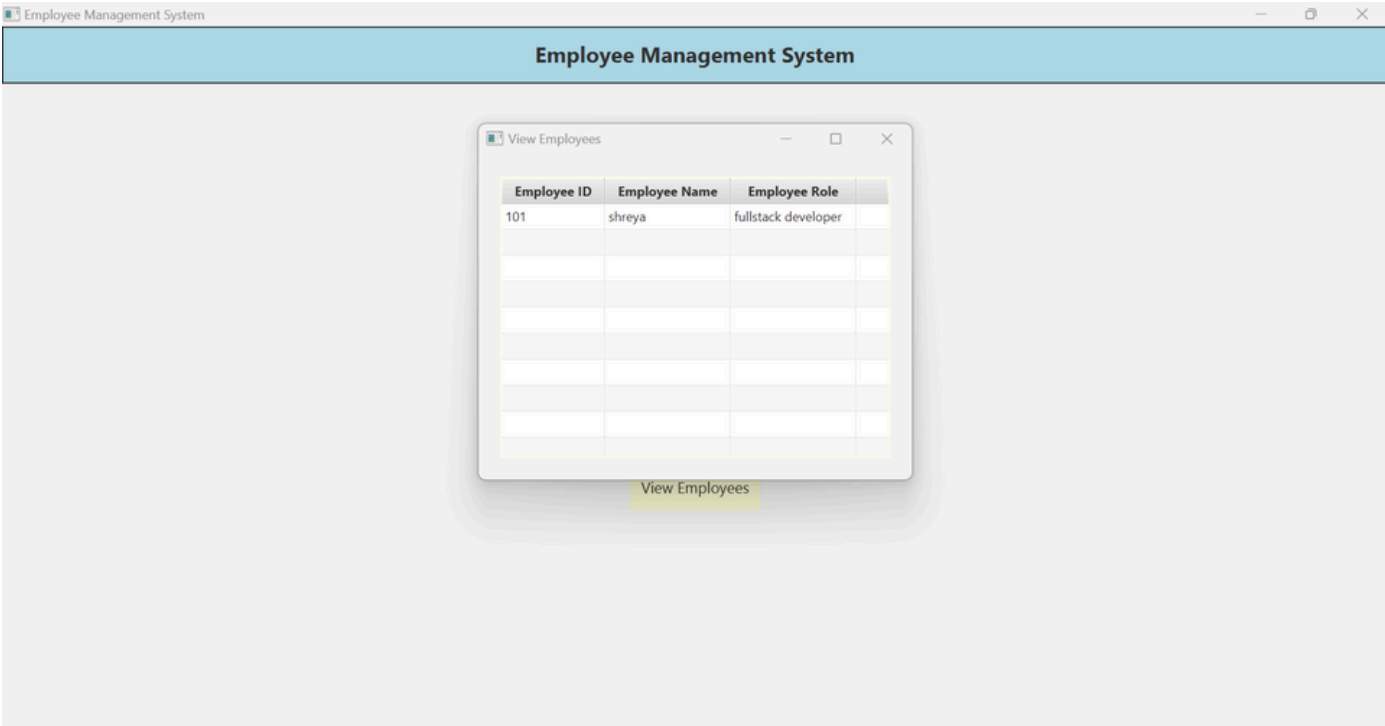
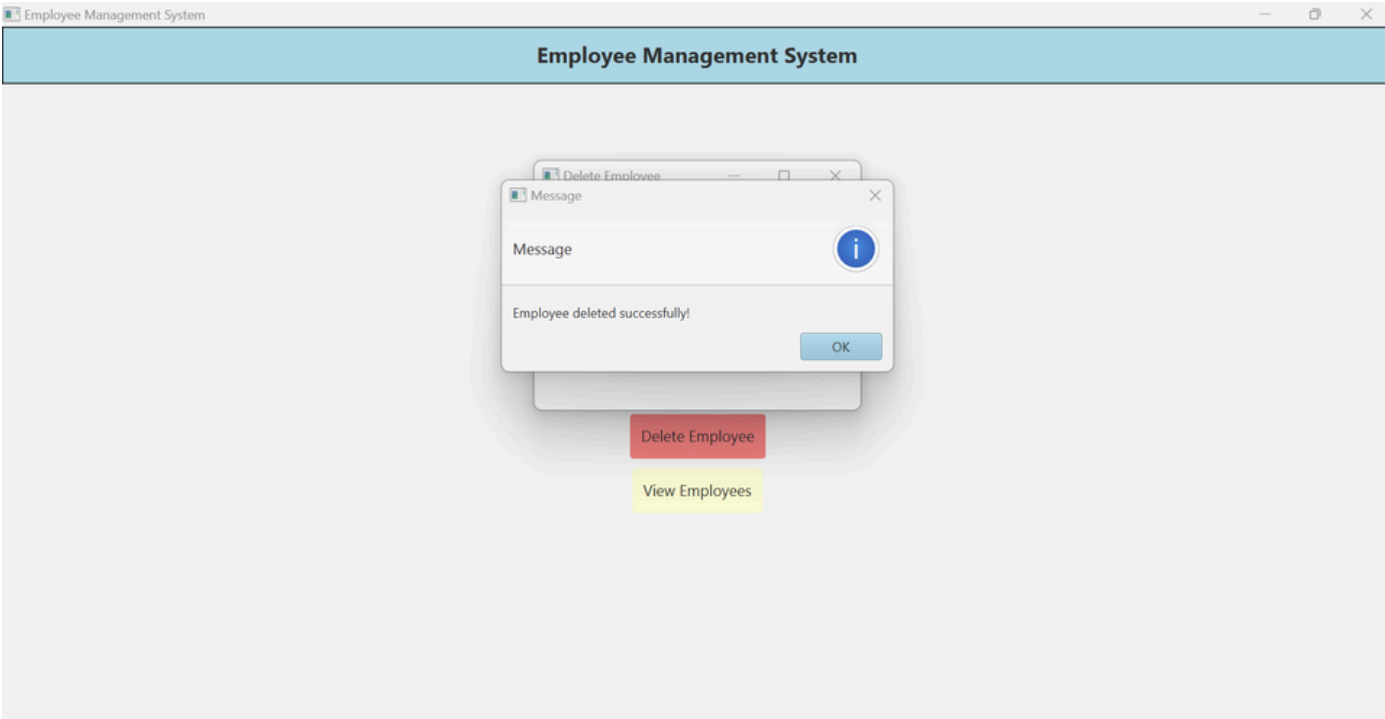
# UPDATE PAGE



# DELETE PAGE



# DELETE PAGE





# VIEW PAGE

