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



# BÁO CÁO THỰC HÀNH LAB 05 MÔN: LẬP TRÌNH HƯỚNG ĐỐI TƯỢNG

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## 1. Swing components

#### 1.1 AWTAccumulator

```
package hust.soict.dsai.aims.javafx;
import java.awt.*;
import java.awt.event.*;
public class AWTAccumulatorTungNM extends Frame{
   private TextField tfInput;
   private TextField tfOutput;
   private int sum = 0;
                               // Tổng tích lũy, khởi tạo bằng 0
   public AWTAccumulatorTungNM() {
        setLayout(new GridLayout(rows:2, cols:2));
       add(new Label(text:"Enter an Integer: "));
       tfInput = new TextField(columns:10);
       add(tfInput);
       tfInput.addActionListener(new TFInputListener());
       add(new Label(text:"The Accumulated Sum is: "));
       tfOutput = new TextField(columns:10);
       tfOutput.setEditable(b:false);
       add(tfOutput);
       setTitle(title: "AWT Accumulator");
       setSize(width:350, height:120);
        setVisible(b:true);
   public static void main(String[] args) {
       new AWTAccumulatorTungNM();
   private class TFInputListener implements ActionListener {
        public void actionPerformed(ActionEvent evt) {
           int numberIn = Integer.parseInt(tfInput.getText());
            sum += numberIn;
            tfInput.setText(t:"");
            tfOutput.setText(sum + "");
```

Figure 1.1: Source code of AWTAccumulator

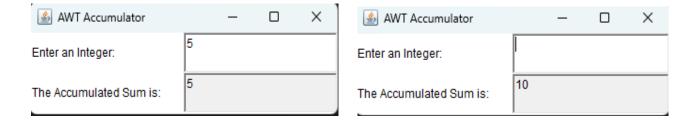


Figure 1.2: Demo of AWTAccumulator

## 1.2 SwingAccumulator

```
package hust.soict.dsai.aims.javafx;
import javax.swing.*;
import java.awt.*;
public class SwingAccumulatorTungNM extends JFrame{
   private JTextField tfInput;
    private JTextField tfOutput;
   private int sum = 0;
    public SwingAccumulatorTungNM() {
       Container cp = getContentPane();
        cp.setLayout(new GridLayout(rows:2, cols:2));
       cp.add(new JLabel(text:"Enter an Integer: "));
       tfInput = new JTextField(columns:10);
       cp.add(tfInput);
        tfInput.addActionListener(new TFInputListener());
        cp.add(new JLabel(text:"The Accumulated Sum is: "));
        tfOutput = new JTextField(columns:10);
        tfOutput.setEditable(b:false);
        cp.add(tfOutput);
        setTitle(title:"Swing Accumulator");
        setSize(width:350, height:120);
        setVisible(b:true);
    public static void main(String[] args) {
       new SwingAccumulatorTungNM();
        @Override
        public void actionPerformed(ActionEvent evt) {
            int numberIn = Integer.parseInt(tfInput.getText());
            sum += numberIn;
            tfInput.setText(t:"");
            tfOutput.setText(sum + "");
```

Figure 1.3: Source code of SwingAccumulator

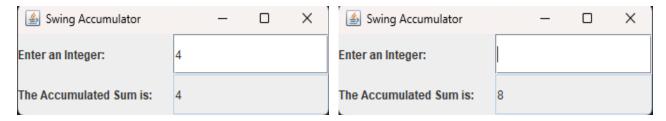


Figure 1.4: Demo of SwingAccumulator

## 2 Organizing Swing components with Layout Managers

#### 2.1 Code

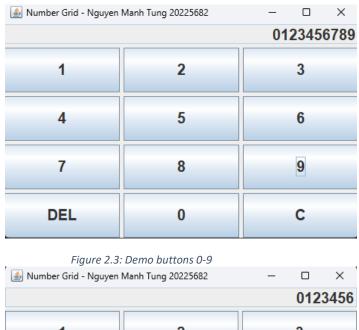
```
package hust.soict.dsai.aims.GUIproject;
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class NumberGridTungNM extends JFrame {
    private JButton[] btnNumbers = new JButton[10];
    private JButton btnDelete, btnReset;
    private JTextField tfDisplay;
    public NumberGridTungNM() {
        tfDisplay = new JTextField();
        tfDisplay.setComponentOrientation(ComponentOrientation.RIGHT_TO_LEFT);
        tfDisplay.setEditable(b:false);
        tfDisplay.setFont(new Font(name: "Arial", Font.BOLD, size:20));
        JPanel panelButtons = new JPanel(new GridLayout(rows:4, cols:3, hgap:5, vgap:5));
        addButtons(panelButtons);
        Container cp = getContentPane();
        cp.setLayout(new BorderLayout(hgap:5, vgap:5));
        cp.add(tfDisplay, BorderLayout.NORTH);
        cp.add(panelButtons, BorderLayout.CENTER);
        setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
        setTitle(title:"Number Grid - Nguyen Manh Tung 20225682");
        setSize(width:300, height:400);
        setLocationRelativeTo(c:null);
        setVisible(b:true);
```

Figure 2.1: Source code of NumberGrid 1

```
public static void main(String[] args) {
   new NumberGridTungNM();
void addButtons(JPanel panelButtons) {
    ButtonListener btnListener = new ButtonListener();
        btnNumbers[i] = new JButton("" + i);
        btnNumbers[i].setFont(new Font(name:"Arial", Font.BOLD, size:20));
        panelButtons.add(btnNumbers[i]);
        btnNumbers[i].addActionListener(btnListener);
    btnDelete = new JButton(text:"DEL");
    btnDelete.setFont(new Font(name:"Arial", Font.BOLD, size:20));
    panelButtons.add(btnDelete);
    btnDelete.addActionListener(btnListener);
    btnNumbers[0] = new JButton(text:"0");
    btnNumbers[0].setFont(new Font(name:"Arial", Font.BOLD, size:20));
    panelButtons.add(btnNumbers[0]);
    btnNumbers[0].addActionListener(btnListener);
    btnReset = new JButton(text:"C");
    btnReset.setFont(new Font(name:"Arial", Font.BOLD, size:20));
    panelButtons.add(btnReset);
    btnReset.addActionListener(btnListener);
private class ButtonListener implements ActionListener {
   @Override
    public void actionPerformed(ActionEvent e) {
        String button = e.getActionCommand();
        if (button.charAt(index:0) >= '0' && button.charAt(index:0) <= '9') {</pre>
            tfDisplay.setText(tfDisplay.getText() + button);
        } else if (button.equals(anObject:"DEL")) {
            String displayStr = tfDisplay.getText();
            if (displayStr.length() > 0) {
                tfDisplay.setText(displayStr.substring(beginIndex:0, displayStr.length() - 1));
        } else if (button.equals(anObject:"C")) {
            tfDisplay.setText(t:"");
```

Figure 2.2: Source code of NumberGrid 2

## 2.2 Demo



 0123456

 1
 2
 3

 4
 5
 6

 7
 8
 9

 DEL
 0
 C

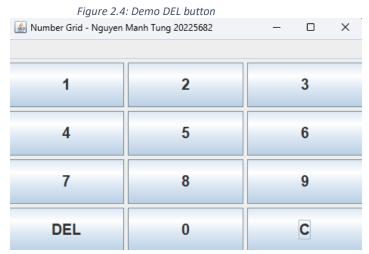


Figure 2.5: Demo C button

## 3 Create a graphical user interface for AIMS with Swing

## 3.1 Create class StoreScreen

```
package hust.soict.dsai.aims.screen;
import java.awt.*;
import java.util.ArrayList;
import javax.swing.*;
import hust.soict.dsai.aims.media.MediaTungNM;
import hust.soict.dsai.aims.media.StoreTungNM;
public class StoreScreenTungNM extends JFrame {
   private StoreTungNM store;
    public StoreScreenTungNM(StoreTungNM store) {
        this.store = store;
       Container cp = getContentPane();
        cp.setLayout(new BorderLayout());
        cp.add(createNorth(), BorderLayout.NORTH);
        cp.add(createCenter(), BorderLayout.CENTER);
        setTitle(title:"Store Nguyen Manh Tung 20225682");
        setSize(width:1024, height:768);
        setVisible(b:true);
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    JPanel createNorth() {
        JPanel north = new JPanel();
        north.setLayout(new BoxLayout(north, BoxLayout.Y_AXIS));
        north.add(createMenuBar());
        north.add(createHeader());
        return north;
```

Figure 3.1: Class StoreScreen 1

```
JMenuBar createMenuBar() {
JMenu menu = new JMenu(s:"Options");

JMenu smUpdateStore = new JMenu(s:"Update Store");
smUpdateStore.add(new JMenuItem(text:"Add Book"));
smUpdateStore.add(new JMenuItem(text:"Add CD"));
smUpdateStore.add(new JMenuItem(text:"Add DVD"));

menu.add(smUpdateStore);
menu.add(smUpdateStore);
menu.add(new JMenuItem(text:"View Store"));
menu.add(new JMenuItem(text:"View Cart"));

JMenuBar menuBar = new JMenuBar();
menuBar.setLayout(new FlowLayout(FlowLayout.LEFT));
menuBar.add(menu);

return menuBar;
}
```

Figure 3.2: Class StoreScreen 2

```
// Tạo tiêu đề và nút "View Cart" ở góc trên bên phải
JPanel createHeader() {
    JPanel header = new JPanel();
   header.setLayout(new BoxLayout(header, BoxLayout.X_AXIS));
    // Tiêu đề của ứng dụng
   JLabel title = new JLabel(text:"AIMS - Nguyen Manh Tung - 20225682");
   title.setFont(new Font(title.getFont().getName(), Font.PLAIN, size:50));
   title.setForeground(Color.BLUE);
    // Nút "View Cart"
   JButton cartButton = new JButton(text:"View Cart");
   cartButton.setPreferredSize(new Dimension(width:120, height:50));
   cartButton.setMaximumSize(new Dimension(width:120, height:50));
   // Xử lý sự kiện khi nhấn nút "View Cart"
    cartButton.addActionListener(e -> {
        JOptionPane.showMessageDialog(
           message: "Viewing cart...",
           title: "Cart",
            JOptionPane.INFORMATION_MESSAGE
```

Figure 3.3: Class StoreScreen 3

```
// Thêm tiêu đề và nút "View Cart" vào header
             header.add(Box.createRigidArea(new Dimension(width:10, height:0)));
             header.add(title);
             header.add(Box.createHorizontalGlue());
             header.add(cartButton);
             header.add(Box.createRigidArea(new Dimension(width:10, height:0)));
             return header;
         JPanel createCenter() {
             JPanel center = new JPanel();
             center.setLayout(new GridLayout(rows:3, cols:3, hgap:2, vgap:2));
             ArrayList<MediaTungNM> mediaInStore = store.getItemsInStore();
97
             for (MediaTungNM media : mediaInStore) {
                 MediaStoreTungNM cell = new MediaStoreTungNM(media);
                 center.add(cell);
             return center;
```

Figure 3.4: Class StoreScreen 4

```
package hust.soict.dsai.aims.test;
import hust.soict.dsai.aims.media.*:
     public static void main(String[] args) {
           StoreTungNM store = new StoreTungNM();
           CartTungNM cart = new CartTungNM();
           MediaTungNM m1 = new DVDTungNM(title:"Fujio", category:"Doraemon", director:"Anime",length:15, price:15f);
MediaTungNM m2 = new BookTungNM(id:0, title:"Why we sleep", category:"Scientific", price:9f);
MediaTungNM m3 = new CompactDiscTungNM(id:1, title:"Gao ranger", category:"Super sentai", price:20f, length:2, director:"TungNM");
MediaTungNM m4 = new DiscTungNM(id:1, title:"Conan", category:"Anime", price:50f, length:10, director:"Khanh");
           store.addMediaTungNM(m1);
           store.addMediaTungNM(m2);
           store.addMediaTungNM(m3);
           store.addMediaTungNM(m4);
           cart.addMediaTungNM(m1);
           cart.addMediaTungNM(m2);
           cart.addMediaTungNM(m3);
           cart.addMediaTungNM(m4);
           StoreScreenTungNM storeScreen = new StoreScreenTungNM(store);
            storeScreen.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

Figure 3.5: Class TestStoreScreen 5

#### 3.2 Create class MediaStore

```
package hust.soict.dsai.aims.screen;
import javax swing *;
import hust.soict.dsai.aims.media.MediaTungNM;
import hust.soict.dsai.aims.media.PlayableTungNM;
import java.awt.*;
import java.awt.event.ActionListener;
public class MediaStoreTungNM extends JPanel {
   private MediaTungNM media;
    public MediaStoreTungNM(MediaTungNM media) {
        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, size:20));
        title.setAlignmentX(CENTER_ALIGNMENT);
        JLabel cost = new JLabel("" + media.getPrice() + " $");
        cost.setAlignmentX(CENTER_ALIGNMENT);
        JPanel container = new JPanel();
        container.setLayout(new FlowLayout(FlowLayout.CENTER));
```

Figure 3.7: Class MediaStore 1

Figure 3.8: Class MediaStore 2

Figure 3.9: Class MediaStore 3

#### 3.3 Demo



Figure 3.10: StoreScreen



Figure 3.11 Demo Add to cart button

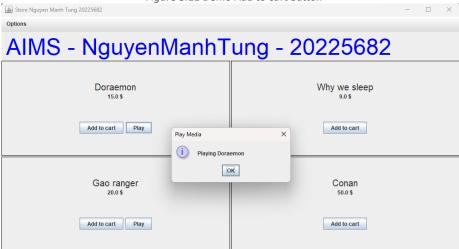




Figure 3.13 Demo View cart button

## 4 JavaFX API

## 4.1 Create class Painter

```
package hust.soict.dsai.aims.javafx;

import javafx.application.Application;
import javafx.fxml.FXMLLoader;
import javafx.scene.Parent;
import javafx.scene.Scene;
import javafx.scene.Scene;
import javafx.stage.Stage;

public class PainterTungNM extends Application{
    @Override
    public void start(Stage stage) throws Exception {
        Parent root = FXMLLoader.load(getClass().getResource(name:"/hust/soict/dsai/aims/javafx/Painter.fxml"));

        Scene scene = new Scene(root);
        stage.setTitle("Painter");
        stage.setScene(scene);
        stage.stow();
    }

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

Figure 4.1: Class Painter

## 4.2 Create Painter.fxml

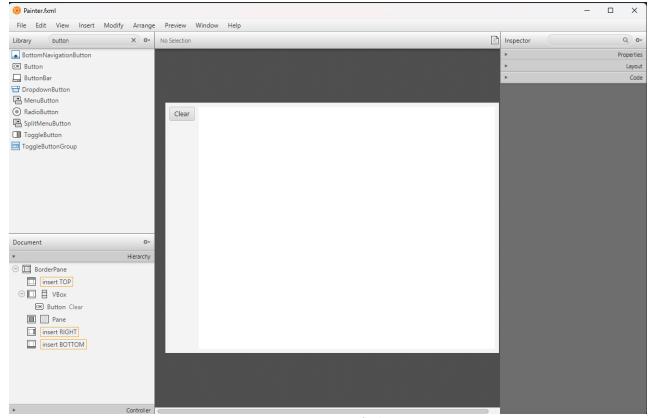


Figure 4.2: Painter.fxml 1

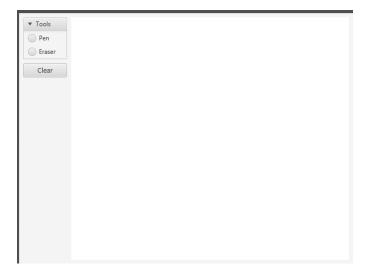


Figure 4.3: Painter.fxml 2

## 4.3 Create class PainterController

```
| apackage hust.solct.dsal.alms.javafs;
| apact javafs.event.ActionEvent;
| apact javafs.fsal.javafs.fsal.javafs.fsal.javafs.fsal.javafs.fsal.javafs.fsal.javafs.scae.control.RadioButton;
| apact javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.scae.javafs.javafs.scae.javafs.scae.javafs.javafs.scae.javafs.javafs.scae.javafs.javafs.scae.javafs.javafs.scae.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.javafs.
```

Figure 4.4: PainterController

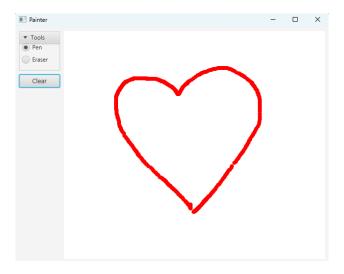
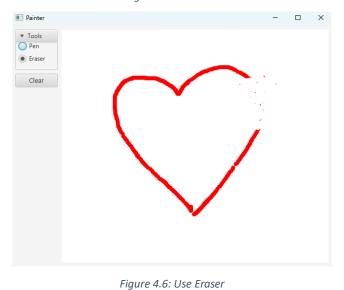


Figure 4.5: Use Pen



Painter

Tools
Pen
Eraser

Clear

Figure 4.7: Clear button

## 5 View Cart Screen

## 5.1 Create cart.fxml



Figure 5.1: Cart.fxml 1

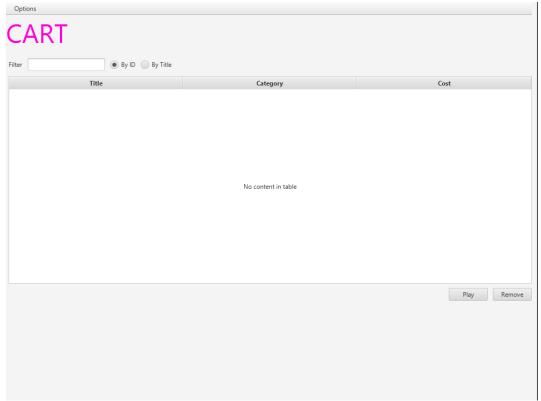


Figure 5.2: Cart.fxml 2

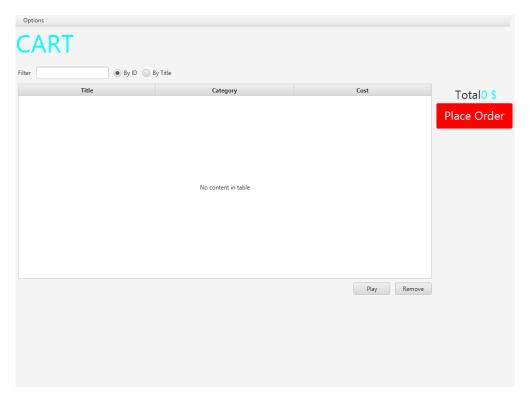


Figure 5.3: Cart.fxml 3

## 5.2 Create class CartScreen

Figure 5.4: CartScreen class

#### 5.3 Create class CartScreenController

```
package hust.soict.dsai.aims.cart;
     import hust.soict.dsai.aims.media.CartTungNM;
     import hust.soict.dsai.aims.media.MediaTungNM;
     import javafx.fxml.FXML;
     import javafx.scene.control.TableColumn;
     import javafx.scene.control.TableView;
     import javafx.scene.control.ToggleGroup;
     import javafx.scene.control.cell.PropertyValueFactory;
     public class CartScreenController {
         private CartTungNM cart;
         @FXML
         private TableColumn<MediaTungNM, String> colMediaCategory;
         @FXML
         private TableColumn<MediaTungNM, Float> colMediaCost;
         private TableColumn<MediaTungNM, String> colMediaTitle;
         @FXML
         private ToggleGroup filterCategory;
         @FXML
         private TableView<MediaTungNM> tblMedia;
28
         public CartScreenController (CartTungNM cart) {
             this.cart = cart;
```

Figure 5.5: CartScreenController 1

```
@FXML
private void initialize() {
    colMediaTitle.setCellValueFactory(new PropertyValueFactory<MediaTungNM, String>("Title"));
    colMediaCategory.setCellValueFactory(new PropertyValueFactory<MediaTungNM, String>("Category"));
    colMediaCost.setCellValueFactory(new PropertyValueFactory<MediaTungNM, Float>("Cost"));
    tblMedia.setItems(this.cart.getItemsOrdered());
}

40
  }

41

42
}
```

Figure 5.6: CartScreenController 2

#### 5.4 Demo

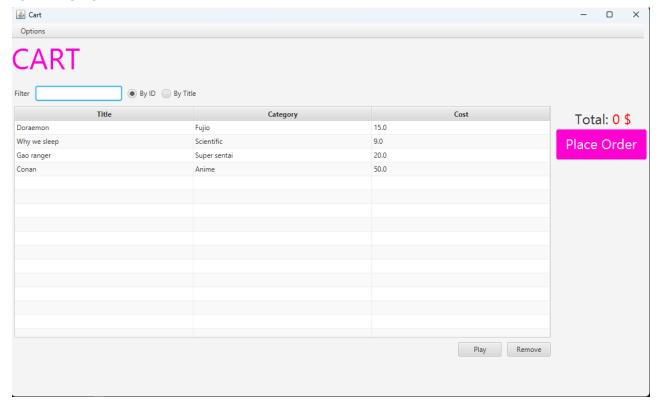


Figure 5.7: Demo CartScreen

## 6 Updating buttons based on selected item in TableView – ChangeListener

## 6.1 Edit class CartScreenController

```
package hust.soict.dsai.aims.cart;

import hust.soict.dsai.aims.media.CartTungNM;

import hust.soict.dsai.aims.media.PlayableTungNM;

import hust.soict.dsai.aims.media.PlayableTungNM;

import javafx.beans.observable;

import javafx.beans.value.ChangeListener;

import javafx.beans.value.ObservableValue;

import javafx.scene.control.Button;

import javafx.scene.control.TableColumn;

import javafx.scene.control.TableView;

import javafx.scene.control.TableView;

import javafx.scene.control.ToggleGroup;

public class CartScreenController {

private CartTungNM cart;

@FXML

private Button btnPlay;

@FXML

private Button btnRemove;
```

Figure 6.1: CartScreenController 1

```
@FXML
private TableColumn<MediaTungNM, String> colMediaCategory;
private TableColumn<MediaTungNM, Float> colMediaCost;
private TableColumn<MediaTungNM, String> colMediaTitle;
private ToggleGroup filterCategory;
@FXML
private TableView<MediaTungNM> tblMedia;
public CartScreenController (CartTungNM cart) {
     super();
this.cart = cart;
@FXML
private void initialize() {
    colMediaTitle.setCellValueFactory(new PropertyValueFactory<MediaTungNM, String>("Title"));
    colMediaCategory.setCellValueFactory(new PropertyValueFactory<MediaTungNM, String>("Category"));
colMediaCost.setCellValueFactory(new PropertyValueFactory<MediaTungNM, Float>("Cost"));
tblMedia.setItems(this.cart.getItemsOrdered());
    btnRemove.setVisible(false);
    tblMedia.getSelectionModel().selectedItemProperty().addListener(
          new ChangeListener<MediaTungNM>() {
             @Override
              public void changed(ObservableValue<? extends MediaTungNM> observable, MediaTungNM oldValue, MediaTungNM newValue) {
   if (newValue != null) {
                        updateButtonBar(newValue);
void updateButtonBar(MediaTungNM media) {
    btnRemove.setVisible(true);
     if(media instanceof PlayableTungNM) btnPlay.setVisible(true);
else btnPlay.setVisible(false);
```

Figure 6.2: CartScreenController 2

## 6.2 Demo

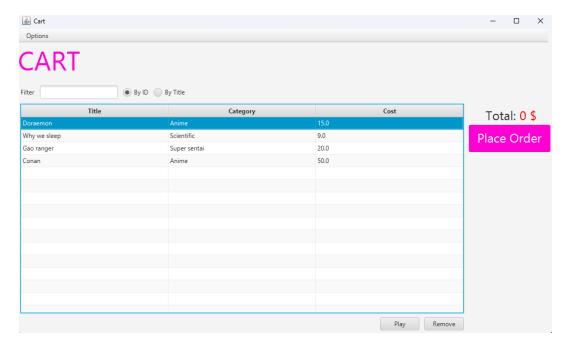


Figure 6.3: Demo media playable

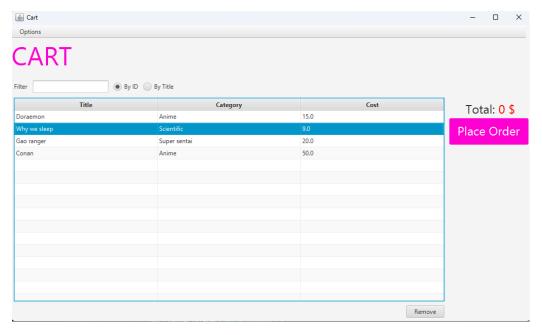


Figure 6.4: Demo media unplayable

## 7 Deleting a media

## 7.1 Code

Figure 7.1: btnRemovePressed Method

## 7.2 Demo

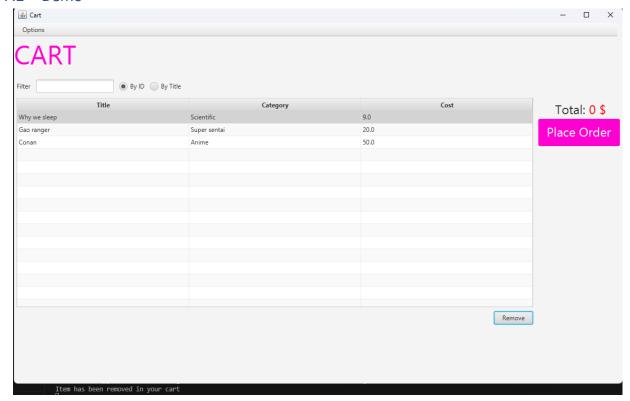


Figure 7.2: button Remove

CART

Filter

• By ID • By Tale

Total: 0 \$

Place Order

Figure 7.3: button Remove

# 8 Complete the Aims GUI application

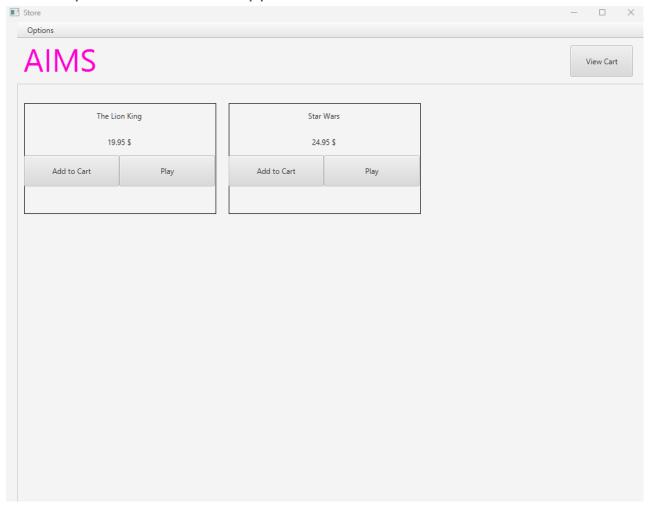


Figure 8.1: Store before add book

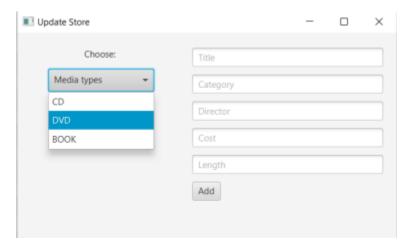


Figure 8.2: Add book

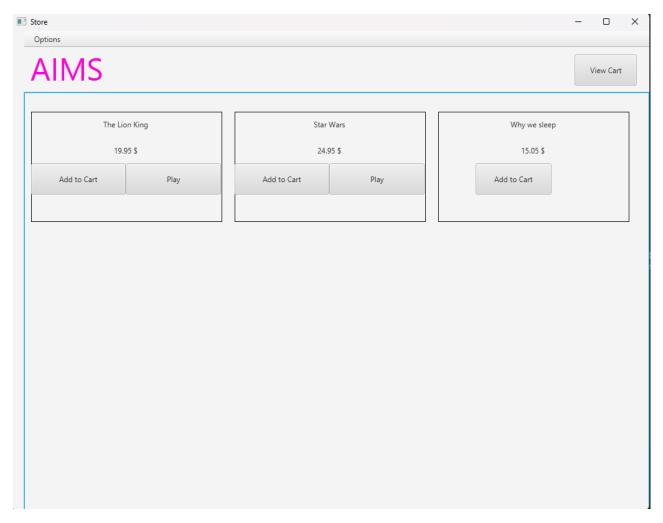


Figure 8.3: Store after add book

Choose:

Title

Media types

Category

Director

DVD

BOOK

Cost

Length

Add

Figure 8.4: Add CD



Choose:

Title

Media types

CD

DVD

BOOK

Title

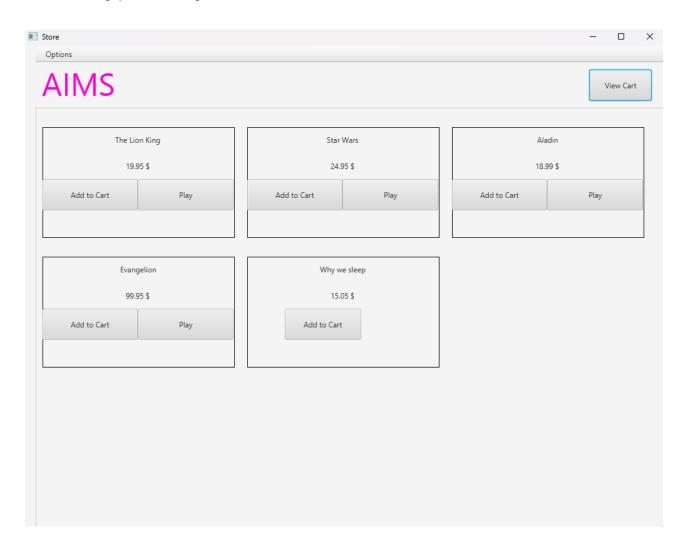
Category

Cost

Length

Add

Figure 8.6 Add DVD



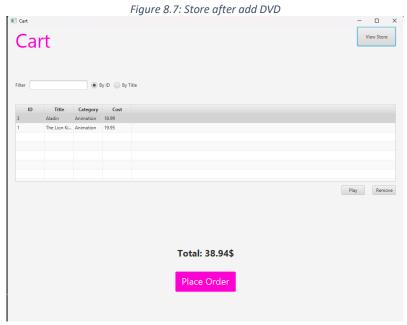


Figure 8.8: Cart

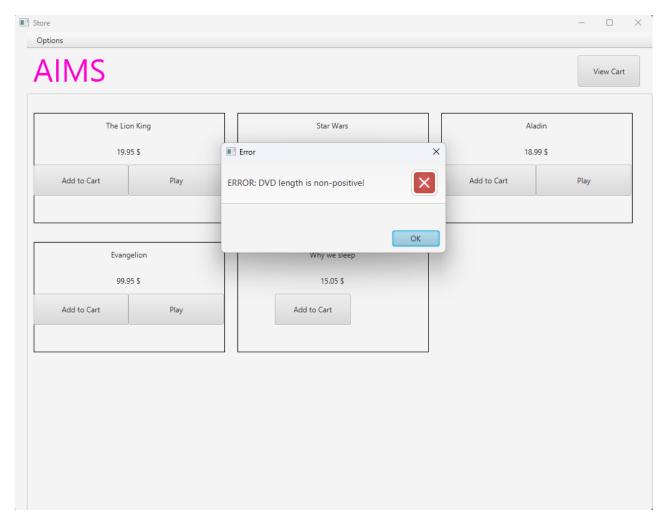
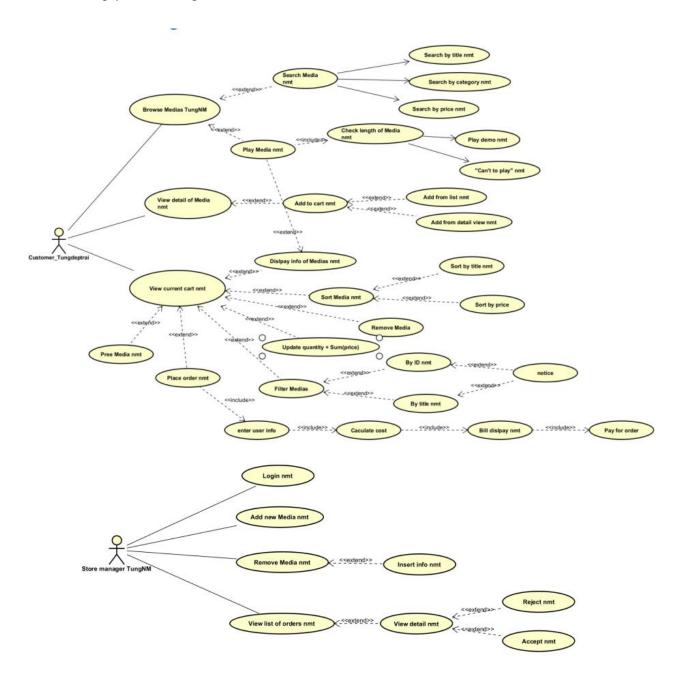


Figure 8.9: Exception

# 9 Use case Diagram



# 10 Class Diagram

