BÁO CÁO THỰC HÀNH LAP 5  
 LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

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# Swing components

## **AWTAccumulator**

### Create class AWTAccumulator with the source code as below



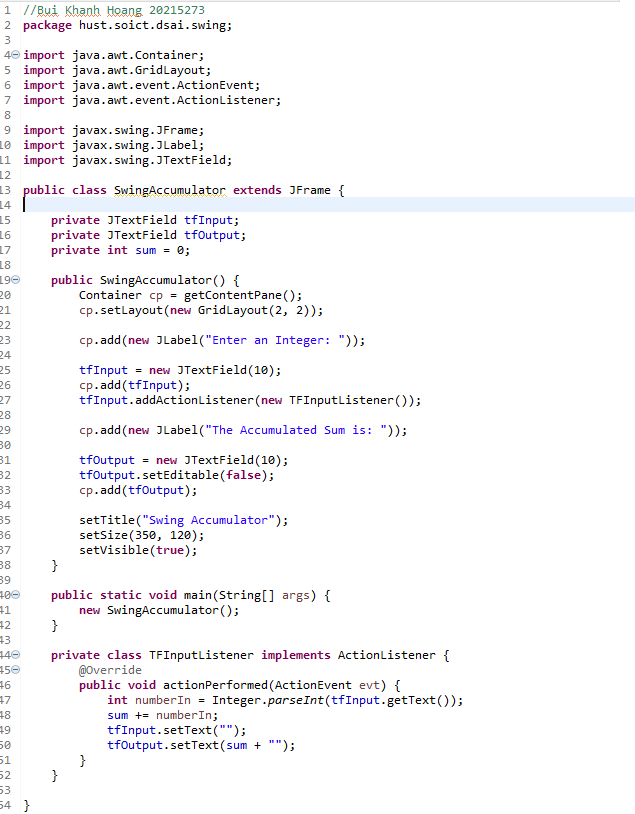
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Description automatically generated A white box with black text

Description automatically generated

## **SwingAccumulator**

### Create class SwingAccumulator with the source code as below:



# Organizing Swing components with Layout Managers

## Swing top-level and secondary-level containers

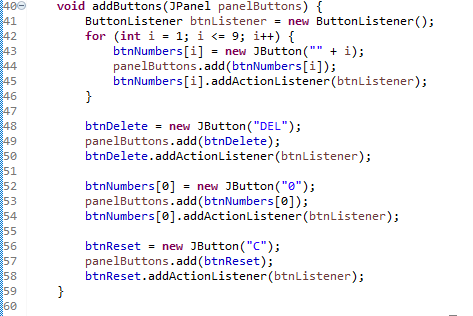
## Using JPanel as secondary-level container to organize components

### Create class NumberGrid

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### Adding buttons



### Complete inner class ButtonListener

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* Kết quả:

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# Create a graphical user interface for AIMS with Swing

## View Store Screen

### Create the StoreScreen class

### The NORTH component

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### The CENTER component

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### The MediaStore class

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### Putting it all together

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## Adding more user interaction

(1 số interaction đã có trong code)

# JavaFX API

## Create the FXML file

### Create and open the FXML file in Scene Builder from Eclipse

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### Building the GUI

## Create the controller class

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## Create the application

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## Practice exercise

# Setting up the View Cart Screen with ScreenBuilder

## Setting up the BorderPane

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# Integrating JavaFX into Swing application – The **JFXPanel** class

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# View the items in cart – JavaFX’s data-driven UI

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# Updating buttons based on selected item in **TableView** – **ChangeListener**

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# Deleting a media

* Ban đầu

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* Sau khi xóa

A screenshot of a computer

Description automatically generated

# Filter items in cart – **FilteredList**

* By ID



* By title

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# Complete the Aims GUI application

* Tạo các class thêm các media vào scence

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A screenshot of a computer program

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* Chạy thử

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

# Create a class which inherits from **Exception**

## Create new class named **PlayerException**

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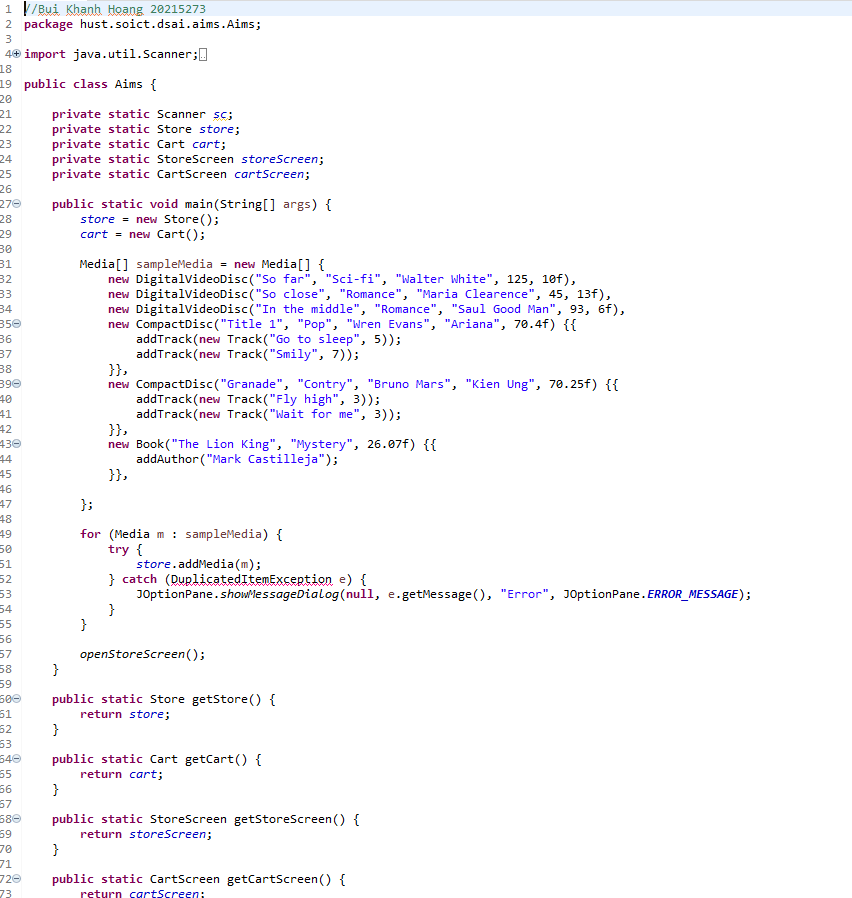
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## Raise the **PlayerException** in the **play()** method

## Update **play()** in the **Playable** interface

## Update **play()** in **CompactDisc**

# Update the **Aims** class



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