ĐẠI HỌC BÁCH KHOA HÀ NỘI TRƯỜNG CÔNG NGHỆ THÔNG TIN VÀ TRUYỀN THÔNG

BÁO CÁO THỰC HÀNH **IT3103-744528-2024.1** BÀI THỰC HÀNH 5

Họ và tên sv: Nguyễn Văn Đăng

Phúc Hưng

Lớp: K67-CNTT Việt Pháp 01

GVHD: Lê Thị Hoa

TA: Tạ Trung Hiểu

Hà Nội 12/2024

BÁO CÁO THỰC HÀNH LAB 5 LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

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1. Swing component

1.1. Lóp AWTAccumulator

```
package hust.soict.dsai.swing;
import java.aut.*[]

public class ANTAccumulator extends Frame {
    private TextField tfInput;
    private TextField tfOutput;
    private int sum = 0;

public ANTAccumulator() {
        setLayout(new GridLayout(2, 2));
        add(new Label("Enter an integer: "));

        tfInput = new TextField(10);
        tfInput.addActionListener(new TFInputListener());
        add(new Label("The accumulated sum is: "));

        tfOutput = new TextField(10);
        tfOutput = new TextField(10);
        tfOutput.setEditable(false);
        add(tfOutput);

        setTitle("ANT Accumulator");
        setSize(350, 120);
        setVisible(true);

}

private class TFInputListener implements ActionListener {
        @Override
        public void actionPerformed(ActionEvent evt) {
            int numberIn = Integer.parseInt(tfInput.getText());
            sum += numberIn;
            tfInput.setText("sum + "");
        }

public static void main(String[] args) {
        new ANTAccumulator();
    }
}
```

Figure 1: Mã nguồn và giao diện lớp AWTAccumulator

1.2. Lóp SwingAccumulator

```
hust.soict.dsai.swing;
 mport java.awt.*;
public class SwingAccumulator extends JFrame {
   private JTextField tfInput;
   private JTextField tfOutput;
   private int sum = 0;
            Container cp = getContentPane();
cp.setLayout(new GridLayout(2, 2));
cp.add(new JLabel("Enter an integer: "));
                                                                                                              tfInput = new JTextField(10);
            crinqut = mem Steat Leid(10);
cp.add(tfInput);
tfInput.addActionListener(new TFInputListener());
cp.add(new JLabel("The accumulated sum is: "));
                                                                                                                                                    5
                                                                                                             Enter an integer:
                                                                                                                                                   22
                                                                                                             The accumulated sum is:
            tfOutput = new JTextField(10);
tfOutput.setEditable(false);
             cp.add(tfOutput);
            setTitle("Swing Accumulator");
setSize(350, 120);
setVisible(true);
              public void actionPerformed(ActionEvent evt) {
    int numberIn = Integer.parseInt(tfInput.getText());
                    sum += numberIn;
tfInput.setText("");
                    tfOutput.setText(sum + "");
      public static void main(String[] args) {
   new SwingAccumulator();
```

Figure 2: Giao diện và mã nguồn lớp SwingAccumulator

1.3: Compare Swing and AWT elements

- The top-level containers in Swing and AWT:
 - o Swing: JFrame, JDialog, JApplet, Jwindow
 - o AWT: Frame, Dialog, Applet
- The class name of components in AWT and corresponding class's name in Swing

AWT	Swing
Button	JButton
Label	JLabel
TextField	JTextField
TextArea	JTextArea
Checkbox	JCheckBox
Choice	JComboBox
List	JList
ScrollBar	JScrollBar
Panel	JPanel
Canvas	
MenuBar	JMenuBar
Menu	JMenu
MenuItem	JMenuItem

- The main differences between Swing and AWT:
 - o AWT uses native components provided by the operating system (heavyweight), whereas Swing is entirely written in Java and rendered on a lightweight layer.
 - O Swing offers many extended components that AWT does not, such as JTable, JTree, JTabbedPane, and more.

2. Organizing Swing components with Layout Managers



Figure 3: Mã nguồn và giao diện lớp NumberGrid

3. Create a graphical user interface for AIMS with Swing

3.1. Lóp StoreScreen

Figure 4: Mã nguồn lớp StoreScreen

3.2. Lóp MediaStore

```
hust.soict.dsai.aims.screen;
private Media media;
private Media media;
public MediaStore(Media media, Cart cart) {
    this.media = media;
    this.setLayout(new BoxLayout(this, BoxLayout.Y_AXIS));
      JLabel title = new JLabel(media.getTitle());
title.setFont(new Font(title.getFont().getName(), Font.PLAIN, 20));
      title.setAlignmentX(CENTER ALIGNMENT);
      JLabel cost = new JLabel("" + media.getCost() + " $");
cost.setAlignmentX(CENTER_ALIGNMENT);
      JPanel container = new JPanel();
container.setLayout(new FlowLayout(FlowLayout.CENTER));
      JButton addToCartButton = new JButton("Add to cart");
container.add(addToCartButton);
       addToCartButton.addActionListener(new ActionListener() {
                       e1.printStackTrace();
                    OptionPane.showMessageDialog(null, media.getTitle() + " has been added to the cart.", "Cart", JOptionPane.INFORMATION_MESSAGE);
      if (media instanceof Playable) {
    JButton playButton = new JButton("Play");
    container.add(playButton);
            playButton.addActionListener(new ActionListener() {
                        lic void actionPerformed(ActionEvent e) {
  playMedia((Playable) media);
      this.add(Box.createVerticalGlue());
this.add(title);
this.add(cost);
      this.add(Box.createVerticalGlue());
this.add(container);
JLabel playLabel = new JLabel("Playing: " + media.getTitle(), JLabel.CENTER);
playLabel.setFont(new Font(playLabel.getFont().getName(), Font.PLAIN, 16));
      JTextArea outputArea = new JTextArea(10, 20);
outputArea.setEditable(false);
            outputArea.setText(media.play());
            atch (PlayerException
  e.printStackTrace();
      outputArea.setWrapStyleWord(true);
outputArea.setLineWrap(true);
JScrollPane scrollPane = new JScrollPane(outputArea);
      playDialog.add(playLabel, BorderLayout.NORTH);
playDialog.add(scrollPane, BorderLayout.CENTER);
       JButton closeButton = new JButton("Close");
closeButton.addActionListener(new ActionListener() {
                               actionPerformed(ActionEvent e) {
                  playDialog.dispose();
      playDialog.add(closeButton, BorderLayout.SOUTH);
playDialog.setVisible(true);
```

Figure 5: Mã nguồn lớp MediaStore

3.3. Chức năng của nút Play và nút Add to cart

3.3.1. Nút Play

```
private void playMedia(Playable media) {
   JDialog playDialog = new JDialog((Frame) null, "Playing media", true);
   playDialog.setLayout(new BorderLayout());
   playDialog.setSize(300, 200);
   playDialog.setLocationRelativeTo(null);
   JLabel playLabel = new JLabel("Playing: " + media.getTitle(), JLabel.CENTER);
   playLabel.setFont(new Font(playLabel.getFont().getName(), Font.PLAIN, 16));
   JTextArea outputArea = new JTextArea(10, 20);
   outputArea.setEditable(false);
       outputArea.setText(media.play());
   } catch (PlayerException e) {
        e.printStackTrace();
   outputArea.setWrapStyleWord(true);
   outputArea.setLineWrap(true);
   JScrollPane scrollPane = new JScrollPane(outputArea);
   playDialog.add(playLabel, BorderLayout.NORTH);
   playDialog.add(scrollPane, BorderLayout.CENTER);
   JButton closeButton = new JButton("Close");
   closeButton.addActionListener(new ActionListener() {
       public void actionPerformed(ActionEvent e) {
           playDialog.dispose();
        }
   });
   playDialog.add(closeButton, BorderLayout.SOUTH);
   playDialog.setVisible(true);
```

Figure 6: Mã nguồn nút Play của MediaStore

3.3.2.Nút Add to cart

Figure 7: Mã nguồn nút Add to cart của MediaStore

3.4. Giao diện

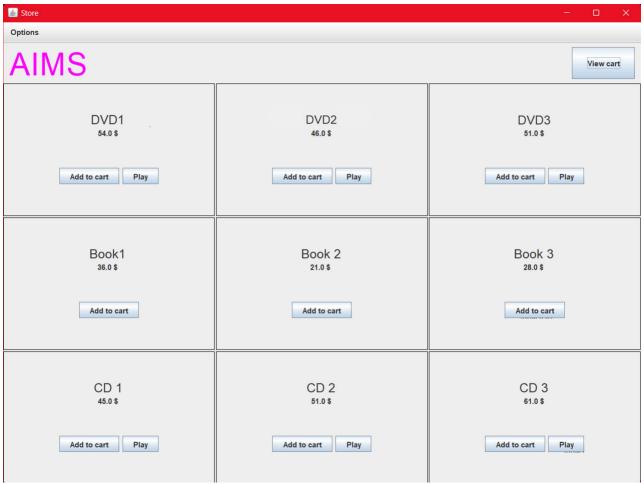


Figure 8: Giao diện Store



Figure 9: Giao diện Play DVD media trong



Figure 10: Giao diện Play CD media trong Store

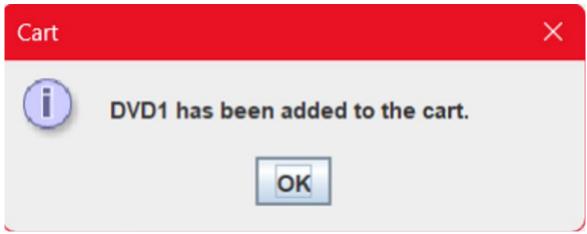


Figure 11: Thông báo thêm media vào cart

4. JavaFX API

```
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C
```

Figure 12: Mã nguồn Painter.fxml

4.2. Painter.java

```
package hust.soict.dsai.javafx;
import javafx.application.Application;

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();
    }

    public static void main(String[] args) {
        launch(args);
    }
}
```

Figure 13: Mã nguồn Painter.java

4.3. PaintController.java

Figure 14: Mã nguồn PaintController.java

4.4. Giao diện

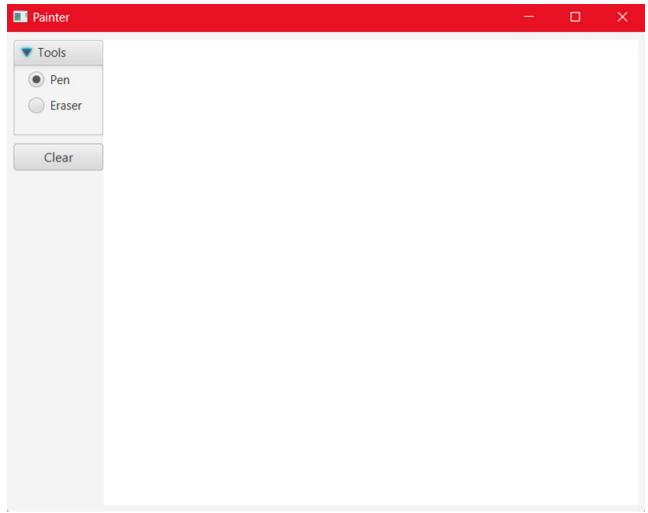


Figure 15: Giao diện Painter

- 5. Setting up the View Cart Screen with ScreenBuilder
- 5.1. Cart.fxml

```
columns>
</ableColumn fx:id="colMediaTitle" prefWidth="75.0" text="Title" />
<ableColumn fx:id="colMediaCategory" prefWidth="75.0" text="Category" />
<ableColumn fx:id="colMediaCost" prefWidth="75.0" text="Cost" />
<acherol>
<acher
alignment="TOP CENTER" prefHeight="200.0" spacing="10.0" BorderPane.alignment="CENTER":
```

Figure 16: Mã nguồn Cart.fxml

5.2. Giao diện Cart Screen

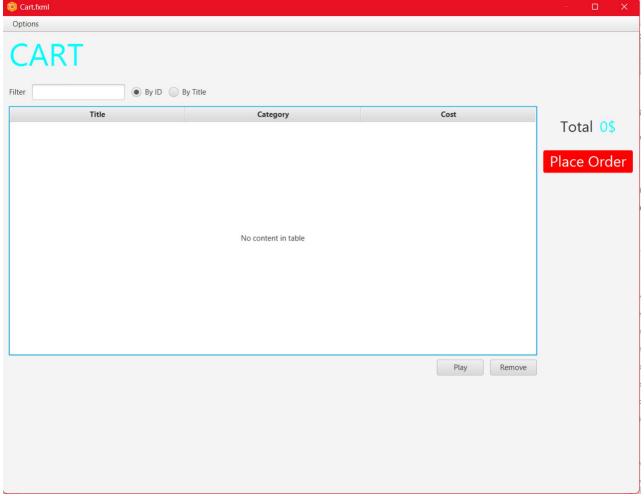


Figure 17: Giao diện Cart Screen

6. Integrating JavaFX into Swing application – The JFXPanel class

Figure 18: Mã nguồn Cart Screen (nhúng JavaFX vào Swing)

- 7. View the items in cart JavaFX's data-driven UI
- 7.1. CartScreenController.java

```
e hust.soict.dsai.aims.screen;
hust.soict.dsai.aims.cart.Cart;
@FXML
private JableView<Media> tblMedia;
wate wold initialize() {
    colMediaTitle.setCellValueFactory(new PropertyValueFactory(Media, String>("title"));
    colMediaTitle.setCellValueFactory(new PropertyValueFactory(Media, String>("category"));
    colMediaTox.setCellValueFactory(new PropertyValueFactory(Media, Float>("cost"));
    tolMedia.setLemes(umi.cart.getLemeSondered());
         tblMedia.getSelectionModel().selectedItemProperty().addListener(
    new ChangeListener<Media>() {
      Alert alert = new Alert(Alert.AlertType.INFORMATION);
alert.setTitle("Thu san phẩm này (Play this media)");
alert.setHeaderText(null);
        try {
    alert.setContentText(((Playable) media).play());
} catch (PlayerException e) {
    e.printStackTrace();
         alert.showAndWait();
        ML
d btnPlaceOrderPressed(ActionExent event) {
Alert alert = new Alert(Alert.AlertType.INFORMATION);
alert.setTitle("Thông báo ()");
alert.setHeaderText("ull);
alert.setContentText("ull);
alert.setContentText("Bon hàng của bạn đã được tạo thành công.");
alert.showAndWait();
        d updateButtonBar(Media media) {
  btnRemove.setVisible(true);
  if (media instanceof Playable) {
     btnPlay.setVisible(true);
}
       } else {
    btnPlay.setVisible(false);
```

Figure 19: Mã nguồn CartScreenController.java

7.2. Sửa lại Cart.java

```
package hust.soict.dsai.aims.cart;
pimport java.util.*;

public class Cart {
    public static final int MAX_NUMBERS_ORDERED = 20;
    private ObservableList<Media> itemsOrdered = FXCollections.observableArrayList();

public ObservableList<Media> getItemsOrdered() {
    return itemsOrdered;
    }
```

Figure 20: Chỉnh sửa Cart.java để phù hợp với JavaFX

7.3. Giao diện CartScreen

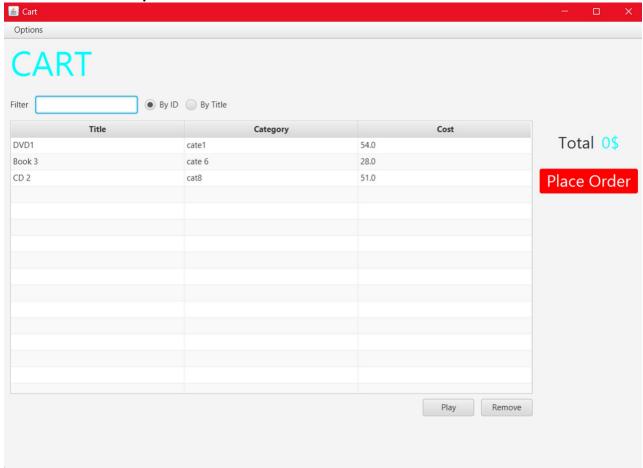


Figure 21: Giao diện Cart (hiển thị sản phẩm trong cart)

- 8. Updating buttons based on selected item in TableView ChangeListener
- 8.1. Sửa lại CartScreenController.java

Figure 22: Chỉnh sửa CartScreenController.java

8.2. Giao diện CartScreen

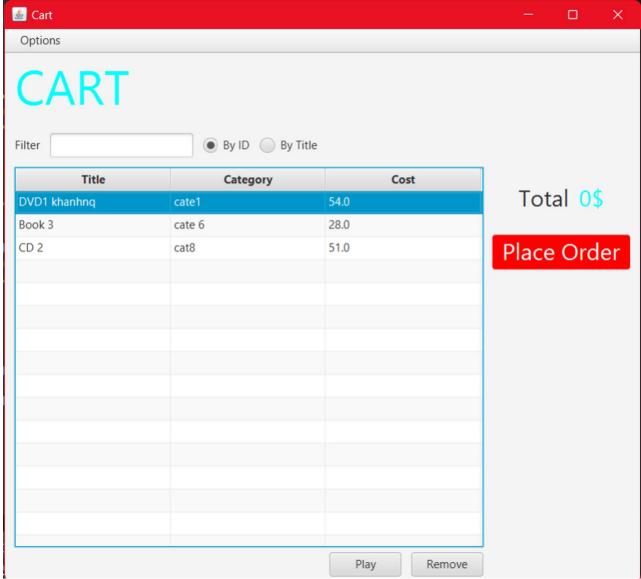


Figure 23: Giao diện Cart (cập nhật nút Play media)

9. Deleting a media

9.1. Thêm phương thức khi ấn nút Remove

Figure 24: Chỉnh sửa Cart.fxml cho chức năng xóa sản phẩm khỏi cart

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

Figure 25: Thêm phương thức bắt sự kiện nút Remove được click

9.2. Giao diện

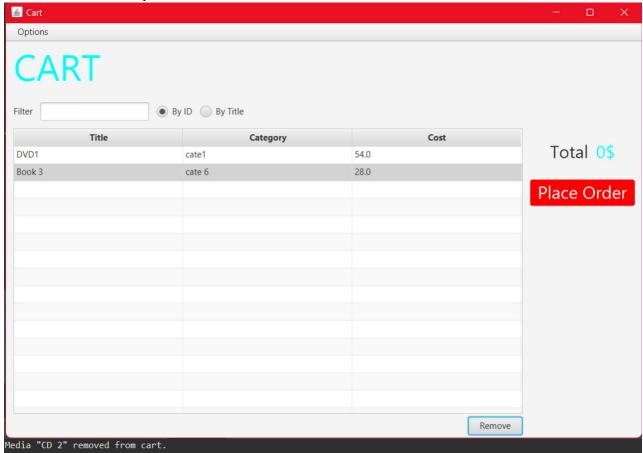


Figure 26: Giao diện Cart sau khi xóa CD2 khỏi cart

- 10. Filter items in cart FilteredList (optional)
- 11. Complete the Aims GUI application
- 11.1. Cart Screen
- 11.1.1. "Place order" button

```
@FXML
void btnPlaceOrderPressed(ActionEvent event) {
    Alert alert = new Alert(Alert.AlertType.INFORMATION);
    alert.setTitle("Thông báo ()");
    alert.setHeaderText(null);
    alert.setContentText("Đơn hàng của bạn đã được tạo thành công.");
    alert.showAndWait();
    cart.getItemsOrdered().clear();
}
```

Figure 27: Thêm phương thức bắt sự kiện nút Place order được click



Figure 28: Thông báo đơn hàng đã được tạo thành công

11.1.2. "Play" button

```
@FXML
void btnPlayPressed(ActionEvent event) {
    Media media = tblMedia.getSelectionModel().getSelectedItem();
    try {
            ((Playable) media).play();
    } catch (PlayerException e) {
            e.printStackTrace();
    }

    Alert alert = new Alert(Alert.AlertType.INFORMATION);
    alert.setTitle("Thử sản phẩm này (Play this media)");
    alert.setHeaderText(null);
    try {
        alert.setContentText(((Playable) media).play());
    } catch (PlayerException e) {
        e.printStackTrace();
    }
    alert.showAndWait();
}
```

Figure 29: Thêm phương thức bắt sự kiện nút Play được click



Figure 30: Hộp thoại Play media trong Cart

11.1.3. "Total cost" label

Figure 31: Mã nguồn cập nhật tổng giá tiền của đơn hàng



Figure 32: Giao diện Cart (hiển thị tổng giá tiền của đơn hàng)

11.1.4. Menu bar

```
@FXML
void menuItemViewStorePressed(ActionEvent event) {
    new StoreScreen(store, cart);
}

@FXML
void btnAddBookPressed(ActionEvent event) {
    new AddBookToStoreScreen(store, cart);
}

@FXML
void btnAddCDPressed(ActionEvent event) {
    new AddCDToStoreScreen(store, cart);
}

@FXML
void btnAddDVDPressed(ActionEvent event) {
    new AddDVDToStoreScreen(store, cart);
}
```

Figure 33: Mã nguồn MenuBar

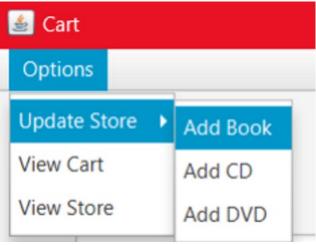


Figure 34: Giao diện MenuBar

11.2. Store Screen

Figure 35: Mã nguồn thêm sản phẩm vào cart



Figure 36: Thông báo sản phẩm được thêm vào cart

11.3. Update Store Screen

```
hust.soict.dsai.aims.screen;
java.awt.*;
          nel createNorth() {
    JPanel north = new JPanel();
    north.setLayout(new BoxLayout(north, BoxLayout.Y_AXIS));
    north.add(createHenuBar());
    north.add(createHeader());
    return north;
}
          nuBar createMenuBar() {
    JMenu smUpdateStore = new JMenu("Update store");
    JMenuItem smAddBook = new JMenuItem("Add Book");
    JMenuItem smAddCD = new JMenuItem("Add CD");
    JMenuItem smAddDVD = new JMenuItem("Add DVD");
    smUpdateStore.add(smAddBook);
    smUpdateStore.add(smAddDVD);
    smUpdateStore.add(smAddDVD);
          JMenu menu = new JMenu("Options");
menu.add(smUpdateStore);
JMenuItem smViewStore = new JMenuItem("View store");
menu.add(smViewStore);
JMenuItem smViewCart = new JMenuItem("View cart");
menu.add(smViewCart);
            smAddBook.addActionListener() {
    @Override
    public void actionPerformed(ActionEvent e) {
        new AddBookToStoreScreen(store, cart);
    }
}
           smAddCD.addActionListener(new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent e) {
        new AddCDToStoreScreen(store, cart);
    }
}
            smAddDVD.addActionListener(new ActionListener() {
    @Override
            smViewCart.addActionListener(new ActionListener() {
    @Override
           JMenuBar menuBar = new JMenuBar();
menuBar.setLayout(new flowLayout(FlowLayout.LEFT));
menuBar.add(menu);
JPanel createHeader() {
    JPanel header = new JPanel();
    header.setLayout(new BoxLayout(header, BoxLayout.X_AXIS));
            3Label title = new Jlabel("AIMS");
title.setFont(new Font(title.getFont().getName(), Font.PLAIN, 50));
title.setForeground(Color.MAGENTA);
          header.add(Box.createRigidArea(new Dimension(10, 10)));
header.add(title);
header.add(Box.createHorizontalGLue());
header.add(Box.createRigidArea(new Dimension(10, 10)));
 public AddItemToStoreScreen(Store store, Cart cart) {
    this.store = store;
    this.cart = cart;
    Container cp = getContentPane();
    cp.setLayout(new BorderLayout());
           cp.add(createNorth(), BorderLayout.NORTH);
cp.add(createCenter(cart), BorderLayout.CENTER);
           setVisible(true);
setTitle("Add item to Store");
setSize(500, 360);
```

Figure 37: Mã nguồn lớp AddItemToStoreScreen

```
mport java.awt.GridLayout;
public class AddBookIoStoreScreen extends AddItemToStoreScreen {
   public AddBookToStoreScreen(Store store, Cart cart) {
      super(store, cart);
      setTitle("Add Book to Store");
}
       JPanel createCenter(Cart cart) {
    JPanel center = new JPanel();
    center.setLayout(new GridLayout(7, 2, 5, 5));
                  Jlabel lblId = new Jlabel("ID:");
JTextfield txtId = new JTextfield();
Jlabel lblTitle = new JLabel("Title:");
JTextField txtTitle = new JTextField();
Jlabel lblCategory = new Jlabel("Category:");
JTextField txtCategory = new JTextField();
JLabel lblCost = new Jlabel("Cost:");
JTextField txtCate = new JTextField();
JLabel lblAuthors = new JLabel("Author(s) (each author separated by a comma ','):");
JTextField txtAuthors = new JTextField();
                  center.add(txtId);
center.add(txtIitle);
center.add(txtIitle);
center.add(txtCategory);
center.add(txtCategory);
center.add(txtCategory);
                   center.add(txtCost);
center.add(lblAuthors);
center.add(txtAuthors);
                   JButton btnAdd = new JButton("Add Book");
center.add(new JPanel());
                  btnAdd.addActionListener(e -> {
   int id;
   String title = txtTitle.getText();
   String category = txtCategory.getText();
   float cost;
   String authors = txtAuthors.getText();
                              id = Integer.parseInt(txtId.getText());
cost = Float.parseFloat(txtCost.getText());
                              ArrayList<String> authorList = new ArrayList<>();
for (String author : authors.split(",")) {
    authorList.add(author.trim());
                               store.addMedia(new Book(id, title, category, cost, authorList));
JOptionPane.showMessageDialog(this, "Book added successfully!", "Success", JOptionPane.INFORMATION_MESSAGE);
                              txtId.setText("");
txtTitle.setText("");
txtCategory.setText("");
txtCost.setText("");
txtAuthors.setText("");
```

Figure 38: Mã nguồn lớp AddBookToStoreScreen

```
age hust.soict.dsai.aims.screen;
rt java.awt.GridLayout;[]
JPanel createCenter(Cart cart) {
    JPanel center = new JPanel();
    center.setLayout(new GridLayout(7, 2, 5, 5));
              Jlabel lblId = new Jlabel("ID:");
JTextField txtId = new JTextField();
Jlabel lblTitle = new JLabel("Title:");
JTextField txtTitle = new JLabel("Category:");
JTextField txtCategory = new JTextField();
Jlabel lblCost = new JLabel("Cost:");
JTextField txtCost = new JTextField();
Jlabel lblLength = new JLabel("Inegth:");
JTextField txtLength = new JTextField();
JLabel lblLength = new JLabel("Inegth:");
JTextField txtLength = new JLabel("Director:");
JTextField txtDirector = new JTextField();
              center.add(lblId);
center.add(txId);
center.add(lbITitle);
center.add(txTitle);
center.add(txTitle);
center.add(txCategory);
center.add(txCategory);
center.add(txCost);
center.add(lblLength);
center.add(txLength);
center.add(txLength);
center.add(txLogth);
center.add(txLogth);
center.add(txLogth);
              JButton btnAdd = new JButton("Add DVD");
center.add(new JPanel());
center.add(btnAdd);
                            int id;
String title = txtTitle.getText();
String category = txtCategory.getText();
float cost;
int length;
String director = txtDirector.getText();
                             id = Integer.parseInt(txtId.getText());
cost = Float.parseFloat(txtCost.getText());
length = Integer.parseInt(txtLength.getText());
                             store.addMedia(new DigitalVideoDisc(id, title, category, cost, length, director));
JOptionPane.showMessageDialog(this, "DVD added successfully!", "Success", JOptionPane.INFORMATION_MESSAGE);
                             txtId.setText("");
txtTitle.setText("");
txtCategory.setText("");
txtCost.setText("");
txtLength.setText("");
txtDirector.setText("");
```

Figure 39: Mã nguồn lớp AddDVDToStoreScreen

```
e hust.soict.dsai.aims.screen;
java.awt.GridLayout;
JPanel createCenter(Cart cart) {
   JPanel center = new JPanel();
   center.setLayout(new GridLayout(8, 2, 5, 5));
                       center.setlayout(new Gridlayout(8, 2, 5, 5));

Llabel lblId = new Jlabel("ID:");

Tlextfield txtId = new Jlabel("Title:");

Tlextfield txtId = new Jlabel("Title:");

Tlextfield txtId = new Jlabel("Category:");

Tlextfield txtId txtIde = new Jlabel("Category:");

Tlextfield txtIde = new Jlabel("Category:");

Tlextfield txtIde = new Jlabel("Cost:");

Tlextfield txtOst = new Jlabel("Cost:");

Tlextfield txtArtist = new Jlabel("Artist:");

Tlextfield txtArtist = new Jlabel("Artist:");

Tlextfield txtArtist = new Jlabel("Thextor:");

Tlextfield txtArtist = new Jlabel("Thextor:");

Tlextfield txtArtist = new Jlabel("Thexas (each track separated by ';' | title and length of each track separated by '/'):");

Tlextfield txtTracks = new Jlextfield();

Tlextfield txtTracks = new Jl
                        JButton btnAdd = new JButton("Add CD");
center.add(new JPanel());
center.add(btnAdd);
                     btnAdd.add.tionListener(e -> {
    int id;
    String title = txtTitle.getText();
    String category = txtCategory.getText();
    String artist = txtArtist.getText();
    float cost;
    String director = txtDirector.getText();
    String tracks = txtTracks.getText();
}
                                               id = Integer.parseInt(txtId.getText());
cost = float.parseFloat(txtCost.getText());
ArrayList<Track> trackList = new ArrayList<Track>();
for (String track : tracks.split(";")) {
    String trackFitle = track.split(",")[0].trim();
    int trackLength = Integer.parseInt(track.split("")[1].trim());
    Track newTrack = new Track(trackTitle, trackLength);
    trackList.add(newTrack);
}
                                                 store.addMedia(new CompactDisc(id, title, category, cost, artist, trackList, director));
JOptionPane.showMessageDialog(this, "CD added successfully!", "Success", JOptionPane.INFORMATION_MESSAGE);
                                               txtId.setText("");
txtTitle.setText("");
txtCategory.setText("");
txtCost.setText("");
txtArtist.setText("");
txtDirector.setText("");
txtTracks.setText("");
```

Figure 40: Mã nguồn lớp AddCDToStoreScreen



Figure 41: Giao diện AddBookToStore

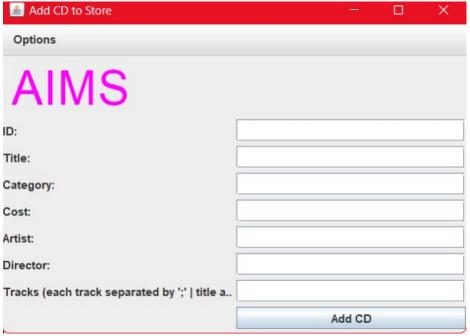


Figure 42: Giao diện AddCDToStore

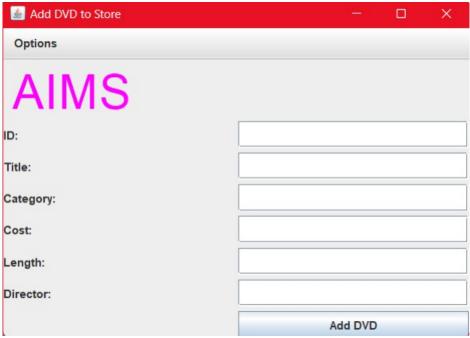


Figure 43: Giao diện AddDVDToStore

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

```
public void addMedia(Media media) throws LimitExceededException {
   if (itemsOrdered.size() >= MAX_NUMBERS_ORDERED) {
        throw new LimitExceededException("ERROR: Number of medias has reached its limit.");
   } else {
        boolean isIdentical = false;
        for (Media media : itemsOrdered) {
            if (media.equals(media)) {
                 isIdentical = true;
                 break;
        }
    }
   if (isIdentical) {
        System.out.println("Media \"" + media.getTitle() + "\" is already added to cart.");
        return;
   }
   itemsOrdered.add(media);
   System.out.println("Media \"" + media.getTitle() + "\" added to cart.");
}
```

Figure 44: Mã nguồn ngoại lệ vượt quá số lượng sản phẩm tối đa trong cart

```
public void addMedia(Media media) throws IllegalArgumentException {
   if (media.getCost() < 0) {
        throw new IllegalArgumentException("ERROR: Cost cannot be negative.");
   } else {
        itemsInStore.add(media);
        System.out.println("Media \"" + media.getTitle() + "\" added to store.");
   }
}</pre>
```

Figure 45: Mã nguồn ngoại lệ giá sản phẩm nhỏ hơn 0

13. Create a class which inherits from Exception

```
package hust.soict.dsai.aims.exception;
public class PlayerException extends MediaException {
    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, boolean enableSuppression, boolean writableStackTrace) {
        super(message, cause, enableSuppression, writableStackTrace);
        // TODO Auto-generated constructor stub
    }
}
```

Figure 46: Chỉnh sửa interface Playable

```
package hust.soict.dsai.aims.media;
import hust.soict.dsai.aims.exception.PlayerException;
public interface Playable {
   public String play() throws PlayerException;
}
```

Figure 47: Chỉnh sửa phương thức play() của DigitalVideoDisc

```
public String play() throws PlayerException {
   if (this.getLength() > 0) {
        System.out.println("Playing DVD: " + this.getTitle());
        System.out.println("DVD length: " + this.getLength());

        return "Playing DVD: " + this.getTitle() + "\n" +
        "DVD length: " + this.getLength() + "\n";
   } else {
        throw new PlayerException("ERROR: DVD length is non-positive.");
   }
}
```

Figure 48: Chỉnh sửa phương thức play() của Track

Figure 49: Chỉnh sửa phương thức play() của CompactDisc

14. Update the Aims class

14.1. Answer the question

Question: What happens if the Aims class is not updated to handle exceptions when the play() method is called?

Answer: The exception will propagate through the call stack until it encounters a try-catch block or reaches the main() method. If the main() method does not catch the exception, the program will terminate immediately, and the console will display the stack trace. This makes the program less robust and harder to use.

14.2. Update the Aims.java code

```
try {
    cart.addMedia(dvd1);
} catch (LimitExceededException e) {
    e.printStackTrace();
}
try {
    cart.addMedia(book3);
} catch (LimitExceededException e) {
    e.printStackTrace();
}
try {
    cart.addMedia(cd2);
} catch (LimitExceededException e) {
    e.printStackTrace();
}
```

```
if (media instanceof DigitalVideoDisc) {
    DigitalVideoDisc mediadvd = (DigitalVideoDisc) media;
    try {
        mediadvd.play();
    } catch (PlayerException e) {
        e.printStackTrace();
    }
} else if (media instanceof CompactDisc) {
    CompactDisc mediacd = (CompactDisc) media;
    try {
        mediacd.play();
    } catch (PlayerException e) {
        e.printStackTrace();
    }
} else {
    System.out.println("Media \"" + media.getTitle() + "\" is unplayable.");
}

found = true;
break;
}
```

Figure 50: Chỉnh sửa lớp Aims

15. Modify the equals() method of Media class

```
@Override
public boolean equals(Object o) {
    try {
        if (this == o) return true;
        if (o == null || getClass() != o.getClass()) return false;

        Media media = (Media) o;
        return this.title != null && this.title.equals(media.title);

} catch (NullPointerException e) {
        System.err.println("NullPointerException: Title của đối tượng hoặc đối tượng là null.");
        return false;

} catch (ClassCastException e) {
        System.err.println("ClassCastException: Không thể ép kiểu đối tượng so sánh.");
        return false;
    }
}
```

Figure 51: Chỉnh sửa phương thức equals() của lớp Media

16. Update Aims class diagram

The inheritance of exception classes is clearly demonstrated in the source code of the package hust.soict.dsai.aims.exception, as shown in the diagram below.

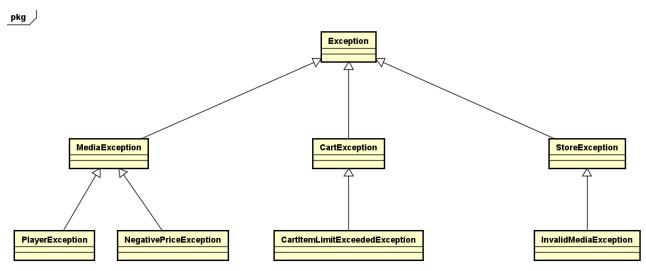


Figure 52: Cây phân cấp ngoại lệ