5/24/2023

CS 622 Draft Assignment 4

Please submit a draft of Assignment 4, using the Word template supplied, with *only* the following parts drafted:

2.1

5: show a start on this

6.1 (not necessarily the final version)

### 2.1 Adding User (old from week 1)

The application shall allow users to register/login with their personal information, username, email, and password.

### >>AI generation OR check: *I did not use AI generation here* \_\_(Collapse section before submitting.)

1. PARAGRAPH DESCRIBING YOUR VALUE ADDED TO THE AI-GENERATED MATERIAL

I used one old requirement from week 1 as it is related to javafx. For the second one, I improved my prompt to help chatgpt to understand what a functional requirement is. The response was more accurate but not quite there. So I modified and simplified the response that follows the functional requirement rule and standard to best of my ability.

1. MY PROMPT SEQUENCE (ONLY)

[1]

This week I will implement JavaFX, streams, and lambdas in this iteration. Give me one functional requirement (2 sentences max) about this weeks iteration for the PHI project.

[2] A functional requirement should focus on what the app shall be able to do, not how it would do it, keeping that in mind, could you provide me a one sentence requirement that will be related to this week’s iteration topics?

1. CODE OR TEXT PRODUCED BY THE ABOVE PROMPT SEQUENCE

chatGPT X

[1] Functional Requirement: Implement a user interface in the PHI project that allows users to view their health data using JavaFX, streams, and lambdas, providing a streamlined and efficient way to access and analyze their personal health information.

[2] Functional Requirement: The PHI application shall provide users with the ability to filter and sort their health data based on various criteria using JavaFX, streams, and lambdas.

## 5 DESIGN

Supply a main use case, the class model, and the sequence diagram corresponding to the use case. These should be consistent. Indicate in red your class model where you applied object read, object write, streams and lambdas. Excellent assignments will typically include the use of Java FX (speak to your facilitator first if you wish to use alternative API’s) and event-driven programming.

Class uml:  
A screenshot of a computer

Description automatically generated with low confidence

Sequence Diagram:  
A picture containing text, diagram, parallel, plan

Description automatically generated

I used previous week’s plantuml text and added/edited the text to incorporate the new two classes HealthDataEntry, HistroryScreen and updated Main class.

### >>AI generation OR check: *I did not use AI generation here* \_NO\_(Collapse section before submitting.)

1. PARAGRAPH DESCRIBING YOUR VALUE ADDED TO THE AI-GENERATED MATERIAL

I improved the intent of the summary with a few edits. chatGPT’s output was too much like a marketing piece.

1. MY PROMPT SEQUENCE (ONLY)

[1]

Improve the following summary: In this strategy game, as Earth's Chief Scientist Alex, employed by the UN, you must save the Earth by managing funds and powers. You interact with governments, and through them, the public and companies, each with their own revenues, abilities to tax or be taxed, and cause or repair environmental damage. Before it is too late, you must halt the degradation of the Earth from CO2 emission and achieve global sustainability.

1. CODE OR TEXT PRODUCED BY THE ABOVE PROMPT SEQUENCE

chatGPT X

Embark on a thrilling strategy game as Alex, Earth's Chief Scientist employed by the United Nations, tasked with saving the planet by adeptly managing resources and influence. Engage with governments, the public, and corporations, each possessing unique revenue streams, taxation capabilities, and potential to either inflict or mitigate environmental damage. Race against time to curb Earth's degradation from CO2 emissions and secure global sustainability before it's too late.

### 6.1 Code showing JavaFX

In the Main class:   
**private** **void** createLoginScene() {

// Create UI components for login scene

Label usernameLabel = **new** Label("Username:");

TextField usernameTextField = **new** TextField();

Label passwordLabel = **new** Label("Password:");

PasswordField passwordTextField = **new** PasswordField();

Button loginButton = **new** Button("Login");

Button createUserButton = **new** Button("Create User");

// Create layout container for login scene

GridPane root = **new** GridPane();

root.setAlignment(Pos.***CENTER***);

root.setHgap(10);

root.setVgap(5);

root.setPadding(**new** Insets(10));

// Add UI components to the grid pane

root.add(usernameLabel, 0, 0);

root.add(usernameTextField, 1, 0);

root.add(passwordLabel, 0, 1);

root.add(passwordTextField, 1, 1);

root.add(loginButton, 0, 2);

root.add(createUserButton, 1, 2);

// Create login scene

loginScene = **new** Scene(root, 400, 200);

// Handle create user button click event

createUserButton.setOnAction(event -> {

primaryStage.setScene(createUserScene);

});

// Handle login button click event (placeholder action)

loginButton.setOnAction(event -> {

// Placeholder action, you can add your own logic here

String username = usernameTextField.getText();

String password = passwordTextField.getText();

System.***out***.println("Logging in with username: " + username + ", password: " + password);

});

}

**private** **void** createCreateUserScene() {

// Create UI components for create user scene

Label firstNameLabel = **new** Label("First Name:");

TextField firstNameTextField = **new** TextField();

Label lastNameLabel = **new** Label("Last Name:");

TextField lastNameTextField = **new** TextField();

Label emailLabel = **new** Label("Email:");

TextField emailTextField = **new** TextField();

Label passwordLabel = **new** Label("Password:");

PasswordField passwordTextField = **new** PasswordField();

Label dateOfBirthLabel = **new** Label("Date of Birth:");

DatePicker dateOfBirthPicker = **new** DatePicker();

Label genderLabel = **new** Label("Gender:");

TextField genderTextField = **new** TextField();

Label phoneNumberLabel = **new** Label("Phone Number:");

TextField phoneNumberTextField = **new** TextField();

Button createUserButton = **new** Button("Create User");

// Create layout container for create user scene

VBox root = **new** VBox(5);

root.setAlignment(Pos.***CENTER***);

root.setPadding(**new** Insets(10));

root.getChildren().addAll(

firstNameLabel, firstNameTextField,

lastNameLabel, lastNameTextField,

emailLabel, emailTextField,

passwordLabel, passwordTextField,

dateOfBirthLabel, dateOfBirthPicker,

genderLabel, genderTextField,

phoneNumberLabel, phoneNumberTextField,

createUserButton

);

// Create create user scene

createUserScene = **new** Scene(root, 500, 500);

// Handle create user button click event

createUserButton.setOnAction(event -> {

// Retrieve user input

String firstName = firstNameTextField.getText();

String lastName = lastNameTextField.getText();

String email = emailTextField.getText();

String password = passwordTextField.getText();

LocalDate dateOfBirth = dateOfBirthPicker.getValue();

String gender = genderTextField.getText();

String phoneNumber = phoneNumberTextField.getText();

**try** {

// Validate email and password inputs using User class methods

User<HealthData<?>> user = **new** User<>(firstName, lastName, email, password, convertToDate(dateOfBirth), gender, phoneNumber);

healthDataEntry = **new** HealthDataEntry(primaryStage, user);

// Perform any additional operations with the created user object

// For example, save the user to a database

// Show a success message or provide feedback to the user

// Example: display a dialog

Alert alert = **new** Alert(Alert.AlertType.***INFORMATION***);

alert.setTitle("User Creation");

alert.setHeaderText(**null**);

alert.setContentText("User created successfully!");

alert.showAndWait();

// Switch to the health data entry scene

healthDataEntry.showHealthDataEntryScene();

} **catch** (IllegalArgumentException e) {

// Show an error message or provide feedback to the user

// Example: display an error dialog

Alert alert = **new** Alert(Alert.AlertType.***ERROR***);

alert.setTitle("Invalid Input");

alert.setHeaderText(**null**);

alert.setContentText(e.getMessage());

alert.showAndWait();

}

});

}

**public** **static** **void** main(String[] args) {

*launch*(args);

}

In the healthdataEntry screen:  
**public** **void** showHealthDataEntryScene() {

primaryStage.setScene(healthDataEntryScene);

primaryStage.setTitle("Health Data Entry");

primaryStage.show();

}

**private** **void** createHealthDataEntryScene() {

// Create UI components for health data entry scene

Label titleLabel = **new** Label("Health Data Entry");

Button bloodPressureButton = **new** Button("Blood Pressure");

Button cholesterolButton = **new** Button("Cholesterol");

Button bmiButton = **new** Button("BMI");

Button bloodSugarButton = **new** Button("Blood Sugar");

Button customHealthNoteButton = **new** Button("Custom Health Note");

Button historyButton = **new** Button("History");

// Create layout container for health data entry scene

VBox root = **new** VBox(10);

root.setAlignment(Pos.***CENTER***);

root.setPadding(**new** Insets(10));

root.getChildren().addAll(titleLabel, bloodPressureButton, cholesterolButton, bmiButton,

bloodSugarButton, customHealthNoteButton, historyButton);

// Create health data entry scene

healthDataEntryScene = **new** Scene(root, 400, 300);

// Handle blood pressure button click event

bloodPressureButton.setOnAction(event -> {

showBloodPressureScene();

});

// Handle cholesterol button click event

cholesterolButton.setOnAction(event -> {

showCholesterolScene();

});

// Handle BMI button click event

bmiButton.setOnAction(event -> {

showBMIScene();

});

// Handle blood sugar button click event

bloodSugarButton.setOnAction(event -> {

showBloodSugarScene();

});

// Handle custom health note button click event

customHealthNoteButton.setOnAction(event -> {

showCustomHealthNoteScene();

});

// Handle history button click event

historyButton.setOnAction(event -> {

showHistoryScreen();

});

}

And in the HistoryScreen class:  
**public** **void** display() {

Stage stage = **new** Stage();

stage.setTitle("Health Data History");

// Create columns for the table

TableColumn<HealthData<?>, String> nameColumn = **new** TableColumn<>("Name");

nameColumn.setCellValueFactory(param -> **new** SimpleStringProperty(param.getValue().getName()));

TableColumn<HealthData<?>, String> dateColumn = **new** TableColumn<>("Date");

dateColumn.setCellValueFactory(param -> **new** SimpleStringProperty(param.getValue().getDate().toString()));

TableColumn<HealthData<?>, String> metricColumn = **new** TableColumn<>("Metric");

metricColumn.setCellValueFactory(param -> **new** SimpleStringProperty(getMetricValue(param.getValue())));

metricColumn.setCellFactory(column -> {

**return** **new** TableCell<HealthData<?>, String>() {

@Override

**protected** **void** updateItem(String item, **boolean** empty) {

**super**.updateItem(item, empty);

**if** (empty || item == **null**) {

setText(**null**);

} **else** {

setText(item);

}

}

};

});

### >>AI generation OR check: *I did not use AI generation here* \_\_(Collapse section before submitting.)

1. PARAGRAPH DESCRIBING YOUR VALUE ADDED TO THE AI-GENERATED MATERIAL

The chatgpt response was once again very helpful to start off. I gathered my own idea and mixed them with the chatgpt response and as you you see in the code, it is quite different than what chatgpt response intended me to do. I added a back button in the historyscreen class which closes the current window and takes the user back to main screen. I rediesigned the wondows so it can fit more content. Later, I made sure the average health metrics cover all the important health metric that was missing in the chatgpt response. Also, re formatted the code to reshape the display contents, added missing codes as I needed to. In the main class, I made sure the User object is using generics which was missed by the chatgpt. Using of generics was important to make sure User class can take any type of healthdata the javafx can add on later.

1. MY PROMPT SEQUENCE (ONLY)

[1] Right now, I don't have database connectivity to store new user info. But this week, I want to be able to login as a user, then input healthdata information and submit. There should also be a history button inside the user screen. Once the user submit healthdata, everything should be displayed in the history page.

[2]

So, in the PHI app, I am required to implement lambdas and streams this week, I have added the following functional requirements for these two concepts,

2.2 Filter health data by date (NEW)

The app shall be able to filter healthdata by date of record

2.3 Calculate average healthmetric (NEW)

The app shall be able to calculate average healthmetric over time

[3] Can you give me codes for those?

1. CODE OR TEXT PRODUCED BY THE ABOVE PROMPT SEQUENCE

chatGPT X

[1]

To implement the functionality you described, you can follow these steps:

Create a new class, let's call it HealthDataEntryScreen, that represents the screen where users can input their health data.

In the createLoginScene() method of the Main class, add a handler to the login button that checks the username and password against a predefined set of credentials (e.g., using if-else statements or a switch case). If the credentials are valid, switch to the HealthDataEntryScreen.

Implement the HealthDataEntryScreen class to create the UI components for entering health data. This can include labels and input fields for various data points, such as date, weight, blood pressure, etc. Also, add a "Submit" button.

Add a handler to the "Submit" button in the HealthDataEntryScreen class. Inside the handler, retrieve the values entered by the user from the input fields, create a HealthData object (you may need to define this class), and add it to the user's health data list (you can access the current user using a reference or by passing it as a parameter).

Create another class, let's call it HistoryScreen, that represents the screen where the user's health data history will be displayed.

In the HealthDataEntryScreen, add a handler to the "History" button that switches to the HistoryScreen.

Implement the HistoryScreen class to display the user's health data history. This can be done by retrieving the user's health data list and displaying it in a table or a list view.

Update the Main class to hold references to the HealthDataEntryScreen and HistoryScreen instances and switch between them as needed.

By following these steps, you should be able to implement the desired functionality of logging in, entering health data, and displaying the history of health data for a user. Keep in mind that this is a high-level outline, and you'll need to fill in the details and handle edge cases as you implement the code.

[2]

2.2 Filter health data by date:

To filter health data by the date of the record, you can use the filter method of streams along with a lambda expression. Here's an example implementation:

java

Copy code

import java.util.List;

import java.util.stream.Collectors;

public class HealthDataFilter {

public List<HealthData> filterByDate(List<HealthData> healthDataList, LocalDate date) {

return healthDataList.stream()

.filter(data -> data.getDate().equals(date))

.collect(Collectors.toList());

}

}

In this example, HealthData represents the data structure for a single health record, and healthDataList is a list of such records. The filterByDate method takes the list and a LocalDate object representing the desired date. It uses the filter method to check if the record's date matches the given date and then collects the matching records into a new list using the collect method.

2.3 Calculate average health metric:

To calculate the average health metric over time, you can use the mapToDouble and average methods of streams. Here's an example implementation:

java

Copy code

import java.util.List;

public class HealthMetricCalculator {

public double calculateAverageHealthMetric(List<HealthData> healthDataList) {

return healthDataList.stream()

.mapToDouble(HealthData::getHealthMetric)

.average()

.orElse(0.0);

}

}

In this example, getHealthMetric is assumed to be a method in the HealthData class that returns the health metric value. The calculateAverageHealthMetric method takes a list of health records, uses mapToDouble to extract the health metric values as a DoubleStream, then calculates the average using the average method. If the list is empty or no average value is present, it returns a default value of 0.0.

You can integrate these implementations into your existing codebase according to your app's architecture and requirements. Let me know if you need any further clarification or assistance!

[3] package application;

import javafx.geometry.Insets;

import javafx.geometry.Pos;

import javafx.scene.Scene;

import javafx.scene.control.Alert;

import javafx.scene.control.Button;

import javafx.scene.control.Label;

import javafx.scene.control.TextField;

import javafx.scene.layout.GridPane;

import javafx.stage.Stage;

import PHI.CommonHealthData;

import PHI.HealthData;

import PHI.User;

import java.util.Date;

public class HealthDataEntryScreen {

private Stage primaryStage;

private Scene healthDataEntryScene;

private User currentUser;

public HealthDataEntryScreen(Stage primaryStage, User currentUser) {

this.primaryStage = primaryStage;

this.currentUser = currentUser;

createHealthDataEntryScene();

}

private void createHealthDataEntryScene() {

// Create UI components for health data entry scene

Label nameLabel = new Label("Name:");

TextField nameTextField = new TextField();

Label metricLabel = new Label("Metric:");

TextField metricTextField = new TextField();

Label systolicBPLabel = new Label("Systolic BP:");

TextField systolicBPTextField = new TextField();

Label diastolicBPLabel = new Label("Diastolic BP:");

TextField diastolicBPTextField = new TextField();

Button submitButton = new Button("Submit");

Button backButton = new Button("Back");

// Create layout container for health data entry scene

GridPane root = new GridPane();

root.setAlignment(Pos.CENTER);

root.setHgap(10);

root.setVgap(5);

root.setPadding(new Insets(10));

// Add UI components to the grid pane

root.add(nameLabel, 0, 0);

root.add(nameTextField, 1, 0);

root.add(metricLabel, 0, 1);

root.add(metricTextField, 1, 1);

root.add(systolicBPLabel, 0, 2);

root.add(systolicBPTextField, 1, 2);

root.add(diastolicBPLabel, 0, 3);

root.add(diastolicBPTextField, 1, 3);

root.add(submitButton, 0, 4);

root.add(backButton, 1, 4);

// Create health data entry scene

healthDataEntryScene = new Scene(root, 500, 500);

// Handle submit button click event

submitButton.setOnAction(event -> {

// Retrieve health data input from the user

String name = nameTextField.getText();

String metric = metricTextField.getText();

int systolicBP = Integer.parseInt(systolicBPTextField.getText());

int diastolicBP = Integer.parseInt(diastolicBPTextField.getText());

// Create a CommonHealthData object

CommonHealthData healthData = new CommonHealthData(name, new Date(), metric, systolicBP, diastolicBP);

// Add the health data to the current user's health data list

currentUser.addHealthData(healthData);

// Show a success message or provide feedback to the user

// Example: display a dialog

Alert alert = new Alert(Alert.AlertType.INFORMATION);

alert.setTitle("Health Data Submission");

alert.setHeaderText(null);

alert.setContentText("Health data submitted successfully!");

alert.showAndWait();

});

// Handle back button click event

backButton.setOnAction(event -> {

// Switch back to the login scene

primaryStage.setScene(loginScene);

});

}

public Scene getScene() {

return healthDataEntryScene;

}

}

package application;

import javafx.application.Application;

import javafx.scene.Scene;

import javafx.stage.Stage;

import PHI.User;

public class Main extends Application {

private Stage primaryStage;

private Scene loginScene;

private Scene createUserScene;

private HealthDataEntryScreen healthDataEntryScreen;

private HistoryScreen historyScreen;

private User currentUser;

@Override

public void start(Stage primaryStage) {

this.primaryStage = primaryStage;

createLoginScene();

createCreateUserScene();

// Set the initial scene to the login scene

primaryStage.setScene(loginScene);

primaryStage.setTitle("Login/Create User");

primaryStage.show();

}

private void createLoginScene() {

// ...

// Existing code for creating the login scene

// Handle login button click event (placeholder action)

loginButton.setOnAction(event -> {

// Placeholder action, you can add your own logic here

String username = usernameTextField.getText();

String password = passwordTextField.getText();

System.out.println("Logging in with username: " + username + ", password: " + password);

// Assuming login is successful and a user object is obtained

currentUser = new User(username, password);

// Create the health data entry screen and history screen

healthDataEntryScreen = new HealthDataEntryScreen(primaryStage, currentUser);

historyScreen = new HistoryScreen(primaryStage, currentUser);

// Switch to the health data entry scene

primaryStage.setScene(healthDataEntryScreen.getScene());

});

}

private void createCreateUserScene() {

// ...

// Existing code for creating the create user scene

// Handle create user button click event

createUserButton.setOnAction(event -> {

// Placeholder code for creating a new user

currentUser = new User(firstNameTextField.getText(), lastNameTextField.getText(), emailTextField.getText(), passwordTextField.getText(), null, null, null);

// Create the health data entry screen and history screen

healthDataEntryScreen = new HealthDataEntryScreen(primaryStage, currentUser);

historyScreen = new HistoryScreen(primaryStage, currentUser);

// Switch to the health data entry scene

primaryStage.setScene(healthDataEntryScreen.getScene());

});

}

public static void main(String[] args) {

launch(args);

}

}

package application;

import javafx.application.Application;

import javafx.geometry.Insets;

import javafx.geometry.Pos;

import javafx.scene.Scene;

import javafx.scene.control.Alert;

import javafx.scene.control.Button;

import javafx.scene.control.Label;

import javafx.scene.control.PasswordField;

import javafx.scene.control.TextField;

import javafx.scene.layout.GridPane;

import javafx.scene.layout.VBox;

import javafx.stage.Stage;

import javafx.scene.control.DatePicker;

import java.time.LocalDate;

import java.time.ZoneId;

import java.util.Date;

import PHI.User;

public class Main extends Application {

private Stage primaryStage;

private Scene loginScene;

private Scene createUserScene;

private HealthDataEntryScreen healthDataEntryScreen;

private User currentUser;

@Override

public void start(Stage primaryStage) {

this.primaryStage = primaryStage;

createLoginScene();

createCreateUserScene();

// Set the initial scene to the login scene

primaryStage.setScene(loginScene);

primaryStage.setTitle("Login/Create User");

primaryStage.show();

}

private Date convertToDate(LocalDate localDate) {

return Date.from(localDate.atStartOfDay(ZoneId.systemDefault()).toInstant());

}

private void createLoginScene() {

// Create UI components for login scene

Label usernameLabel = new Label("Username:");

TextField usernameTextField = new TextField();

Label passwordLabel = new Label("Password:");

PasswordField passwordTextField = new PasswordField();

Button loginButton = new Button("Login");

Button createUserButton = new Button("Create User");

// Create layout container for login scene

GridPane root = new GridPane();

root.setAlignment(Pos.CENTER);

root.setHgap(10);

root.setVgap(5);

root.setPadding(new Insets(10));

// Add UI components to the grid pane

root.add(usernameLabel, 0, 0);

root.add(usernameTextField, 1, 0);

root.add(passwordLabel, 0, 1);

root.add(passwordTextField, 1, 1);

root.add(loginButton, 0, 2);

root.add(createUserButton, 1, 2);

// Create login scene

loginScene = new Scene(root, 400, 200);

// Handle create user button click event

createUserButton.setOnAction(event -> {

primaryStage.setScene(createUserScene);

});

// Handle login button click event

loginButton.setOnAction(event -> {

// Placeholder action, you can add your own logic here

String username = usernameTextField.getText();

String password = passwordTextField.getText();

// Perform authentication and validation logic here

// Replace the condition below with your actual authentication logic

if (username.equals("admin") && password.equals("password")) {

// Authentication successful, switch to the health data entry scene

currentUser = new User(username, password);

healthDataEntryScreen = new HealthDataEntryScreen(primaryStage, currentUser);

primaryStage.setScene(healthDataEntryScreen.getScene());

} else {

// Authentication failed, show an error message

Alert alert = new Alert(Alert.AlertType.ERROR);

alert.setTitle("Authentication Failed");

alert.setHeaderText(null);

alert.setContentText("Invalid username or password.");

alert.showAndWait();

}

});

}

private void createCreateUserScene() {

// Create UI components for create user scene

Label firstNameLabel = new Label("First Name:");

TextField firstNameTextField = new TextField();

Label lastNameLabel = new Label("Last Name:");

TextField lastNameTextField = new TextField();

Label emailLabel = new Label("Email:");

TextField emailTextField = new TextField();

Label passwordLabel = new Label("Password:");

PasswordField passwordTextField = new PasswordField();

Label dateOfBirthLabel = new Label("Date of Birth:");

DatePicker dateOfBirthPicker = new DatePicker();

Label genderLabel = new Label("Gender:");

TextField genderTextField = new TextField();

Label phoneNumberLabel = new Label("Phone Number:");

TextField phoneNumberTextField = new TextField();

Button createUserButton = new Button("Create User");

// Create layout container for create user scene

VBox root = new VBox(5);

root.setAlignment(Pos.CENTER);

root.setPadding(new Insets(10));

root.getChildren().addAll(

firstNameLabel, firstNameTextField,

lastNameLabel, lastNameTextField,

emailLabel, emailTextField,

passwordLabel, passwordTextField,

dateOfBirthLabel, dateOfBirthPicker,

genderLabel, genderTextField,

phoneNumberLabel, phoneNumberTextField,

createUserButton

);

// Create create user scene

createUserScene = new Scene(root, 500, 500);

// Handle create user button click event

createUserButton.setOnAction(event -> {

// Retrieve user input

String firstName = firstNameTextField.getText();

String lastName = lastNameTextField.getText();

String email = emailTextField.getText();

String password = passwordTextField.getText();

LocalDate dateOfBirth = dateOfBirthPicker.getValue();

String gender = genderTextField.getText();

String phoneNumber = phoneNumberTextField.getText();

try {

// Validate email and password inputs using User class methods

User user = new User(firstName, lastName, email, password, convertToDate(dateOfBirth), gender, phoneNumber);

// Perform any additional operations with the created user object

// For example, save the user to a database

// Show a success message or provide feedback to the user

// Example: display a dialog

Alert alert = new Alert(Alert.AlertType.INFORMATION);

alert.setTitle("User Creation");

alert.setHeaderText(null);

alert.setContentText("User created successfully!");

alert.showAndWait();

// Switch back to the login scene

primaryStage.setScene(loginScene);

} catch (IllegalArgumentException e) {

// Show an error message or provide feedback to the user

// Example: display an error dialog

Alert alert = new Alert(Alert.AlertType.ERROR);

alert.setTitle("Invalid Input");

alert.setHeaderText(null);

alert.setContentText(e.getMessage());

alert.showAndWait();

}

});

}

public static void main(String[] args) {

launch(args);

}

}