

MODULE: VII	
Ex. No: 7.1	Real Estate Listing System
Date:	

Aim:

To create a real estate listing system with JavaFX.

Algorithm:

Step 1: START

Step 2: Create Application class with appropriate stage and scene to run the application.

Step 3: Create a UI using SceneBuilder and save them as FXML files.

Step 4: Create database using MySQL and create a Connection class to establish database connectivity.

Step 5: Add appropriate drivers and dependencies for connectivity.

Step 6: Create a Controller class and DBOperation class with methods and Queries that defines and controls the functionalities of the application.

Step 7: Run the application. Check for errors and exceptions and debug the program accordingly.
Again Run the application.

Step 8: STOP.

Source Code:

```
public class logincontroller {
//logincontroller
    private Scene scene;
    private Stage stage;
    private Parent parent;
```

```
@FXML
```

```
private PasswordField password;
```

```
@FXML
```

```
private TextField username;
```

```
@FXML
```

```
private Button login;
```

```
private static Stage primaryStage;
```

```
@FXML
```

```
public void validateLogin(){
```

```
    String username = this.username.getText();
```

```
    String password = this.password.getText();
```

```
    System.out.println("User: " + username);
```

```
    System.out.println("Pass: " + password);
```

```
        Boolean loggedIn = new
```

```
        DBOperations().validateUsers(username,password);
```

```
        System.out.println(loggedIn);
```

```
        if (loggedIn) {
```

```
            // change scene
```

```
            shiftScenerent();
```

```

    }
    else {
        //some error
        openPopUp();
    }
}

//logincontroller close

//scene shifting
public void shiftSceneBuy() {
    try {
        Parent                                nextScreen                                =
FXMLLoader.load(getClass().getResource("buy.fxml"));
        primaryStage.getScene().setRoot(nextScreen);
    } catch (Exception e) {
        e.printStackTrace();
    }
}

public void shiftSceneLogin() {
    try {
        Parent                                nextScreen                                =
FXMLLoader.load(getClass().getResource("login.fxml"));
        primaryStage.getScene().setRoot(nextScreen);
    } catch (Exception e) {
        e.printStackTrace();
    }
}

```

```

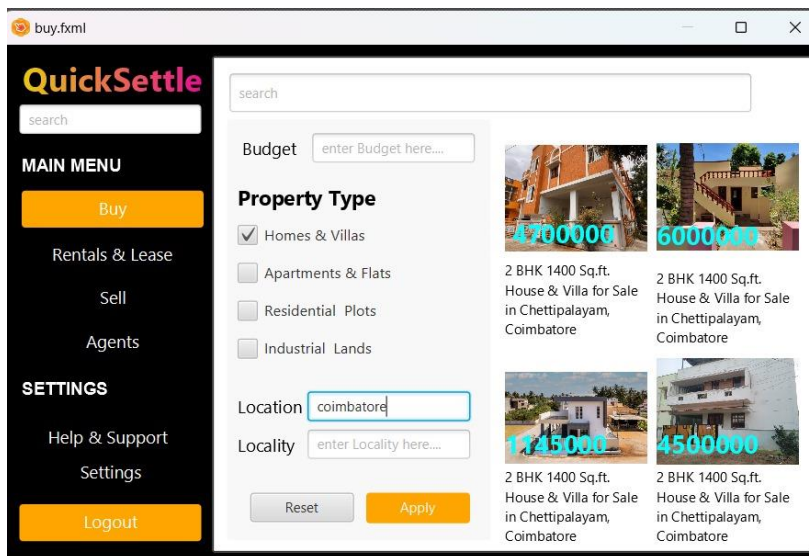
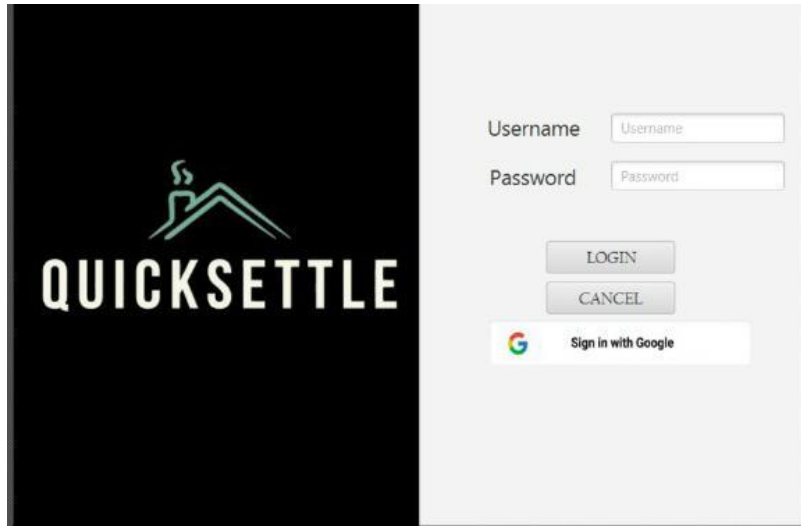
    }

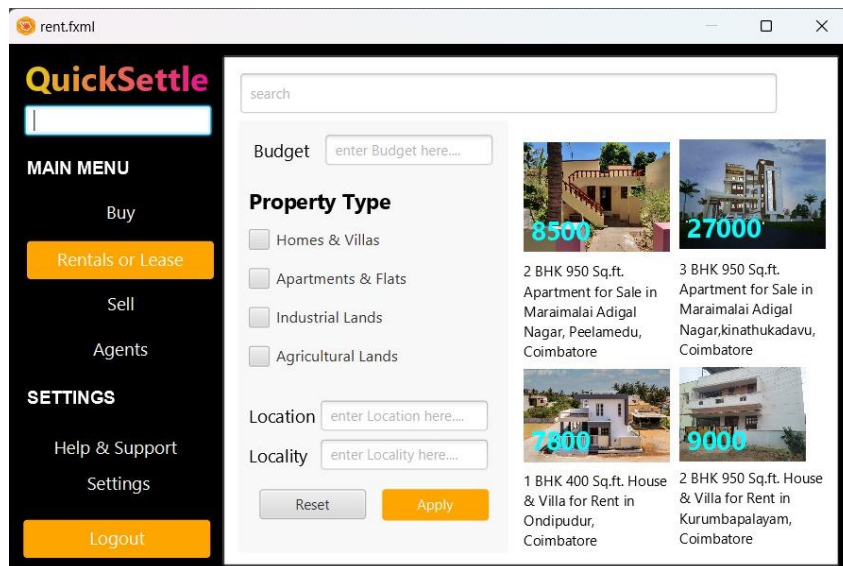
}

}

```

Output:



**Result:**

A real estate listing system with JavaFX is executed successfully.