



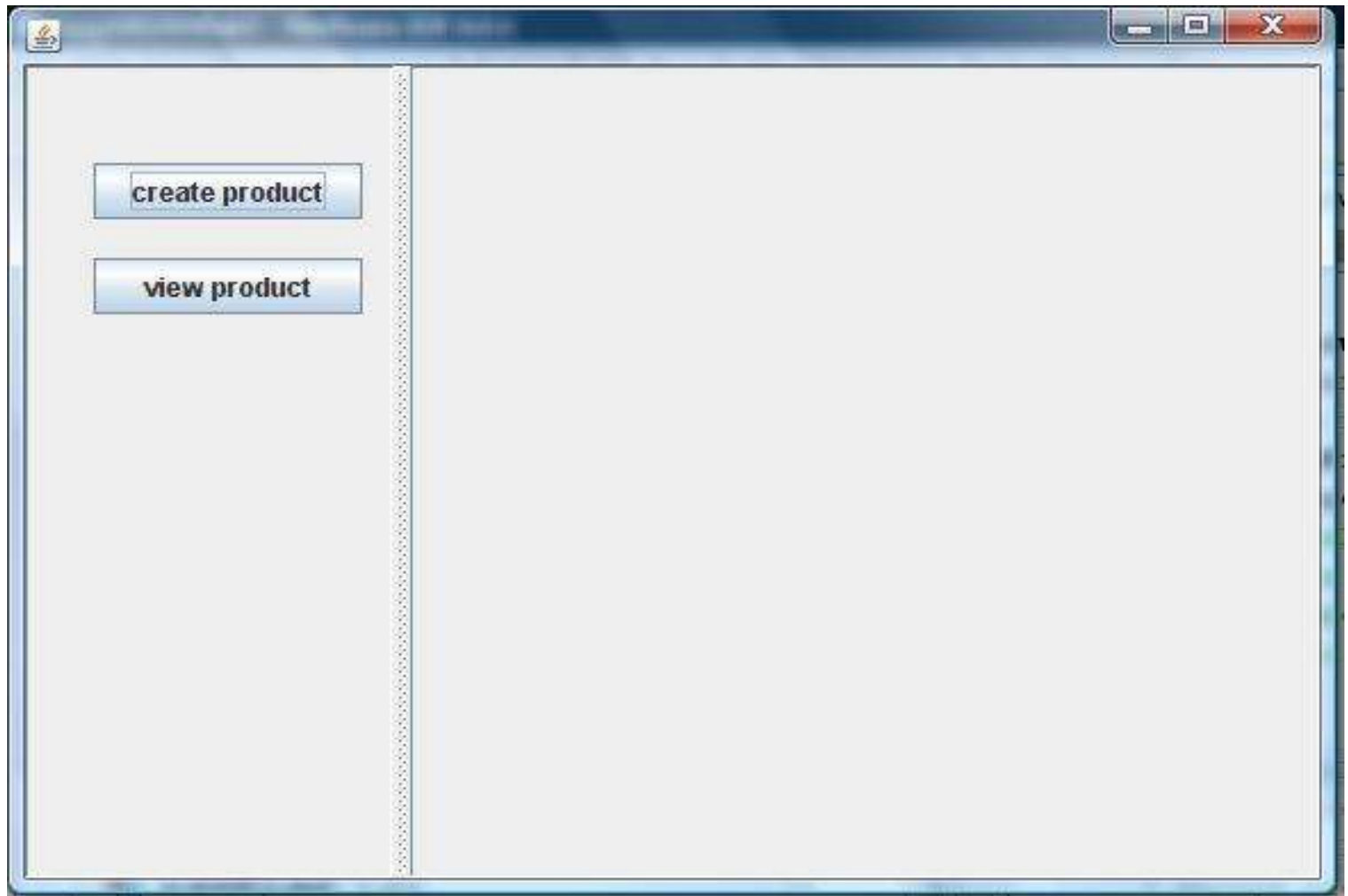
# INFO 5100 :Application Engineering and Development

Lab 1 : Class + Object + Relationships

# Objective

- Demonstrate how to create a java/swing application
- How to define java classes
- How to create and populate java objects
- How to pass data between from the JFrame to JPanels

# Output Application I



# Output Step I

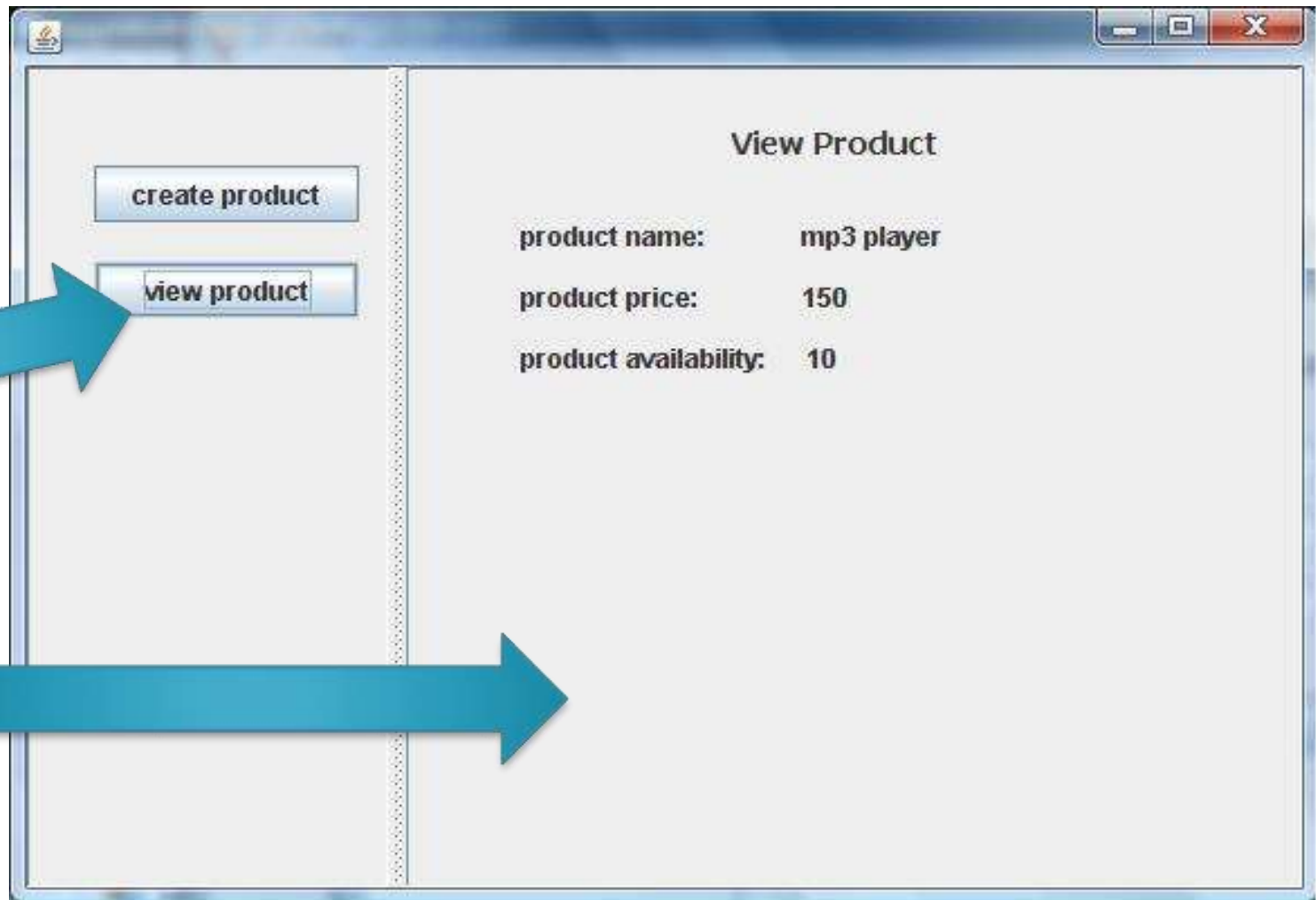
**Create Product**

product name:

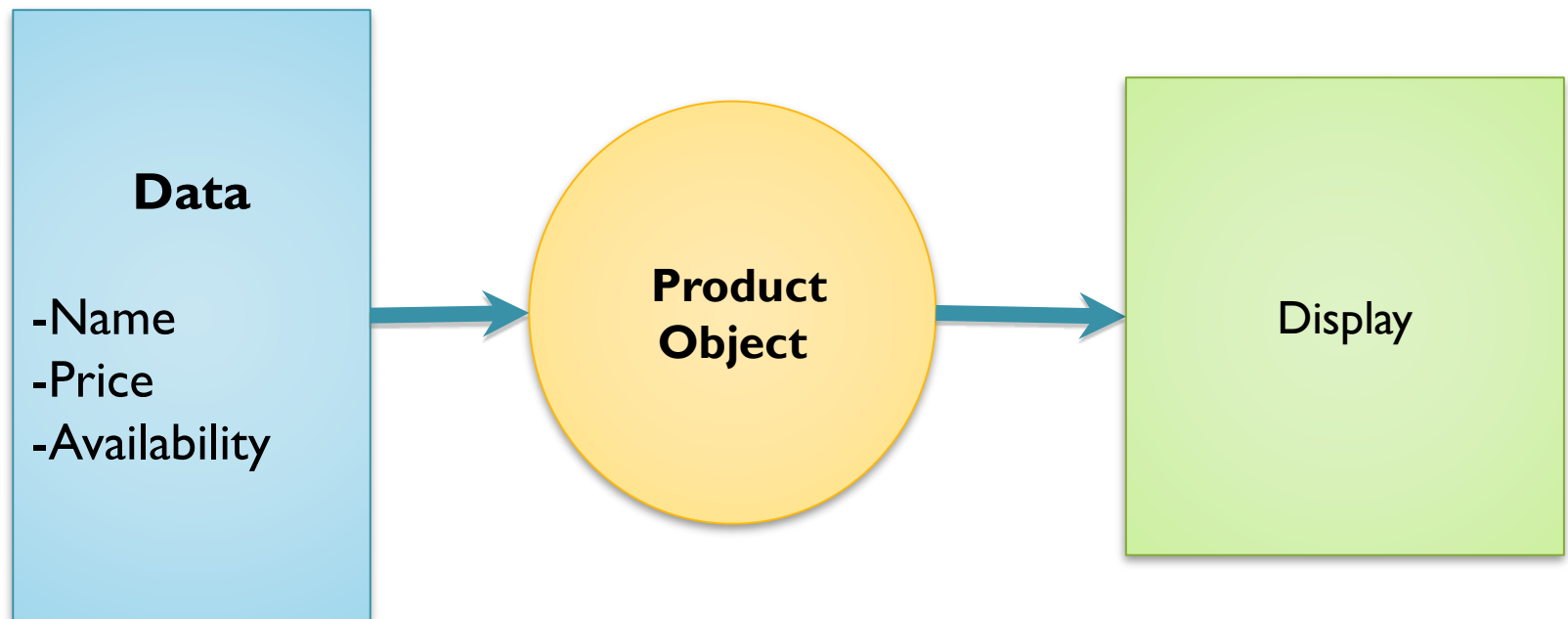
product price:

product availability:

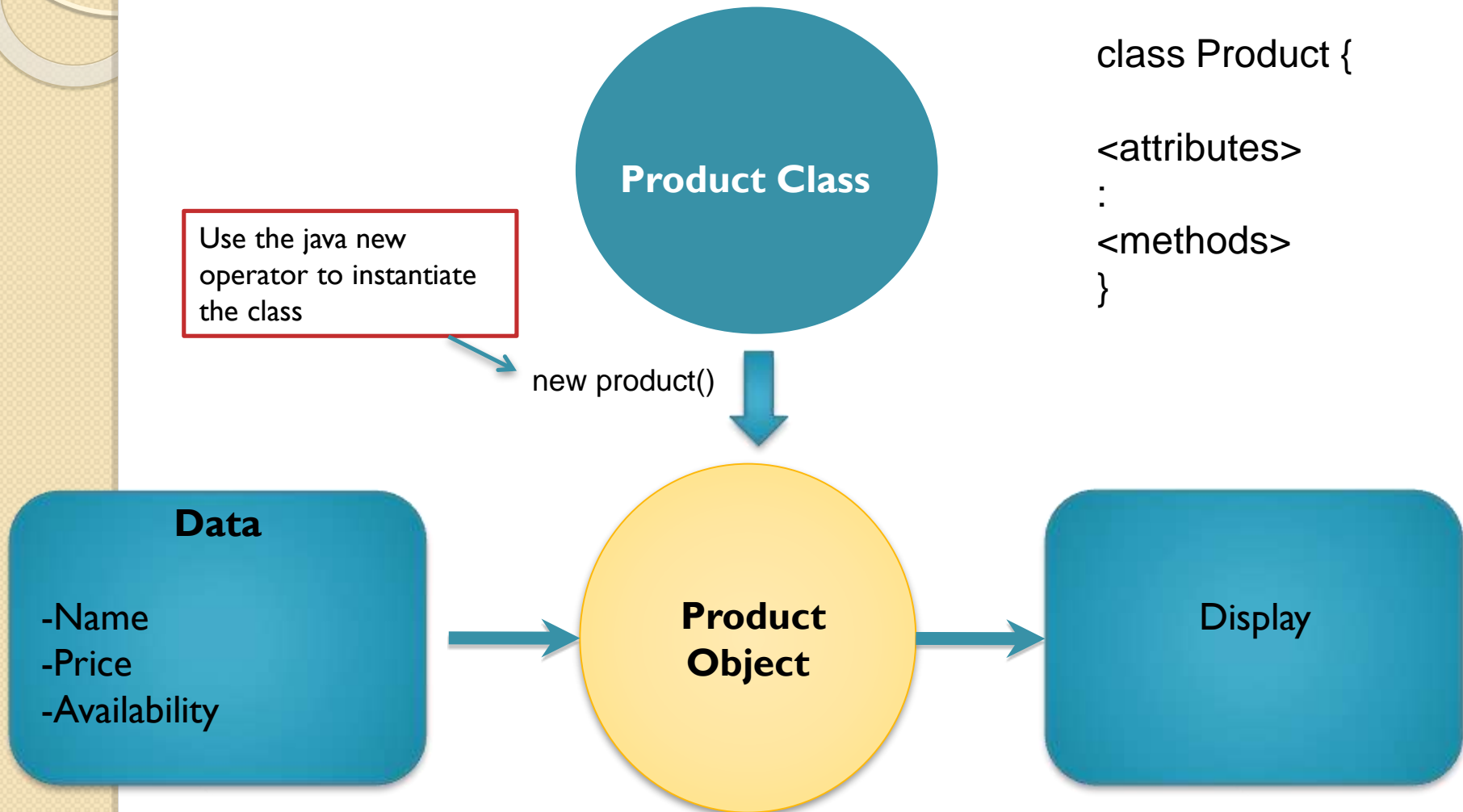
# Output Step 2



# How to create and move data in and out of objects?

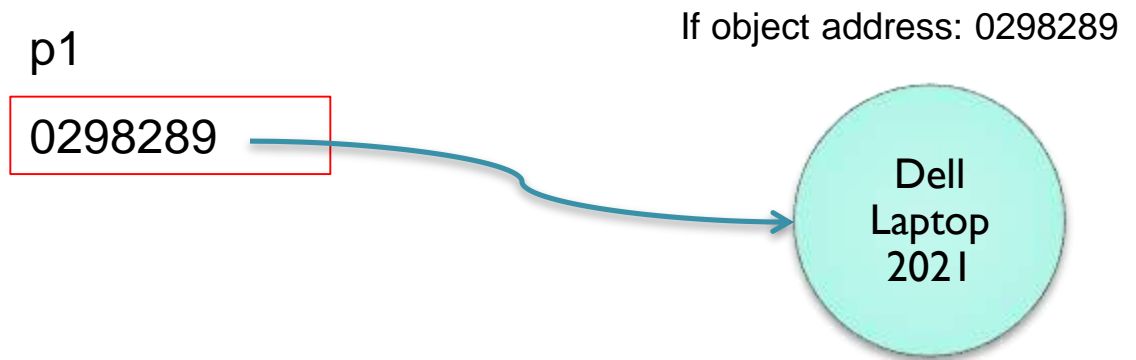


# The approach:



# Java Reference variables

1. When we create things we need to keep track of them. If not we would never be able to find them.
2. A reference variable has a name. We use the name to find the variable and then look inside to find information about where the object is
3. Memory space (a place holder) for keeping track of an object but it is not an object in itself
4. An object has a numeric address of where it can be found
5. We save the address inside the reference variable as a way to get hold of the object





# Java Reference variables

```
//example class definition
Public class Product {
    String name;
    Public Product(){
        :
        :
        :
    }
}
```

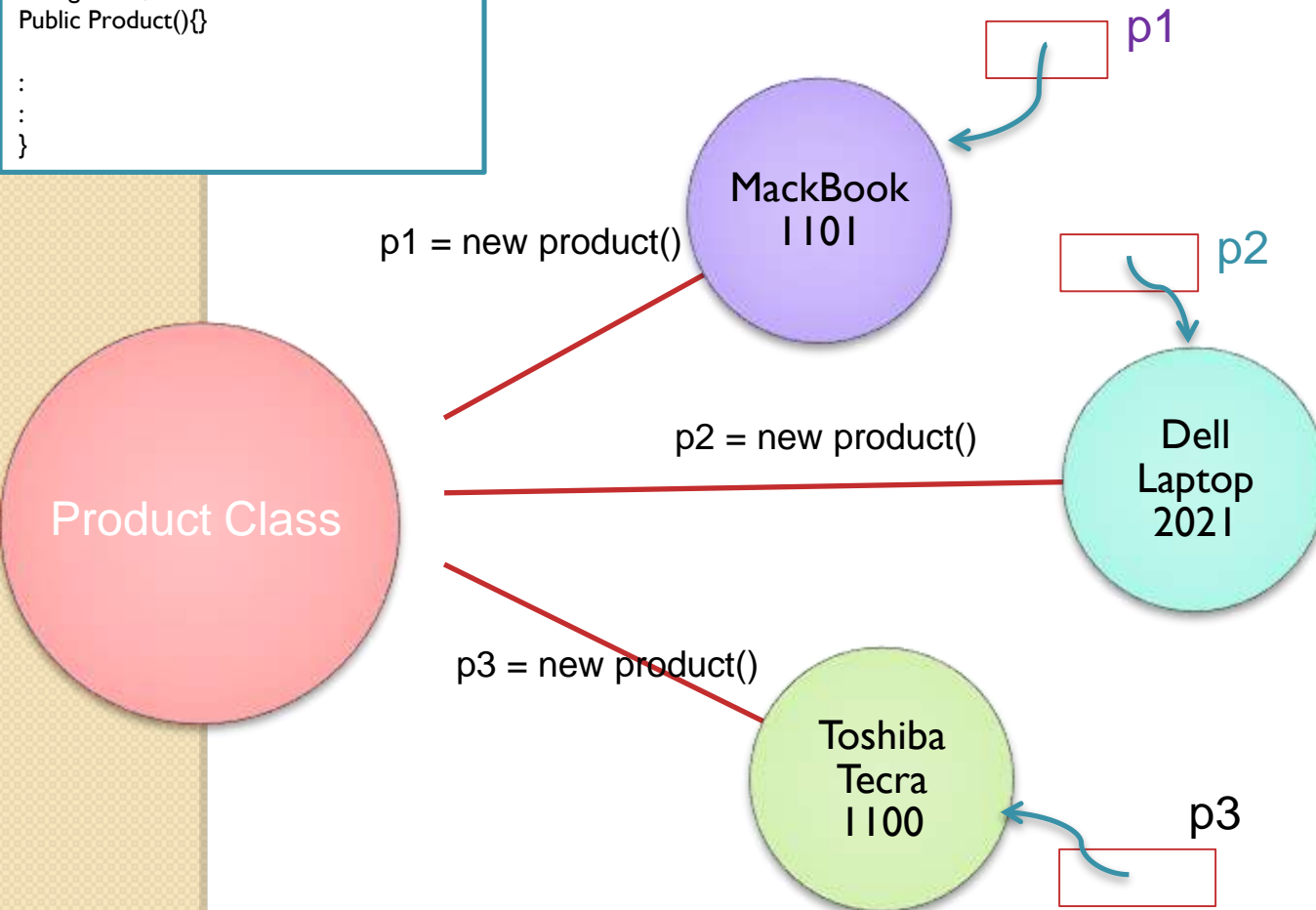
//Example main program:

```
public class Main {

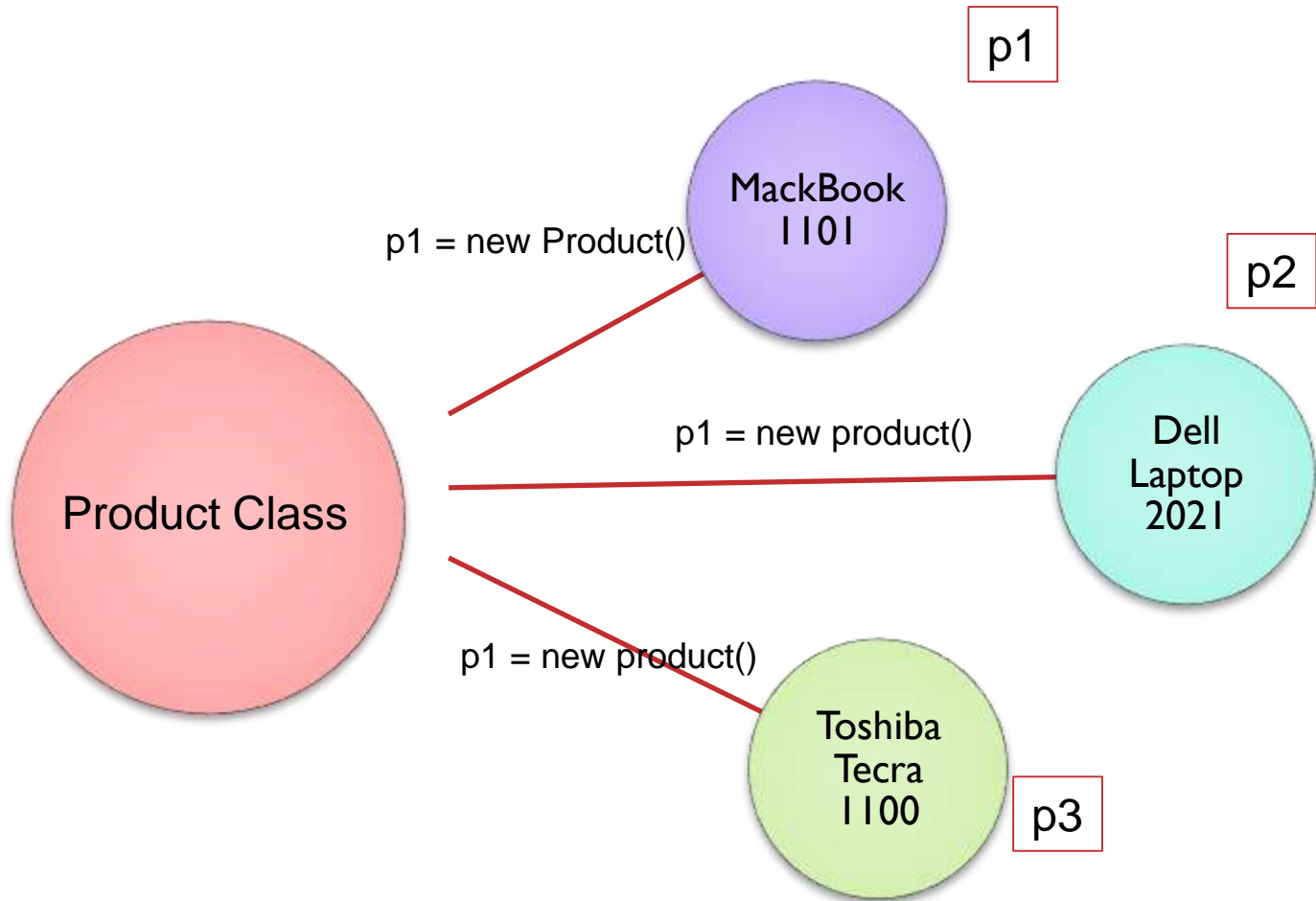
    public static void main(String[] args) {
        // TODO code application logic
        here

        Product p1 = new Product();
        p1.setName("MacBook ...");
        Product p2 = new Product();
        p2.setName("Dell ...");
        Product p3 = new Product();
        p3.setName("Toshiba ...");

    }
}
```



# Instantiation: From classes to objects



# Connecting components to UI

**Person**



A screenshot of a 'Design Preview [PersonView]' window. The window contains a form with three input fields: 'First Name', 'Last Name', and 'Street Address'. The 'Street Address' field is a larger text area. A 'Done' button is located at the bottom right of the form.

First Name

Last Name

Street Address

Done

Person is an object that is an instance of class Person. Must be created using the new operator

# Data attributes are accessed through their interfaces

**Person**

FirstName

LastName

Address

```
class Person {
```

```
    lastName: String  
    firstName: String  
    address:  String
```

```
    getLastName();  
    getFirstName();  
    getFullName();  
    getAddress();
```

```
    setLastName()  
    setFirstName()  
    setAddress();
```

```
}
```

# Form fields correspond to data attributes

**Person**

```
class Person {
```

```
    lastName: String  
    firstName: String  
    address:  String
```

```
    getLastName();  
    getFirstName();  
    getFullName();  
    getAddress();
```

```
    setLastName()  
    setFirstName()  
    setAddress();
```

```
}
```

The image shows a 'Design Preview [PersonView]' window. It contains a form with three input fields: 'First Name', 'Last Name', and 'Street Address'. The 'Street Address' field is larger than the others. At the bottom right of the form is a 'Done' button.

# Form fields have names

**Person**

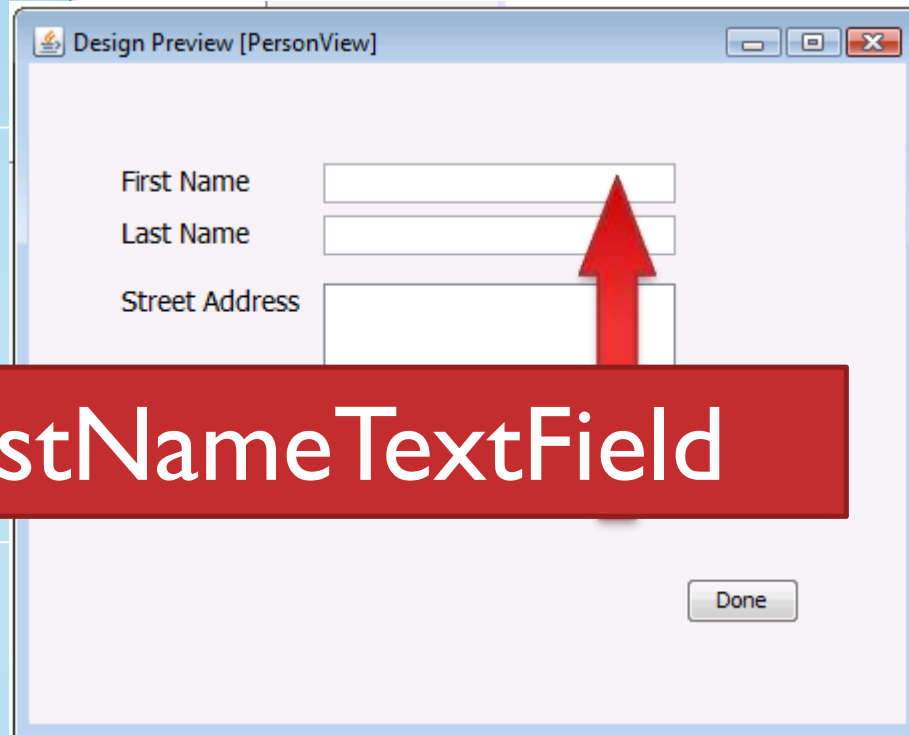
```
class Person {
```

```
    lastName: String  
    firstName: String  
    address: String
```

```
    getFullName();  
    getAddress();
```

```
    setLastName()  
    setFirstName()  
    setAddress();
```

```
}
```



Design Preview [PersonView]

First Name

Last Name

Street Address

Done

Field name is **FirstNameTextField**

2

```
class Person {
```

Person

FirstName

LastName

Address

person

```
private String  
private String
```

```
getLastName();  
getFirstName();  
getFullName();  
getAddress();
```

```
setLastName()  
setFirstName()  
setAddress();
```

```
}
```

Person person = new Person();

Design Preview [PersonView]

First Name

Last Name

Street Address

Create New Person

```
Person p = new Person();  
String fn = firstnameTextField.getText();  
p.setFirstName(fn);  
....
```

1

```
class Person {
```

```
    lastName: String  
    firstName: String
```

```
    getLastName();  
    getFirstName();  
    getFullName();  
    getAddress();
```

```
    setLastName()  
    setFirstName()  
    setAddress();
```

```
}
```

Design Preview [PersonView]

First Name

Last Name

Street Address

3

**String fn = FirstNameTextField.getText();**

FirstName

LastName

Address

person

```
Person p = new Person();  
String fn = firstnameTextField.getText();  
p.setFirstName(fn);  
....
```



```
class Person {
```

```
    lastName: String  
    firstName: String
```

```
    getLastName();
```

```
    getFirstName();
```

```
    setLastName(String)  
    setFirstName(String)  
    setAddress(String);  
}
```

Design Preview [PersonView]

First Name

Last Name

Street Address

3

```
String fn = FirstNameTextField.getText();
```

```
person.setFirstName(fn);
```

FirstName

LastName

Address

4

person

```
Person p = new Person();  
String fn = firstnameTextField.getText();  
....
```

## Person

```
class Person {
```

```
    lastName: String  
    firstName: String  
    address: String
```

```
    getLastName();  
    getFirstName();  
    getFullName();  
    getAddress();
```

```
    setLastName()  
    setFirstName()  
    setAddress();
```

```
}
```

FirstName

LastName

Address

Design Preview [PersonView]

First Name

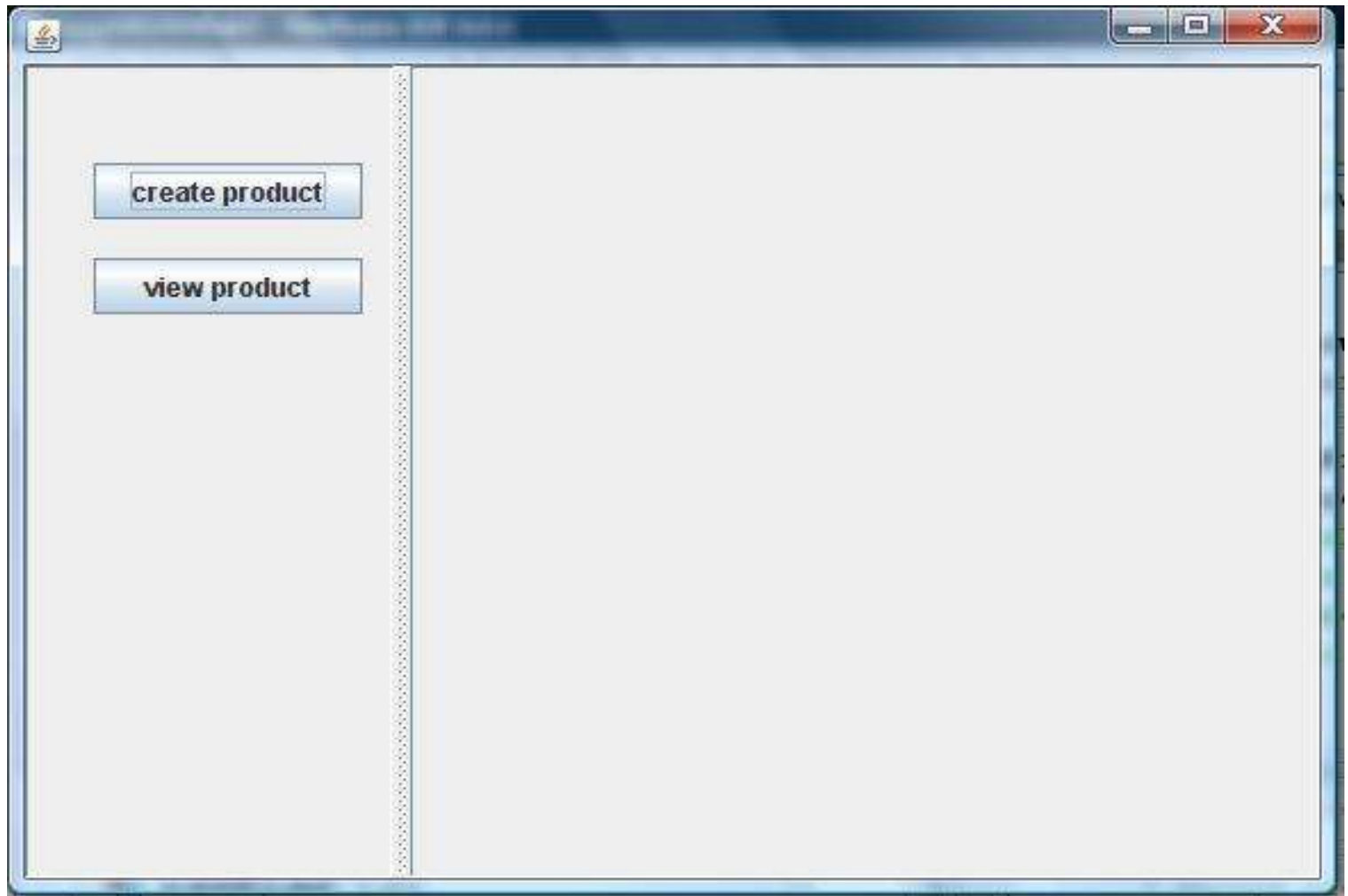
Last Name

Street Address

Create New Person

```
Person p = new Person();  
String fn = firstnameTextField.getText();  
p.setFirstName(fn);  
....
```

# Output Application I



# Output Step I

**Create Product**

product name:

product price:

product availability:

# Output Step 2

**View Product**

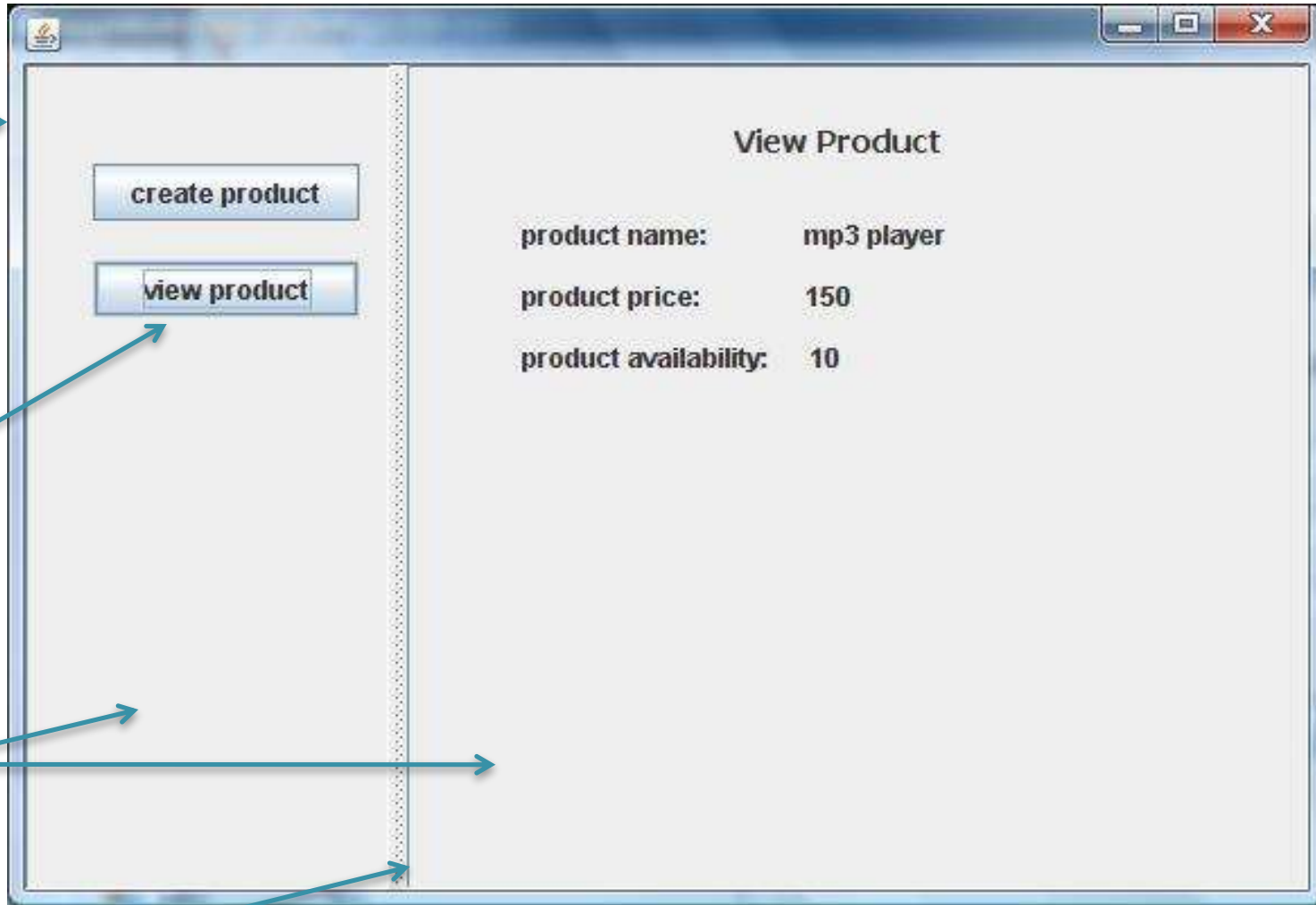
product name: mp3 player

product price: 150

product availability: 10

# Swing application structure

**JFrame**



**JButton**

**JPanel**

**JSplitPane**

# One UI and two tasks (create/View)



Jframe (MainJFrame)

Jpanel for create a product

Jpanel for displaying a product

# Pass the product object

Jframe (MainJFrame)

**Product  
Object**

Customer

Create Product JPanel

**Product  
Object**

Input fields

NameTextField

PriceTextField



# Jframe (MainJFrame)

**Product  
Object**

Customer

## Create Product JPanel

### Input fields

name

price

NameTextField

PriceTextField

# Putting the display panels together

Jframe (MainJFrame)

**Product  
Object**

**Product  
Object**

Display Product JPanel

Output fields

NameTextField

PriceTextField

# Putting the display panels together

Jframe (MainJFrame)

**Product  
Object**

```
graph LR; PO[Product Object] --> NTF[NameTextField]; PO --> PTF[PriceTextField];
```

The diagram illustrates the data flow within a Java Swing window. On the left, a light blue box labeled 'Product Object' represents the data source. A blue arrow points from this box to a 'Display Product JPanel'. Inside this panel, there is a sub-panel titled 'Output fields'. Within this sub-panel, there are two text input fields: 'NameTextField' and 'PriceTextField'. Two black arrows originate from the 'name' and 'price' labels in a small box and point to the respective text fields, indicating the mapping of object data to the UI.

Display Product JPanel

Output fields

name

NameTextField

PriceTextField

price

# Procedure

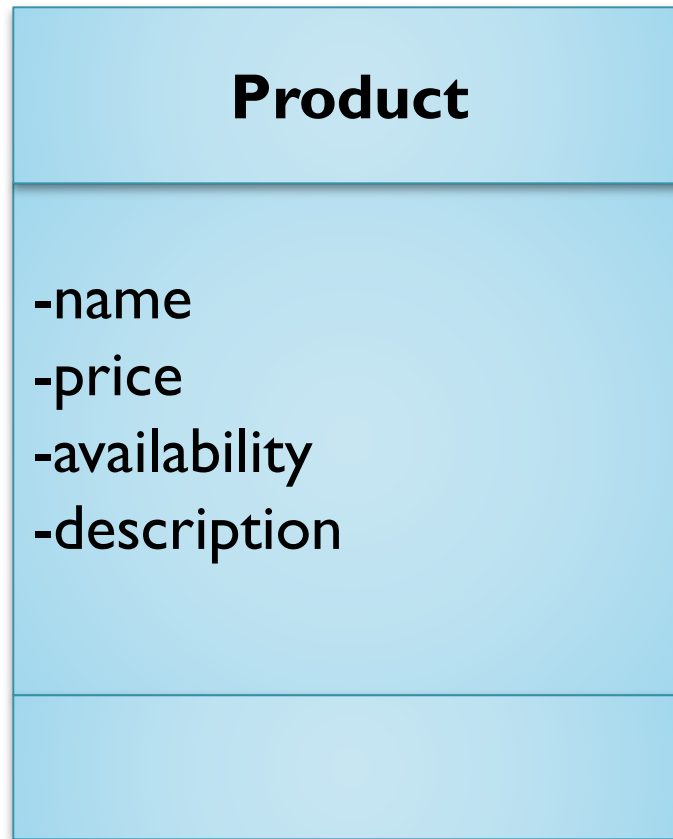
1. Create a new project
2. Define Business Package
  - Create product class
3. Define UserInterface Package
  - Define JFrame
  - Define Jpanels (Create and View)
    - Button listeners

# Create Product Class

under the business package

Attribute

Method



# Product Class

```
public class Product {  
  
    private String name;  
    private String price;  
    :  
  
    public String getName()    // retrieve data  
    {    return name;    }  
    :  
  
    public void setName(String n)    // keep data  
    {    name = n;    }  
    :  
}
```

# Define MainJFrame Class

under the userinterface package

Create a global variable of product for this class

```
class MainJFrame {
```

Constructor

```
    public MainJFrame() {
```

```
        initComponents();
```

```
    }
```

```
}
```

Method that creates visual components

# Define MainJFrame Class

under the userinterface package

Create a global variable of product for this class

```
class MainJFrame {
```

```
    private Product product; // Global Variable
```

```
    public MainJFrame() {
```

```
        initComponents();
```

```
        product = new Product(); // Instantiate the object  
        (global variable)
```

```
}
```



# Define CreateProductJPanel class

under the userinterface package

```
class CreateProductJPanel () {
```

Constructor

```
    CreateProductJPanel () {  
        initComponents();  
    }
```

```
<other stuff>
```

```
}
```

Method that creates visual components

# Define CreateProductJPanel class

under the userinterface package

```
class CreateProductJPanel () {
```

```
    CreateProductJPanel (Product p) {  
        initComponents();  
        product = p;  
    }
```

```
}
```

```
<other stuff>
```

```
}
```

Constructor

# Create Product

- In the constructor of **CreateProductJPanel** class

```
public CreateProductJPanel(Product p) {  
    initComponents();  
  
}
```

# View Product

- In the constructor of **ViewProductJPanel** class

```
public ViewProductJPanel(Product p) {  
    initComponents();  
    this.product = p;  
  
    nameTextField.setText(product.getName()  
));  
  
    priceTextField.setText(product.getPrice()  
));  
  
}
```

# Button Events

When Create or View buttons are clicked on the left side, the following actions should be performed respectively.

## Create Button

```
CreateProductJPanel j = new  
    CreateProductJPanel(product);  
jSplitPanel.setRightComponent(j);
```

## View Button

```
ViewProductJPanel v = new  
    ViewProductJPanel(product);  
jSplitPanel.setRightComponent(v);
```

# Create Button

When “create button” is clicked, following actions should be performed in the action perform method of the button

```
p.setName(nameField.getText()); //  
p.setPrice(priceField.getText());  
p.setAvailability(availabilityField.getText());
```

# View Button

When “create button” is clicked, following actions should be performed in the action perform method of the button

```
nameTextField.setText(p.getName());  
priceTextField.setText(product.getPrice());
```



# Programming relationships

- Show how to implement relationships between classes
- Show how java works to connect and access objects
- Show how to traverse relationships



# The Business Model

## Person

First name,  
Last name,  
Social security number  
DOB  
Address Line 1,  
Address Line 2,  
City  
Country  
Zipcode

Etc



# Example: One person multiple addresses

Joe,  
Smith,  
290-29-2974  
2/2/1986  
360 Huntington Ave  
Snell Engineering  
Boston  
MA  
USA  
02115  
Etc....

Work

Joe,  
Smith,  
290-29-2974  
2/2/1986  
100 Main Street,  
Natick  
MA  
USA  
01760  
Etc....

Local

Joe,  
Smith,  
290-29-2974  
2/2/1986  
201 Best street  
Cool-town  
Shanghai  
China  
  
Etc .....

home

# Multiple addresses means duplication of information and potential for errors

Joe,  
Smith,  
290-29-2974  
2/21/1990  
360 Huntington Ave  
Snell Engineering  
Boston  
MA  
USA  
02115  
Etc....

Work

Joe,  
Smith,  
200-29-2974  
2/2/1986  
100 Main Street,  
Natick  
MA  
01760  
USA  
Etc....

Local

Joe,  
Summer,  
290-29-2974  
2/2/1986  
201 Best Street  
Cool-town  
Shanghai  
China  
  
Etc .....

home

# What if we split the info into:

First name,  
Last name,  
Social security  
number  
DOB

Address Line 1,  
Address Line 2,  
City  
Country  
Zipcode



# What if we split the info into:

First name,  
Last name,  
Social security  
number  
DOB  
Address



Personal information

Address Line 1,  
Address Line 2,  
City  
Country  
Zipcode

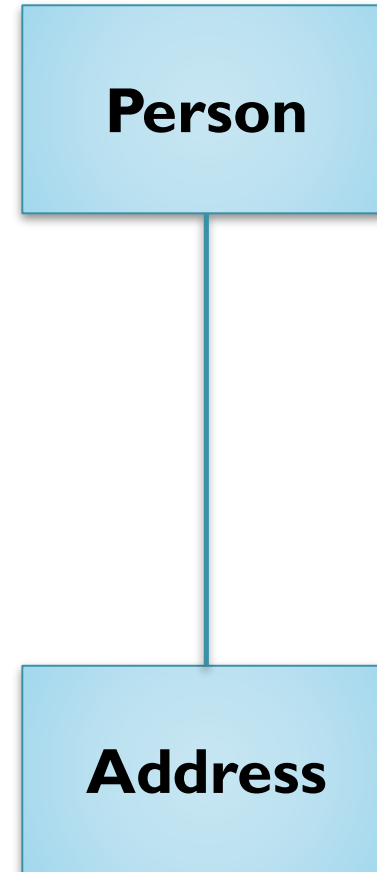


Address specific

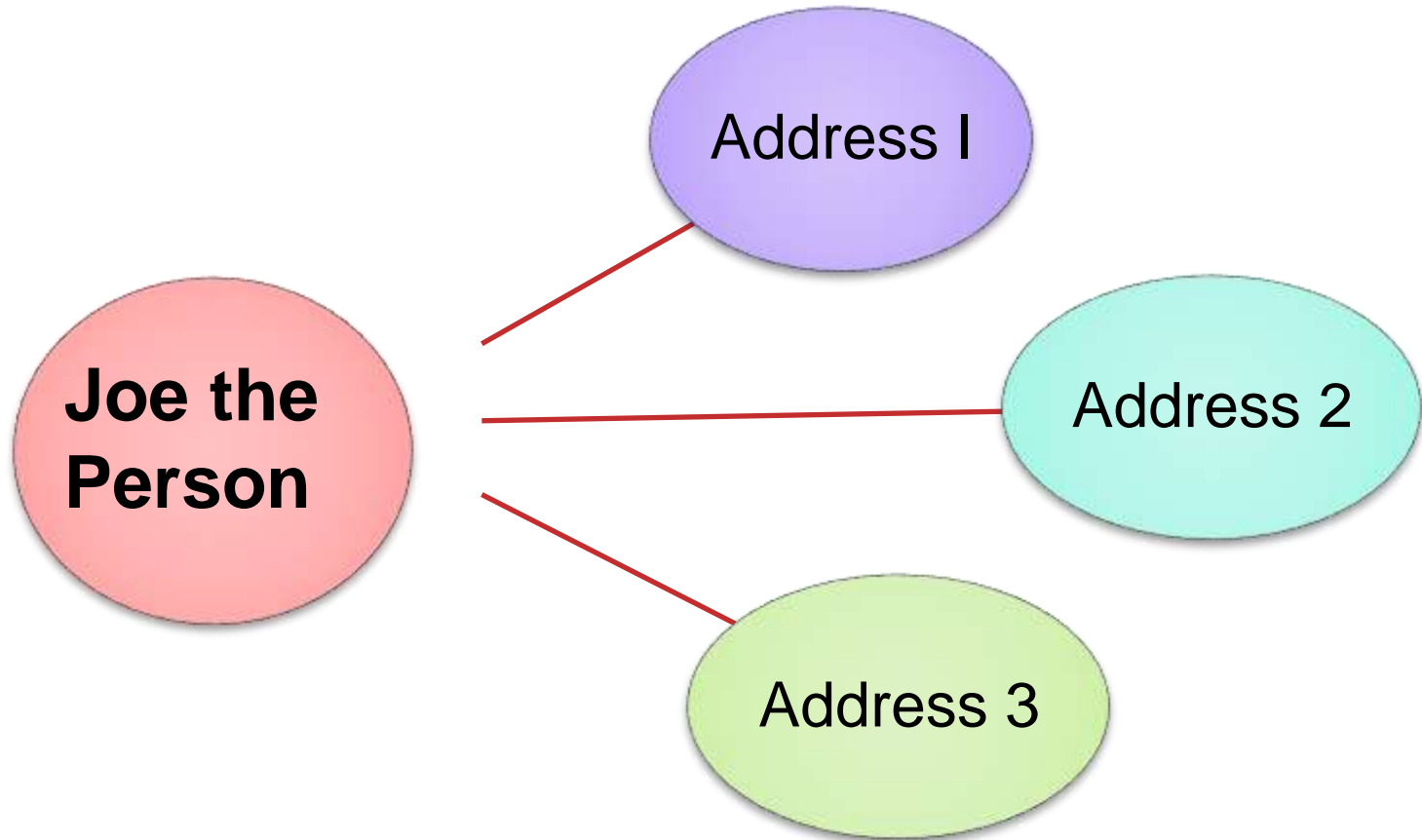
# What if we split the info into:

First name,  
Last name,  
Social security  
number  
DOB  
Address

Address Line 1,  
Address Line 2,  
City  
Country  
Zipcode



One person object linked to three address objects each keeping track of one address



# A reference variable is needed in the person class to keep track of the address object

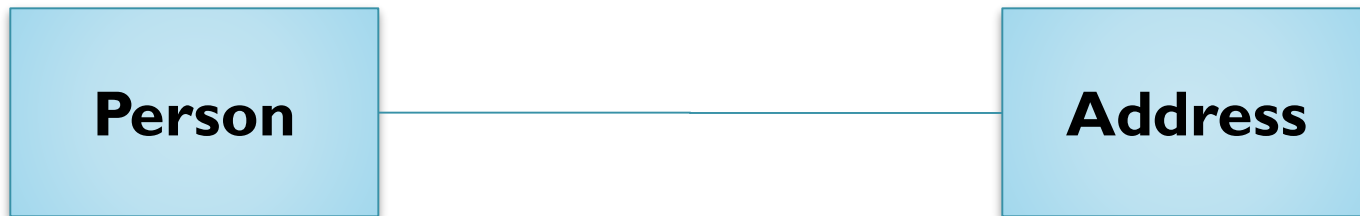


From the person perspective, we must add

- 1) An address attribute which will serve as a reference variable to the address object
- 2) getAddress method to retrieve the address object
- 3) setAddress method to store the address object as part of the person



But how do we differentiate different kinds of addresses from each other such as work, home,...?



Answer: we can't with this kind of relationship unless we add an address type attribute to the address class

# View Person Profile Screen

Design Preview [PersonView]

## Person Profile

First Name

Last Name

Street Address

DOB (YYYY/MM/DD)

Work Address

Street Line 1

Street Line 2

City

State

Zip code

Country

Local Address

Street Line 1

Street Line 2

City

State

Zip code

Country

Sweet home Address

Street Line 1

Street Line 2

City

State

Zip code

Country

## Person Profile

First Name

DOB (YYYY/MM/DD)

Last Name

Street Address

### Work Address

Street Line 1

Street Line 2

City

State

Zip code

Country

### Local Address

Street Line 1

Street Line 2

City

State

Zip code

Country

### Sweet home Address

Street Line 1

Street Line 2

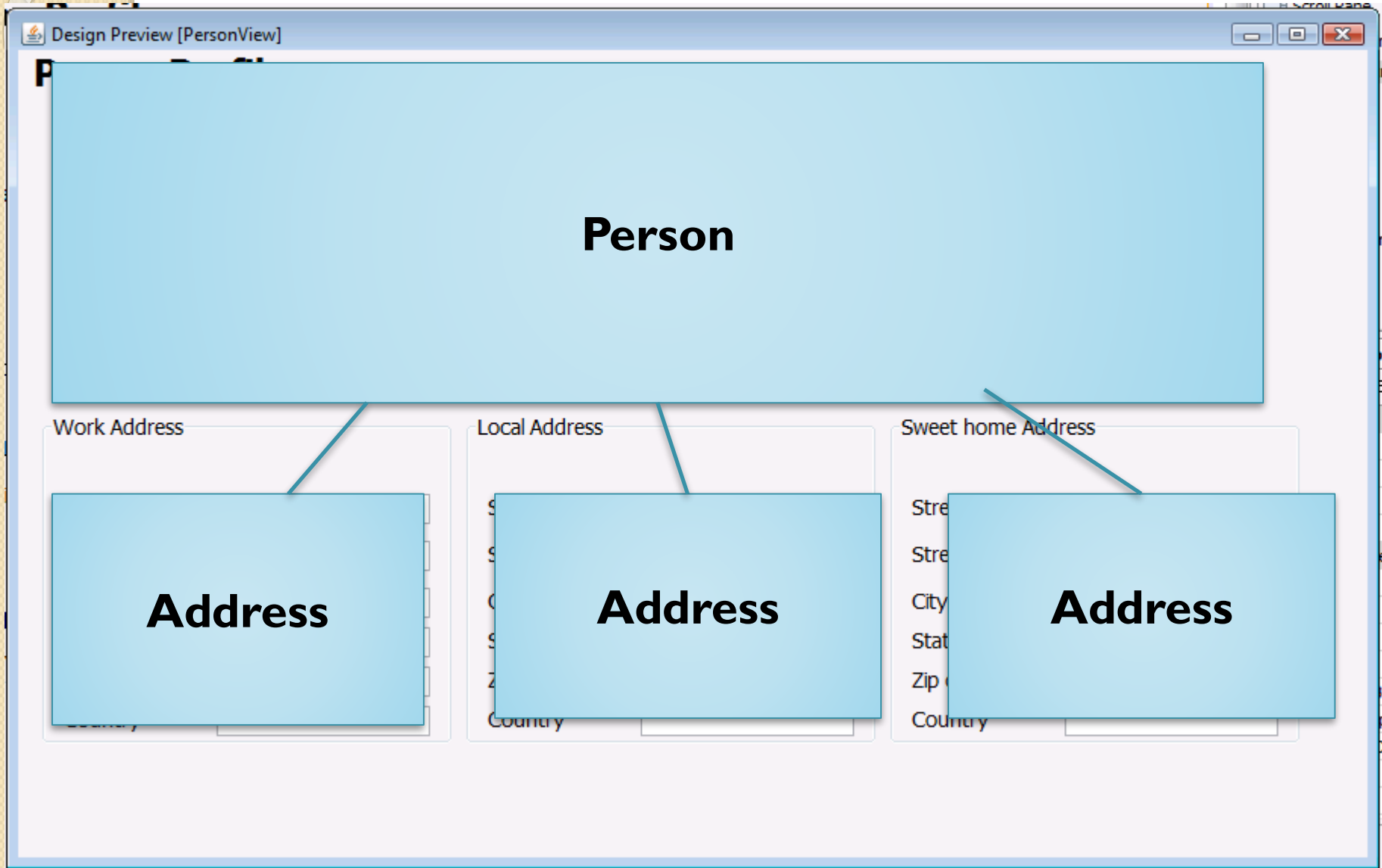
City

State

Zip code

Country

# Matching the model to the user interface



## Person Profile

First Name

DOB (YYYY/MM/DD)

Last Name

Street Address

### Work Address

Street Line 1

Street Line 2

City

State

Zip code

Country

### Local Address

Street Line 1

Street Line 2

City

State

Zip code

Country

### Sweet home Address

Street Line 1

Street Line 2

City

State

Zip code

Country

# Changes are localized at the single address – person info remains fixed

Design Preview [PersonView]

## Person Profile

First Name: Joe      DOB (YYYY/MM/DD): 5/02/02

Last Name: Smith

Street Address: 360 Huntington  
Boston MA 012115  
USA

**Work address**

Street Address: 360 Huntington Ave  
City: Boston  
State: MA  
Zip code: 02115  
Country: USA

**Local address**

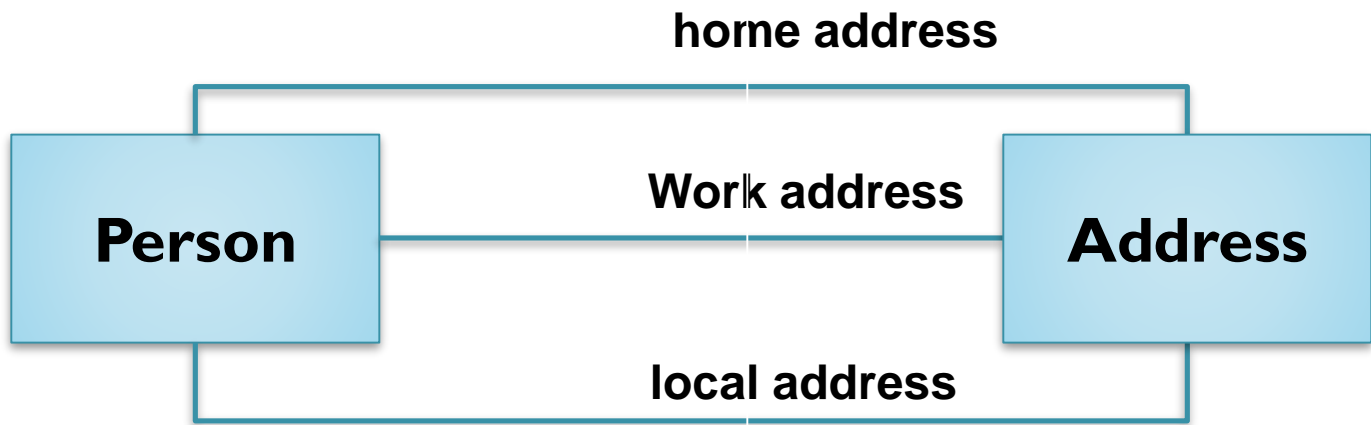
Street Address: 123 Main St  
City: New York  
State: NY  
Zip code: 01760  
Country: USA

**Home address**

Street Address: 456 Elm St  
City: New York  
State: NY  
Zip code: 10001  
Country: China

Display

Update object from user





```
Class Person {
```

```
String lastName;
```

```
String firstName;
```

```
Address workaddress;
```

```
Address homeaddress;
```

```
Address localaddress;
```

```
public Address getWorkAddress(){
```

```
Return workaddress;
```

```
}
```

```
Public void setWorkAddress(Address addressparam){
```

```
Workaddress = addressparam;
```

```
}
```

```
:::
```

```
}
```



Class Person {

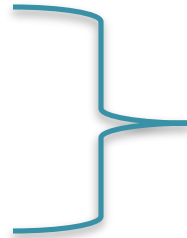
String lastName;

String firstName;

Address workaddress;

Address homeaddress;

Address localaddress;



**3 reference variables for  
keeping track of the 3  
addresses**

public Address getWorkAddress(){

Return workaddress;

}

Public void setWorkAddress(Address addressparam){

Workaddress = addressparam;

}

...

}

# Implementation of the class Person

```
Class Person {
```

```
String lastName;
```

```
String firstName;
```

```
Address workaddress;
```

```
Address homeaddress;
```

```
Address localaddress;
```



The reference variables hold addresses only. The must be declared of type Address

```
address(){
```

```
ss(Address addressparam){  
aram;
```

```
:::  
}
```



```
Class Person {
```

```
String lastName;
```

```
String firstName;
```

```
Address workaddress;
```

```
Address homeaddress;
```

```
Address localaddress;
```

```
public Address getWorkAddress(){
```

```
Return workaddress;
```

```
}
```

```
Public void setWorkAddress(Address addressparam){
```

```
Workaddress = addressparam;
```

```
}
```

```
:::
```

```
}
```

# Implementation of the class Person

```
Class Person {
```

```
String lastName;
```

```
String firstName;
```

```
Address workaddress;
```

```
Address homeaddress;
```

```
Address localaddress;
```

```
public Address getWorkAddress(){
```

```
return workaddress;
```

```
,
```

The get method returns the workaddress object.  
The return value must be of type Address

```
}
```

```
:::
```

```
}
```

# Implementation of the class Person

Class Person {

The set method returns nothing (void). It takes an address object as an input parameter and saves it in the workaddress attribute. As a result the person would be linked to an address object as the work address.

}



```
Public void setWorkAddress(Address addressparam){  
workaddress = addressparam;
```

```
}
```

```
:::
```

```
}
```

# Implementation of the class Person

```
Person person = new Person();
```

```
person.setFirstName("Joe");  
person.setLastName("Smith");
```

```
Address address = new Address();  
address.setAddressLine1("360 Huntington Ave");  
person.setWorkAddress(address); //save address object as a work address
```

```
address = new Address(); // create new address object using the same ref variable  
address.setAddressLine1("100 Main Street"); //insert address info  
person.setLocalAddress(address); //save address object as a local address
```

```
address = new Address();  
address.setAddressLine1("201 Best Street");  
Person.setHomeAddress(address);
```

# Consider the following form

Design Preview [PersonView]

## Person Profile

First Name

Last Name

Street Address

DOB (YYYY/MM/DD)

Work Address

Street Line 1

Street Line 2

City

State

Zip code

Country

Local Address

Street Line 1

Street Line 2

City

State

Zip code

Country

Sweet home Address

Street Line 1

Street Line 2

City

State

Zip code

Country

# Exercise I

- Define a project with a main class.
- Define the classes as described
- In the main method do the following:  
Create a person object and three address objects. Initialize the objects with sample data.  
Use the `system.println` function to print all your data in a format like the following:

Person

1. First name :Joe
2. Last name: Smith

Work Address

1. Address Line 1: 360 Huntington Ave.
2. Etc....



## Exercise 2

- Define a project with a JFrame
- In the constructor for the JFrame initialize a person object and three address like before.
- Pass the person object to a JPanel to display the person info as showing the form defined earlier.
- In the constructor for the JPanel display the person and 3 addresses to the JPanel form.