OODS CA3

# CUSTOMER INVOICE MANAGEMENT SYSTEM

Liam Durkan C00264405

# Description

A customer invoice management system is designed to handle the data relating to products and customers, using this data invoices can be created and stored to keep track of payments and products sold. The system allows products to be entered into a database where system users can edit, delete and update product information. Customers can be added into the database where their information is stored and used to create invoices for purchases.

The system I have developed uses MYSQL workbench that has been installed onto my machine. Using the mySQL external library and a Java Database Connector queries can be sent to the database and preform Create, Update, Retrieve and Delete Functions.

A GUI was developed using java Swing to build an interface that the user can interact with.

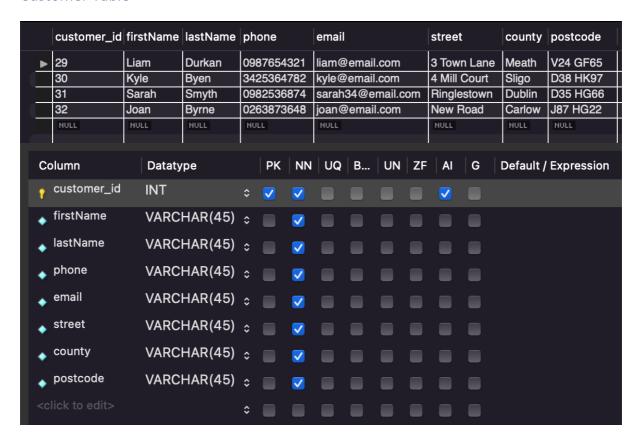
## Requirements

Requirements for this project;

- Create Three or more tables
  - Provide inner join over these tables
- Front End GUI
  - o Providing create, update, return and delete operations on the database
  - o Demonstrate a variety of swing components such as JTextboxes & Buttons
- Provide error handling in the code

#### **Database Tables**

#### **Customer Table**



The customer Table assigns each customer with an individual customer\_id, no two customers will ever have the same customer\_id and each customer\_id is unique within the table.

The customer table stores the customer name, phone number, email, street, address, county and postcode.

When entering the phone number, the java program will first check that the phone number is 10 digits long to allow insertion into the table.

#### **Product Table**

Trout	ict rable													
	productId name			catagory			ripti	on			C	ostPrice	sellPrice	
•	8	Hammer	Tools			Ham	mer	12" B	Black		2.	.99	23.99	
ΙС	9	Screwdriver	Tools			Philli	ps he	ead o	rang	je	3.	.45	11.99	
	10	Drill	Powe	er Too	ols	12 bi	t set	batte	ery d	rill	2	7.76	74.99	
	11	Safety Vest	Saftey			High	Vis \	⁄ellov	и Ме	dium	1.	.25	12.99	
	12	Safety Vest	Saftey			High Vis Yellow Large						.30	12.99	
	NULL	NULL	NULL			NULL					N	IULL	NULL	
Colu	ımn	Datatype		PK	NN	UQ	В	UN	ZF	AI	G	Default	Expression	
† C	ustomer_id	INT	<b>\$</b>	<u>~</u>	<u> </u>					V				
• fi	rstName	VARCHAR(4	5) 🗯		V									
• la	astName	VARCHAR(4	5) 🗧		<b>✓</b>									
• p	hone	VARCHAR(4	5) 🗧		<b>✓</b>									
• e	mail	VARCHAR(4	5) 🗧		<u> </u>									
♦ S	treet	VARCHAR(4	5) 🗧		<b>✓</b>									
<b>♦</b> C	ounty	VARCHAR(4	5) 🗧		<b>✓</b>									
• p	ostcode	VARCHAR(4	5) 🗧		<u> </u>									
<cli><cli>&lt;</cli></cli>	ck to edit>		\$											

The product table assigns each product with an individual productId, no two customers will ever have the same productId and each productid is unique within the table.

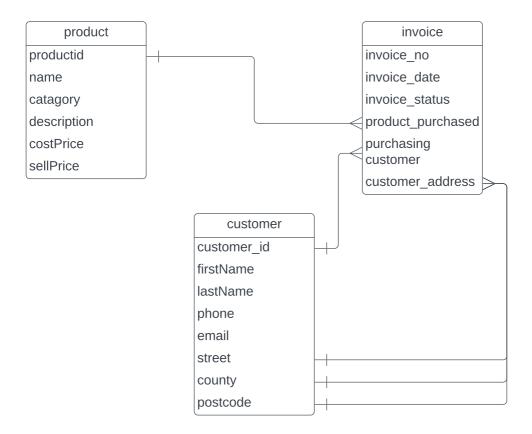
The product table stores the product name, category of product, a brief description about the product, the cost and selling price for the product.

# Invoice Table

		invoice_r	no invoice_dat	е	invoi	ce_s	stat							
		1	12/04/2022		PAID									
		2	23/05/2022		NOT	PAII	)							
		3	11/05/2022		NOT	PAII	)							
		4	13/06/2022		PAID									
		5	07/06/2022		PAID									
		NULL	NULL		NULL									
	Colum	n	Datatype		PK	NN	UQ	В	.   '	UN	ZF	AI	G	Default / Expression
	rinvoice_no		INT	<b>\$</b>	V	<b>✓</b>						V		
ľ	invoice_date		DATE	<b>\$</b>					ı					NULL
	invoice_status \		VARCHAR(45)	<b>\$</b>										NULL
	<click< td=""><td>to edit&gt;</td><td></td><td>0</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></click<>	to edit>		0										

The invoice table assigns each invoice a primary key when created. The invoice table stores the invoice date and invoice status.

# ER Diagram



## **Code Snippets**

1. Register Product JButton action listener

```
☑ module-info.java

                                   🚺 Driver.java
                                                              🚺 *product.java 🗴 🚺 customer.java
                                                                                                                               J invoice.java
                         //Register button MYSQL Statement
register.addActionListener(new ActionListener() {
   public void actionPerformed(ActionEvent e) {
      //create strings with data from JTextboxes
      String Name = name.getText();
      String Catagory = catagory.getText();
      String Description = description.getText();
      String costPrice = costprice.getText();
      String sellPrice = sellprice.getText();
 124
125⊖
 126⊖
 131
132
133
134
                                         //connection to database try {\bf f}
 135
136
137
138
139
140
141
143
144
145
147
151
152
153
154
155
157
160
161
162
163
164
165
                                                Connection connection = DriverManager.getConnection(jdbcURL, username, password);
                                                //if the connection is successful
if(connection != null) {
                                                        PreparedStatement statement = connection.prepareStatement(sql);
statement.setString(1, Name);
statement.setString(2, Catagory);
statement.setString(3, Description);
statement.setString(4, costPrice);
statement.setString(5, sellPrice);
                                                        int rows = statement.executeUpdate();
                                                        //upon successful insertion into database if(rows > 0) {
                                                               System.out.println("A new Product has been inserted sucessfully.");
                                                connection.close();//close connection to database
                                         }//catch block if connection to database is not successful
catch (SQLException ex) {
                                                ex.printStackTrace();
 167
168
```

The code above is an action listener that inserts data into the table.

When the register button is pressed strings are collected from the JTextfields.

A try block is used to connect to the database, upon successful connection the SQL statement will insert into the database using the INSERT query. If successful the system will print a successful string into the console.

If the database connection cannot successfully be the printstacktrace will show the erroe in the console.

2. Creating the JFrame in the Main Class

```
//Create the JFrame
JFrame frame = new JFrame("Customer Invoice Managment System");//Tile at top of Frame
frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);//Exit application on close click
frame.setSize(1000, 600);//Set the size of JFrame

//Creating the panel and adding components
JPanel navPanel = new JPanel();

//Title at top of page
JLabel lblTitle = new JLabel("NAVAGATION MENU");//Create JLable For Title
lblTitle.setBounds(460, 40, 325, 20);//Set Location on JFrame
lblTitle.setFont(new Font("Serif", Font.PLAIN, 22));//Set font size and type
navPanel.add(lblTitle);//add JLable to panel

//Add functionality buttons that call individual classes
JButton customer = new JButton("Customer");//create customer button
navPanel.add(customer);//add customer button to panel
JButton product = new JButton("Product");//create product button
navPanel.add(product);//add product button to panel
JButton invoice = new JButton("Invoice");//create invoice button
navPanel.add(invoice);//add invoice button to panel
```

3. Selection on a row in JTable and populating into JTextFields on click.

```
//when row select button is pressed
rowSel.addActionListener(new ActionListener() {
    @Override
    public void actionPerformed(ActionEvent e) {

        DefaultTableModel model = (DefaultTableModel)table.getModel();
        int row = table.getSelectedRow();

        //
        name.setText(model.getValueAt(row, 0).toString());
        catagory.setText(model.getValueAt(row, 1).toString());
        description.setText(model.getValueAt(row, 2).toString());
        costprice.setText(model.getValueAt(row, 3).toString());
        sellprice.setText(model.getValueAt(row, 4).toString());
    }
});
//when undate button is pressed
```