LAB 05

1. Swing components

1.1. AWTAccumulator

```
AWTAccumulator.java X
GUIProject > hust > soict > dsai > swing > 📗 AWTAccumulator.java > ધ AWTAccumulator
      package hust.soict.dsai.swing;
                                                                                    AWT Accumulator
                                                                                                                    ×
                                                                                                             import java.awt.*;
      import java.awt.event.*;
                                                                                    Enter an Integer:
                                                                                    The Accumulated Sum is:
      public class AWTAccumulator extends Frame {
           private TextField tfInput;
           private TextField tfOutput;
           private int sum = 0;
           public AWTAccumulator() {
               setLayout(new GridLayout(2,2));
               add(new Label("Enter an Integer: "));
               tfInput = new TextField(10);
               add(tfInput);
               tfInput.addActionListener(new TfInputListener());
               add(new Label("The Accumulated Sum is: "));
               tfOutput = new TextField(10);
               tfOutput.setEditable(false);
               add(tfOutput);
```

1.2. SwingAccumulator

```
SwingAccumulator.java ×
GUIProject > hust > soict > dsai > swing > 🎂 SwingAccumulator.java > {} hust.soict.dsai.swing
      package hust.soict.dsai.swing;
                                                         Swing Accumula...
                                                                                         X
       import java.awt.*;
                                                         Enter an Integer:
       import java.awt.event.ActionListener;
                                                         The Accumulated Sum is:
      import javax.swing.*;
      public class SwingAccumulator extends JFrame {
           private JTextField tfInput;
           private JTextField tfOutput;
           private int sum = 0;
           public SwingAccumulator() {
               Container cp = getContentPane();
               cp.setLayout(new GridLayout(2,2));
               cp.add(new JLabel("Enter an Integer: "));
               tfInput = new JTextField(10);
               cp.add(tfInput);
               tfInput.addActionListener(new TfInputListener());
               cp.add(new Label("The Accumulated Sum is: "));
```

2. Organizing Swing components with Layout Managers

```
package hust.soict.dsai.swing;

≜ Number G...

                                                                                    X
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
                                                                        5
                                                                                   6
                                                              4
public class NumberGrid extends JFrame {
                                                              7
                                                                                   9
    private JButton[] btnNumbers = new JButton[10];
                                                                                   C
    private JButton btnDelete, btnReset;
    private JTextField tfDisplay;
    public NumberGrid() {
        tfDisplay = new JTextField();
        tfDisplay.setPreferredSize(new Dimension(200, 30));
        tfDisplay.setComponentOrientation(ComponentOrientation.RIGHT_TO_LEFT);
        JPanel panelButtons = new JPanel(new GridLayout(4,3));
        addButtons(panelButtons);
        Container cp = getContentPane();
        cp.setLayout(new BorderLayout());
        cp.add(tfDisplay, BorderLayout.NORTH);
        cp.add(panelButtons, BorderLayout.CENTER);
```

3. Create a graphical user interface for AIMS with Swing

3.1. View Store Screen

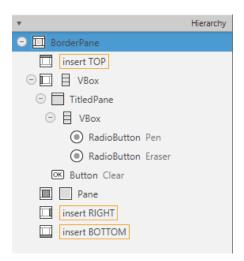


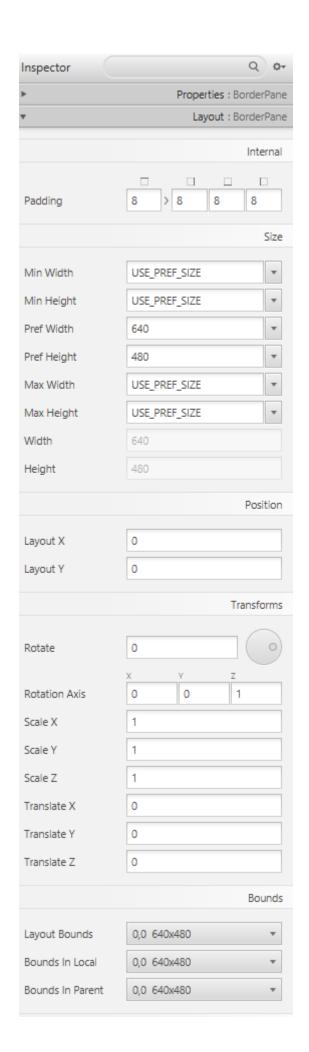
3.2. Adding more user interaction

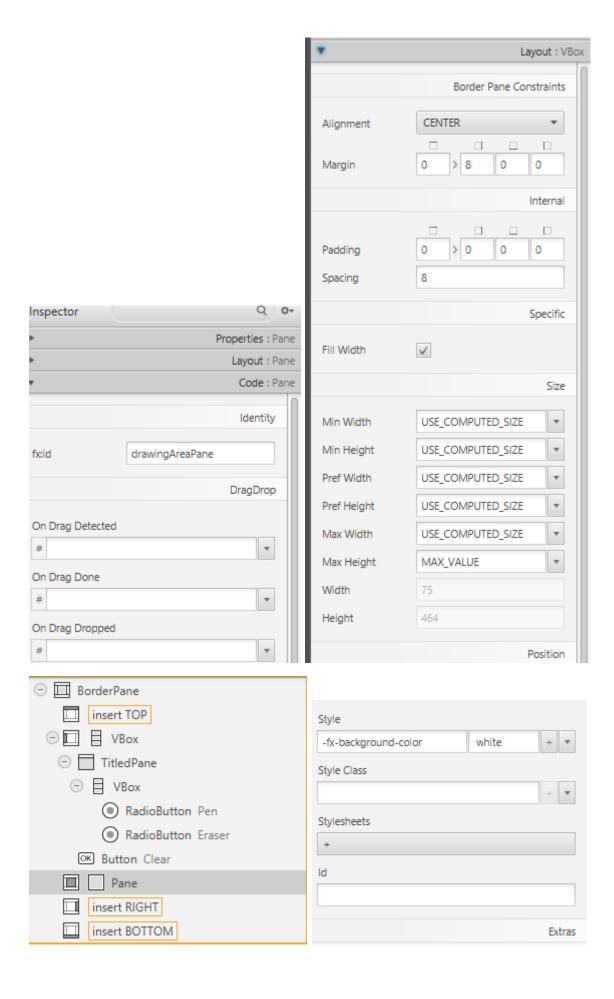
```
JButton addCartBtn = new JButton("Add to Cart");
addCartBtn.addActionListener(new ActionListener() {
     @Override
     public void actionPerformed(ActionEvent e) {
          try {
               cart.addMedia(media);
          } catch (LimitExceededException e1) {
                // TODO Auto-generated catch block
                e1.printStackTrace();
          }
     }
});
container.add(addCartBtn);
```

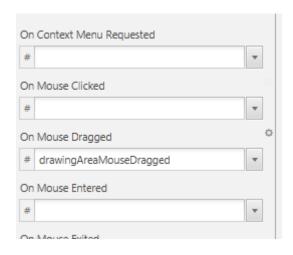
```
if (media instanceof Playable) {
    JButton playBtn = new JButton("Play");
    playBtn.addActionListener(new ActionListener() {
        @Override
        public void actionPerformed(ActionEvent e) {
            JDialog playDialog = new JDialog();
            JPanel mainGui = new JPanel(new BorderLayout());
            mainGui.setBorder(new EmptyBorder(20, 20, 20, 20));
            // Display Playing Message
            mainGui.add(new JLabel("Playing... " + media.getTitle()), BorderLayout.CENTER);
            System.out.println(media.getTitle());
            JPanel buttonPanel = new JPanel(new FlowLayout());
            JButton close = new JButton("Stop");
            close.addActionListener(ev -> {
                playDialog.setVisible(false);
                System.out.println("Stopped playing.");
            buttonPanel.add(close);
            mainGui.add(buttonPanel, BorderLayout.SOUTH);
            playDialog.setContentPane(mainGui);
            playDialog.setLocationRelativeTo(playBtn);
            playDialog.pack();
            playDialog.setVisible(true);
    });
    container.add(playBtn);
```

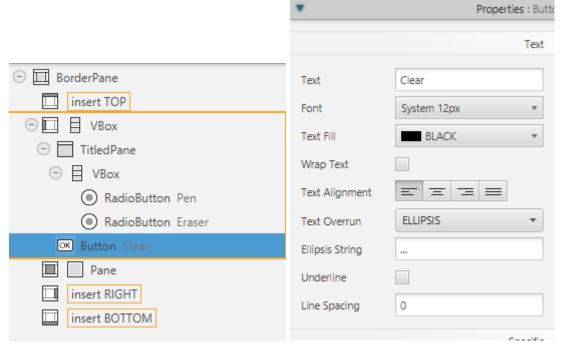
4. JavaFX API

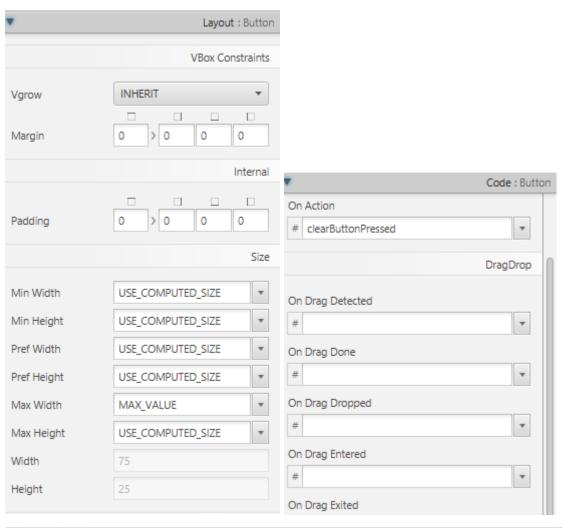


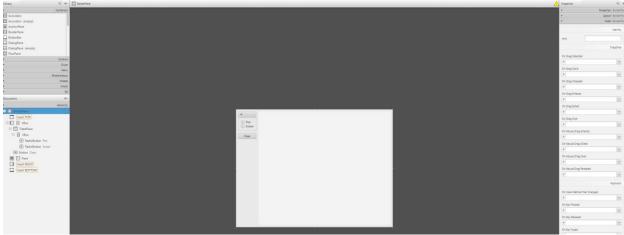








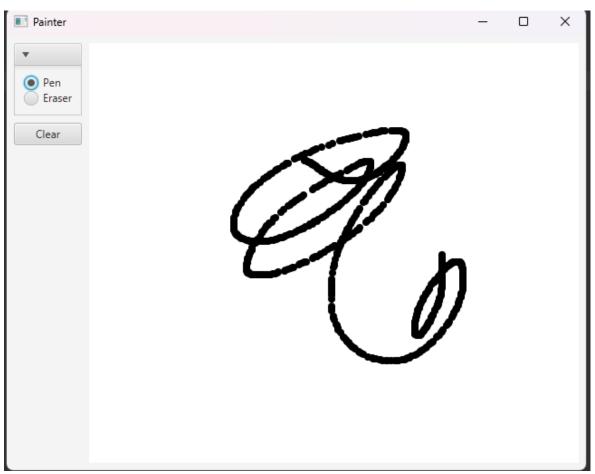




```
?xml version="1.0" encoding="UTF-8"?>
     Rimport javafx.geometry.Insets?
     <?import javafx.scene.control.Button?>
     <?import javafx.scene.control.RadioButton?>
     <?import javafx.scene.control.TitledPane?</pre>
     <?import javafx.scene.control.ToggleGroup?>
     <?import javafx.scene.layout.BorderPane?;</pre>
     <?import javafx.scene.layout.VBox?>
     <BorderPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity" prefHeight="480.0" prefWidth="640.0" xm</pre>
           <VBox maxHeight="1.7976931348623157E308" spacing="8.0" BorderPane.alignment="CENTER">
                 <Insets right="8.0" />
                              <RadioButton mnemonicParsing="false" onAction="#chooseOption" text="Pen">
                                   <ToggleGroup fx:id="identity" />
                              <RadioButton mnemonicParsing="false" onAction="#chooseOption" text="Eraser" toggleGroup="$identity" />
                 <Button maxWidth="1.7976931348623157E308" mnemonicParsing="false" onAction="#clearButtonPressed" text="Clear" />
           <Pane fx:id="drawingAreaPane" onMouseDragged="#drawingAreaMouseDragged" style="-fx-background-color: white;" BorderPane.alignment=</pre>
39
40
           <Insets bottom="8.0" left="8.0" right="8.0" top="8.0" />
```

```
Painter.java M X
GUIProject > hust > soict > dsai > javaf C:\Users\hoang le\Workspaces\GUIProject\hust\soict\dsai\javafx\PainterController.java
      package hust.soict.dsai (preview 🕾)
       import javafx.application.Application;
       import javafx.fxml.FXMLLoader;
       import javafx.scene.Parent;
       import javafx.stage.Stage;
       public class Painter extends Application{
           @Override
           public void start(Stage stage) throws Exception{
               Parent root = FXMLLoader.load(getClass().getResource("/hust/soict/dsai/javafx/Painter.fxml"));
               Scene scene = new Scene(root);
               stage.setTitle("Painter");
               stage.setScene(scene);
               stage.show();
 20
           public static void main(String[] args) {
               launch(args);
 24
```

```
GUIProject > hust > soict > dsai > javafx > 🎂 PainterController.java > ધ PainterController
      public class PainterController {
 14
          private int color;
          @FXML
           private ToggleGroup identity;
           @FXML
           void chooseOption(ActionEvent event) {
               String button = ((RadioButton)event.getSource()).getText();
               if (button.equals("Pen")) {
                   System.out.println("1");
                   color = 1;
                   System.out.println("0");
                   color = 0;
          @FXML
          private Pane drawingAreaPane;
          void clearButtonPressed(ActionEvent event) {
               drawingAreaPane.getChildren().clear();
```

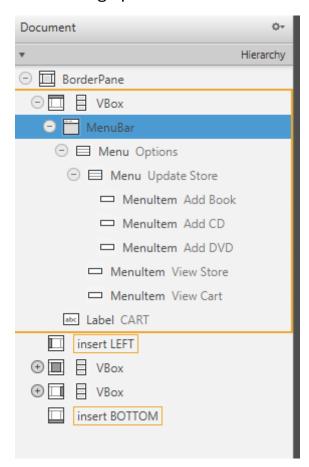


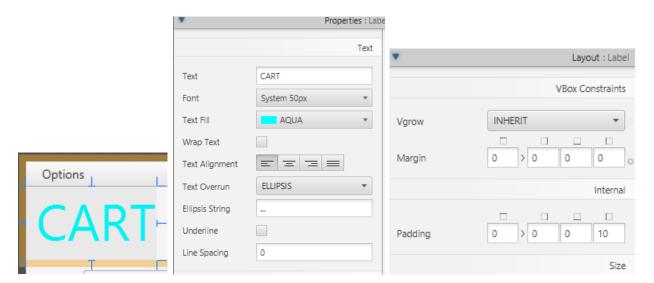
Handle Erase Function

```
@FXML
void drawingAreaMouseDragged(MouseEvent event) {
    if (color == 1 && event.getX()>=0) {
        Circle newCircle = new Circle(event.getX(), event.getY(), 4.0, Color.BLACK);
        drawingAreaPane.getChildren().add(newCircle);
    }else if(color == 0 && event.getX()>=0){
        Circle newCircle = new Circle(event.getX(), event.getY(), 4.0, Color.WHITE);
        drawingAreaPane.getChildren().add(newCircle);
    }
}
```

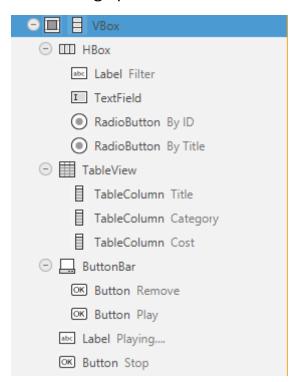
5. Setting up the View Cart Screen with ScreenBuilder

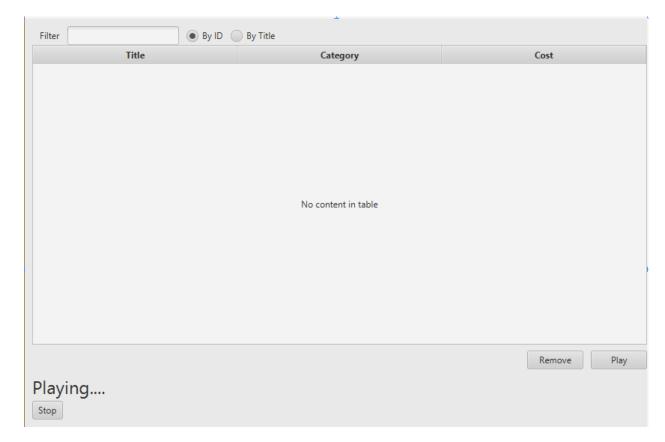
5.2. Setting up the TOP area



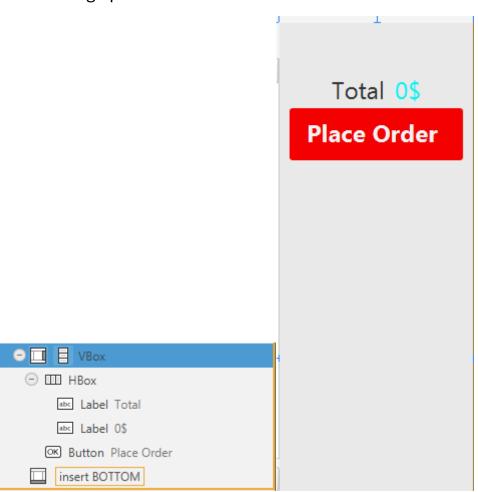


5.3. Setting up the CENTER area





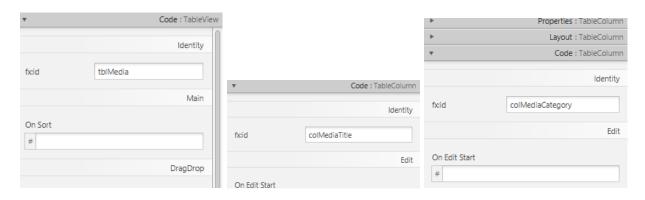
5.4. Setting up the RIGHT area

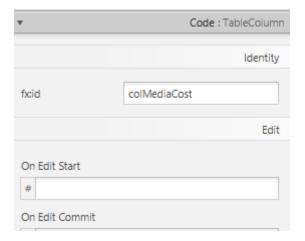


6. Integrating JavaFX into Swing application – The JFXPanel class

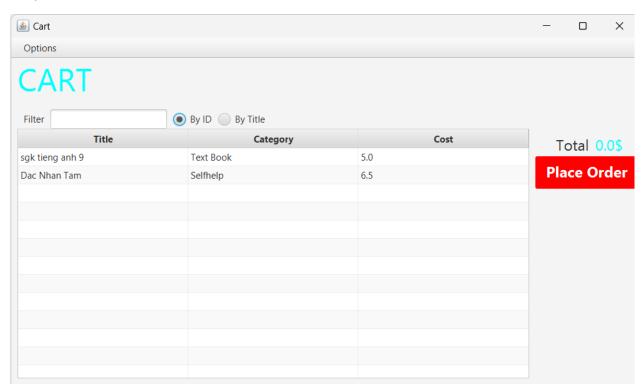
```
public class CartScreen extends JFrame {
   private Cart cart;
   private ControllerScreen controllerScreen;
   public CartScreen(Cart cart, ControllerScreen c) {
        super();
        this.cart = cart;
        JFXPanel fxPanel = new JFXPanel();
        this.add(fxPanel);
        this.setTitle("Cart");
        this.setPreferredSize(new Dimension(1024, 768));
        Platform.runLater(new Runnable() {
            @Override
            public void run() {
                try {
                    FXMLLoader loader = new FXMLLoader(getClass()
                            .getResource("/hust/soict/dsai/aims/screen/cart.fxml"));
                    CartScreenController controller = new CartScreenController(cart, c);
                    loader.setController(controller);
                    Parent root = loader.load();
                    fxPanel.setScene(new Scene(root, 1024, 768));
                } catch (IOException e) {
                    e.printStackTrace();
        });
   public static void main(String[] args) {
```

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

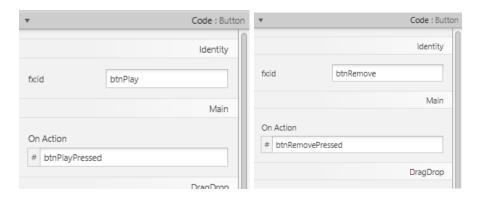




- Update itemsOrdered to ObservableList



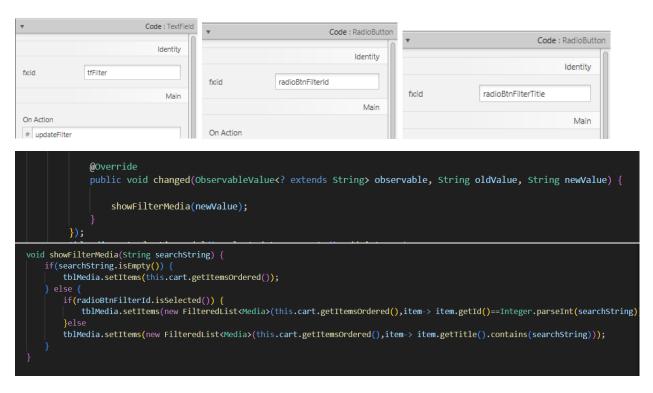
8. Updating buttons based on selected item in TableView – ChangeListener



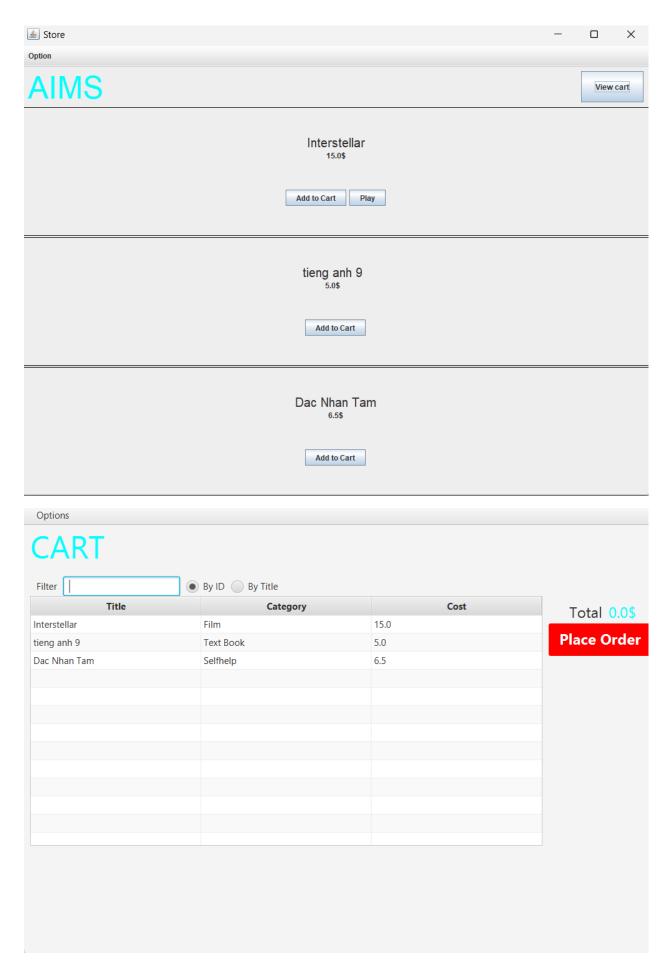
9. Deleting a media

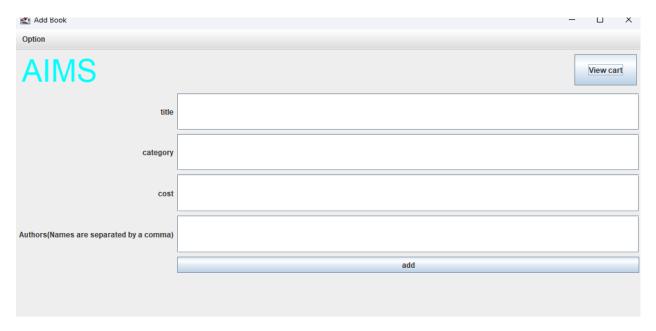
```
@FXML
void btnRemovePressed(ActionEvent event) {
    Media media = tblMedia.getSelectionModel().getSelectedItem();
    cart.removeMedia(media);
    totalCost.setText(cart.totalCost()+"$");
}
```

10. Filter items in cart - FilteredList

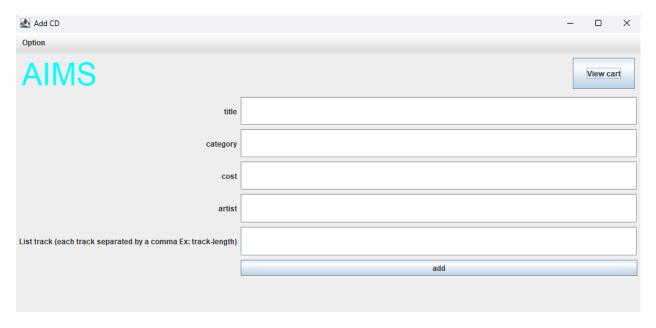


11. Complete the Aims GUI application

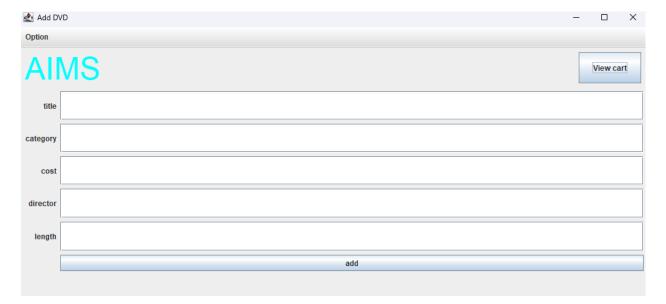




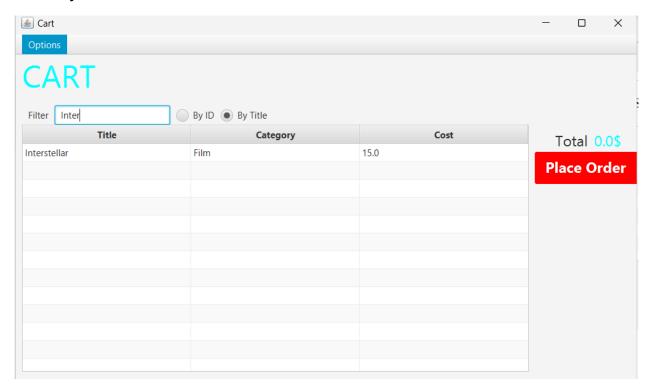
Add CD



Add DVD



Filter by Title



Filter by Id



```
public class AddItemToStoreScreen extends JFrame {
    protected Store store;
   protected Cart cart;
   protected JTextField title;
   protected JTextField category;
   protected JTextField cost;
   protected JButton addBtn;
   protected ControllerScreen c;
   protected JPanel center;
   protected int numberInput = 3;
    JMenuBar createMenuBar() {
        JMenu menu = new JMenu("Option");
        JMenu smUpdateStore = new JMenu("Update Store");
        JMenuItem addBookMenu = new JMenuItem("Add Book");
        addBookMenu.addActionListener(e -> {
            c.showAddBookScreen();
        });
        smUpdateStore.add(addBookMenu);
        JMenuItem addCDMenu = new JMenuItem("Add CD");
        addCDMenu.addActionListener(e -> {
            c.showAddCDCreen();
        });
        smUpdateStore.add(addCDMenu);
        JMenuItem addDVDMenu = new JMenuItem("Add DVD");
        addDVDMenu.addActionListener(e -> {
            c.showAddDVDScreen();
        });
        smUpdateStore.add(addDVDMenu);
        menu.add(smUpdateStore);
        JMenuItem viewStoreMenu = new JMenuItem("View store");
        viewStoreMenu.addActionListener(e -> {
            c.showStoreScreen();
        });
        menu.add(viewStoreMenu);
        JMenuItem viewCartMenu = new JMenuItem("View cart");
        viewCartMenu.addActionListener(e -> {
            c.showCartScreen();
```

AddDigitalVideoDiscToStoreScreen

```
public class AddDigitalVideoDiscToStoreScreen extends AddItemToStoreScreen {
   private JTextField director;
   private JTextField length;
   public AddDigitalVideoDiscToStoreScreen(Store store, Cart cart, ControllerScreen c) {
       super(store, cart, c);
   @Override
   void updateAdd(JPanel panel) {
       this.numberInput = 6;
       JLabel directorLabel = new JLabel("director", JLabel.TRAILING);
       panel.add(directorLabel);
       director = new JTextField(2);
       director.setPreferredSize(new Dimension(150, 20));
       directorLabel.setLabelFor(director);
       panel.add(director);
       JLabel lengthLabel = new JLabel("length", JLabel.TRAILING);
       panel.add(lengthLabel);
       length = new JTextField(2);
       lengthLabel.setLabelFor(length);
       panel.add(length);
       JButton tes = new JButton("add");
       tes.setVisible(false);
       panel.add(tes);
       panel.setPreferredSize(new Dimension(100, 300));
       addBtn = new JButton("add");
       addBtn.addActionListener(e -> {
           addMedia();
       panel.add(addBtn);
   public void addMedia() {
       String title = this.title.getText();
       String director = this.director.getText();
       String category = this.category.getText();
       float cost = Float.parseFloat(this.cost.getText());
       int length = Integer.parseInt(this.length.getText());
```

AddCompactDiscToStoreScreen

```
public class AddCompactDiscToStoreScreen extends AddItemToStoreScreen {
   private JTextField artist;
   private JTextField listTrack;
   public AddCompactDiscToStoreScreen(Store store, Cart cart, ControllerScreen c) {
        super(store, cart, c);
   @Override
   void updateAdd(JPanel panel) {
       this.numberInput = 6;
       JLabel artistLabel = new JLabel("artist", JLabel.TRAILING);
       panel.add(artistLabel);
       artist = new JTextField(2);
       artist.setPreferredSize(new Dimension(150, 20));
       artistLabel.setLabelFor(artist);
       panel.add(artist);
       JLabel listTrackLabel = new JLabel("List track (each track separated by a comma Ex: track-length)",
       panel.add(listTrackLabel);
       listTrack = new JTextField(2);
       listTrackLabel.setLabelFor(listTrack);
       panel.add(listTrack);
       JButton tes = new JButton("add");
       tes.setVisible(false);
       panel.add(tes);
       panel.setPreferredSize(new Dimension(100, 300));
       addBtn = new JButton("add");
       addBtn.addActionListener(e -> {
           addMedia();
       panel.add(addBtn);
    public void addMedia() {
        String title = this.title.getText();
        String listTrack = this.listTrack.getText();
        String category = this.category.getText();
        float cost = Float.parseFloat(this.cost.getText()):
```

AddBookToStoreScreen

```
public class AddBookToStoreScreen extends AddItemToStoreScreen {
   private JTextField listAuthor;
   public AddBookToStoreScreen(Store store, Cart cart, ControllerScreen c) {
        super(store, cart, c);
   @Override
   void updateAdd(JPanel panel) {
       this.numberInput = 5;
       JLabel listAuthorLabel = new JLabel("Authors(Names are separated by a comma)", JLabel.TRAILING);
       panel.add(listAuthorLabel);
        listAuthor = new JTextField(2);
       listAuthor.setPreferredSize(new Dimension(150, 20));
       listAuthorLabel.setLabelFor(listAuthor);
       panel.add(listAuthor);
       JButton tes = new JButton("add");
       tes.setVisible(false);
       panel.add(tes);
       panel.setPreferredSize(new Dimension(100, 300));
       addBtn = new JButton("add");
       addBtn.addActionListener(e -> {
            addMediaToStore();
       panel.add(addBtn);
   public void addMediaToStore() {
       String title = this.title.getText();
       String listAuthor = this.listAuthor.getText();
       String[] arrayAuthor=listAuthor.split(",");
       String category = this.category.getText();
       float cost = Float.parseFloat(this.cost.getText());
       Book book = new Book(title, category, cost);
       for(String author:arrayAuthor) {
       book.addAuthor(author);
       this.store.addMedia(book);
        JOptionPane.showMessageDialog(null, "add Book successfully!");
```

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

```
public void addMedia(Media media) throws LimitExceededException {
    if ((itemsOrdered.size()) >= MAX_ORDERED) {
        throw new LimitExceededException("Full");
    }
    else if (itemsOrdered.contains(media)) {
        System.out.println("This is already in your order!");
    }
    else {
        itemsOrdered.add(media);
        System.out.println("Media added!");
     }
}
```

13. Create a class which inherits from Exception

```
package hust.soict.dsai.aims.exception;

public class PlayerException extends RuntimeException {

public PlayerException() {

// TODO Auto-generated constructor stub
}

public PlayerException(String message) {

super(message);

// TODO Auto-generated constructor stub
}

public PlayerException(Throwable cause) {

super(cause);

// TODO Auto-generated constructor stub
}

public PlayerException(String message, Throwable cause) {

super(message, cause);

// TODO Auto-generated constructor stub
}

public PlayerException(String message, Throwable cause) {

super(message, cause);

// TODO Auto-generated constructor stub
}

public PlayerException(String message, Throwable cause, boolean enableSuppression, boolean writableStackTrace) {

super(message, cause, enableSuppression, writableStackTrace);

// TODO Auto-generated constructor stub
}
```

CompactDisc

```
@Override
public void play() throws PlayerException{
   System.out.println("CompactDisc Artist: " + this.getArtist());
   System.out.println("Total length: " + this.getLength());
   if (this.getLength() > 0) {
       System.out.println("Compactdisc: " + this.getTitle());
       System.out.println("CompactDisc Artist: " + this.getArtist());
       System.out.println("Total length: " + this.getLength());
       java.util.Iterator iter = tracks.iterator();
       Track nextTrack;
       while (iter.hasNext()) {
           nextTrack = (Track) iter.next();
           try {
               nextTrack.play();
           catch(PlayerException e ) {
               throw e;
       throw new PlayerException(message: "Error: CD length is non-positive!");
   System.out.println("-----");
   for (Track track: tracks) {
       track.play();
```

```
@Override
public void play() throws PlayerException{
   if (this.getLength() > 0) {
       System.out.println("Playing DVD: " + this.getTitle());
       System.out.println("DVD length: " + this.getLength());
   }
   else {throw new PlayerException(message:"Error: DVD length is non-positive!");}
}
```

Track

```
@Override
public void play() throws PlayerException {
    if (this.getLength() > 0) {
        System.out.println("Playing track: " + this.getTitle());
        System.out.println("Track length: " + this.getLength());
    }
    else {throw new PlayerException(message:"Error: Track length is non-positive!");}
}
```

14. Update the Aims class

```
switch (choice) {
   case 1:
      cart.addMedia(media);
       System.out.println("Media added to cart.");
       if (media instanceof Playable) {
           if(media instanceof DigitalVideoDisc){
                  ((DigitalVideoDisc) media).play();
               } catch (PlayerException e) {
                  e.getMessage();
                  e.toString();
                  e.printStackTrace();
           else if(media instanceof CompactDisc){
              // TODO Auto-generated catch block
                  e.getMessage();
                  e.toString();
                  e.printStackTrace();
           System.out.println("This media cannot be played.");
       break;
   case 0:
       System.out.println("Invalid choice! Please choose a number between 0-2.");
```

```
public static void playMedia(Scanner scanner) {
   System.out.print("Enter the title of the media to play: ");
   String title = scanner.nextLine();
   Media media = store.searchByTitle(title);
   if (media != null) {
        if (media instanceof Playable) {
            if(media instanceof DigitalVideoDisc){
                try {
                    ((DigitalVideoDisc) media).play();
                } catch (PlayerException e) {
                    // TODO Auto-generated catch block
                    e.getMessage();
                    e.toString();
                    e.printStackTrace();
            else if(media instanceof CompactDisc){
                try {
                    ((CompactDisc)media).play();
                } catch (PlayerException e) {
                    // TODO Auto-generated catch block
                    e.getMessage();
                    e.toString();
                    e.printStackTrace();
        } else {
           System.out.println("This media cannot be played.");
    } else {
        System.out.println("Media not found in the store.");
```

15. Modify the equals() method of Media class

```
@Override
public boolean equals(Object o) {
    if (o instanceof Media) {
        Media media = (Media) o;
        if (this.title.equals(media.title)) {
            return true;
        }else {
            return false;
    }
    return false;
}
```

17. Update Aims class diagram

