**BÁO CÁO BÀI THỰC HÀNH SỐ 5**

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**Mã số sinh viên:** 20225751

**Mã lớp:** 744520

1. **New written code**
2. **Swing components:** Tạo thư mục GUIProject đặt toàn bộ mã trong package hust.soict.hedspi.swing.
   1. **AWTAccumulator:** Tạo AWTAccumulator tạo GUI để nhập vào số và tính tổng các số đã nhập.

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* 1. **SwingAccumulator:** Tạo lớp SwingAccumulator với chức năng tương tự AWTAccumulator

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* 1. **So sánh các thành phần Swing và AWT:**
* Lập trình với AWT và Swing khá giống nhau (bao gồm các thành phần/container, xử lý sự kiện). Tuy nhiên, có một số khác biệt cần lưu ý:

• Container cấp cao nhất trong Swing và AWT.

• Tên lớp của các thành phần trong AWT và tên lớp tương ứng trong Swing.

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

* Sử dụng Jpanel như secondary-level container để tổ chức lại components.

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

* Create View Store using Swing
* Create View Cart using JavaFX
* Create Update Store using JavaFX
  1. **Create the StoreScreen class**

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* 1. **Create MediaStore class**

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1. **JavaFX API**
   1. **Create class PainterController**

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* 1. **Create class Painter**

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1. **Setting up the View Cart Screen with ScreenBuilder**

* Tạo cart.fxml trong hust.soict.hedspi.aims.screen.view

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

* Create CartScreen class

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

* Create CartScreenController class

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* Kết quả:

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

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1. **Deleting a media**

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

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1. **Complete the Aims GUI application**
   1. **Complete CartScreen**

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* Add method placeOrder in Cart:

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* Kết nối StoreScreen với CartScreen

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* 1. **Update StoreScreen**
     1. **Create AddDigitalVideoDiscToStoreScreen class:**

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* + 1. **Create AddBookToStoreScreen class:**

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* + 1. **Create AddCompactDiscToStoreScreen class**

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* + 1. **Create AddTrackScreen class**

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

* Throw Exception cho method addMedia() trong Cart.java và testCart.java

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* Catch Exception trong MediaStore.java và Aims.java

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1. **Create a class which inherits from Exception**
   1. **Create Player Exception class**

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* 1. **Raise PlayerException in method play()**

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* 1. **Update play()** in **CompactDisc**

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1. **Update Aims class**
2. **Modify the equals() method of Media class**

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1. **UML Diagram**
2. **Usecase Diagram**

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1. **Class Diagram**

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1. **Exception Hierachical**

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