

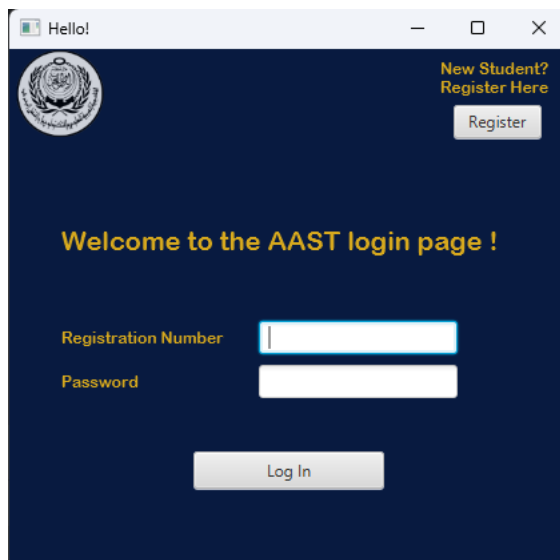


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## Student Portal Application

This application improves the student experience by providing a platform for various academic and campus services. Students can easily register for courses, drop courses, and track their enrollment status. They can view their grades and communicate with assigned teaching assistants and professors. Additionally, the app allows students to access university services, such as booking reservations for transportation (bus service) or medical appointments at the campus clinic.



Window title: Hello!

Logo: AAST Logo

New Student?  
Register Here

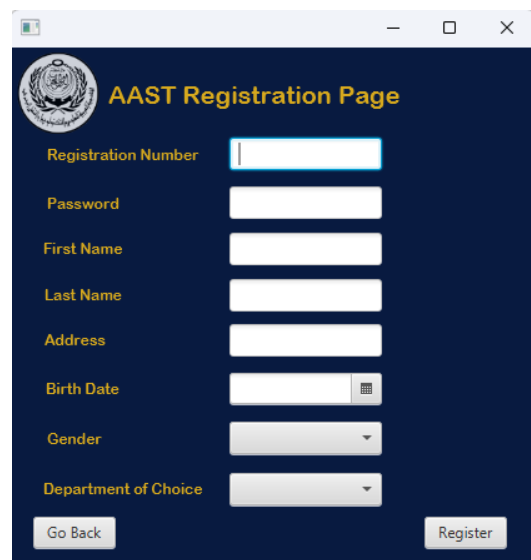
Register

Welcome to the AAST login page !

Registration Number

Password

Log In



Window title: AAST Registration Page

Logo: AAST Logo

Registration Number

Password

First Name

Last Name

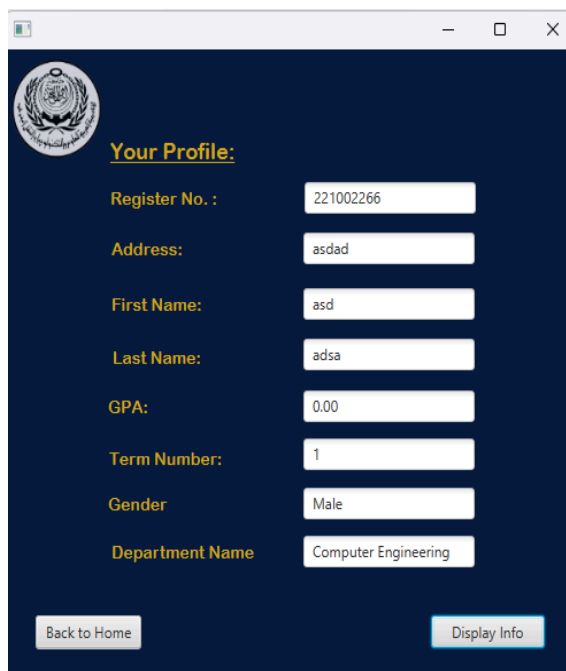
Address

Birth Date

Gender

Department of Choice

Go Back Register



Window title: AAST Profile Page

Logo: AAST Logo

Your Profile:

Register No. :

Address:

First Name:

Last Name:

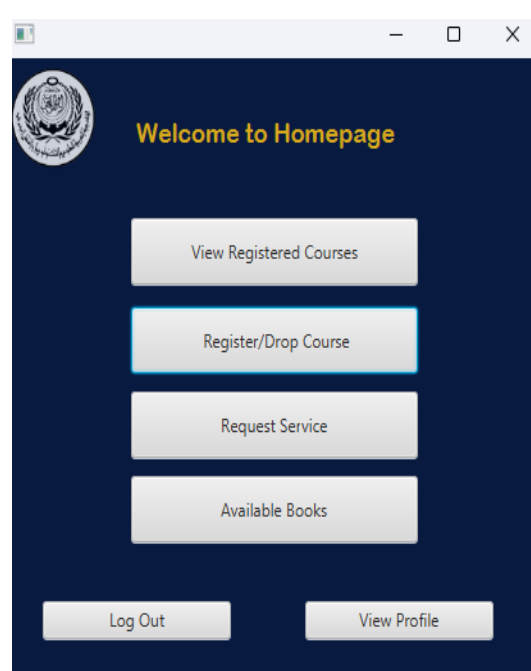
GPA:

Term Number:

Gender

Department Name

Back to Home Display Info



Window title: AAST Homepage

Logo: AAST Logo

Welcome to Homepage

View Registered Courses

Register/Drop Course

Request Service

Available Books

Log Out View Profile

## Example of Interface And Design Patterns:

```
76 public class HelloController implements Initializable {
77     @Override
78     public void initialize(URL url, ResourceBundle rb){
79
80
81         String[] g = {"Male","Female"};
82         String[] d = {"Computer Engineering","Electrical Engineering","Mechanical Engineering"};
83         String[] b = {"Route A","Route B","Route C"};
84         try {
85             gender_combo.getItems().addAll(g);
86             department_combo.getItems().addAll(d);
87         }catch(Exception e){
88             System.out.println("Wrong page,ignore");
89         }
90         try{
91             isbnColumn.setCellValueFactory(new PropertyValueFactory<>("isbn"));
92             courseCodeColumn.setCellValueFactory(new PropertyValueFactory<>("courseCode"));
93             bookNameColumn.setCellValueFactory(new PropertyValueFactory<>("bookName"));
94
95         }catch(Exception e){
96             System.out.println("Wrong page,ignore");
97         }
98
99         try{
100             RegcourseCodeColumn.setCellValueFactory(new PropertyValueFactory<>("courseCode"));
101             courseNameColumn.setCellValueFactory(new PropertyValueFactory<>("courseName"));
102             teacherColumn.setCellValueFactory(new PropertyValueFactory<>("teacherName"));
103
104         }catch(Exception e){
105             System.out.println("Wrong page,ignore");
106         }
107
108         try{
109             combo_bus.getItems().addAll(b);
110         }catch(Exception e){
111             System.out.println("Wrong page,ignore");
112         }
113     }
114 }
115 // ***** End of Combo Boxes and Initialize *****
116
```

### Explanation:

Here is a snippet of the controller code, which contains all necessary methods for event handling and any "active" elements that are variable to change in the FXML pages, such as text fields, buttons etc..

One of its functionalities is initializing the value of Combo boxes, through a list containing the possible values. It's important to add it to a try-catch so that another page that doesn't recognize these elements executes this code leading to a NullPointerException that will stop the code entirely

Initialization is also crucial for tables by defining the exact data type the table will take, as well as the values for each column.

