

Series 5: Making Database Software is Easy with Java.....

Cashier Software Ver 1.0

Volume 1.0



by

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Introduction

- This volume 1, will bring you to the world of java programming to create a software which connected to a database easily,
- This volume 1, Create a Software from combination of Simple Chasir+Simple Employee database in Java
- It's help you to know how to develop a Cashier software with database capabilities like add,edit,find,delete and print data,show image data and more
- help you to learn how to use JDesktop,JInternalFrame, and using database for making a java software
- And also give you an idea to design java swing components to any software that you want to create !

The Snapshot

JMenuBar

JToolBar

JDesktop

Combination From Simple Employee+ Chasir Program By using JDESKTOP

JInternalFrame
For hold Item + cashier program

click and keypress then You will insert data

Goen Cashier Ver 1.0

File Window Help

Manage Item

Management Data

Item Data

Code: 123
Name: HP
Price: 80000
Total: 90
Status: Baru
Foto: BROW

SAVE ADD

Browse Data

Item Code	Item Name	Price
123	HP	80000
124	HP soni	77000
234	Handphone	12000

Cashier

http://www.javaged.com 20/06/2008 08:15:16

Transaction Num... 10

Item Code: 123 Number: 3 Price: 80000

OK CANCEL

Item Code	Item Name	Price
123	HP	80000

Item Name	Price	Number	Total Price
shampo	2000	8	16000
sabun	2000	7	14000
HP	20000	1	20000
HP	80000	1	80000

Total : Rp. 130.000

Payment : 900000 **900.000**

Change : **-770.000**

PRINT

Date :20/5/2008

Class and Method

Class

GoenCashier
JToolBar
ManageData
Chasir
ConnectData

Method

ambilData()
clearText()
hapusTabel()
findData()
tampilData()
insertData(File f)
etc

Code to Add Jdesktop + JInternalFrame

Create JDesktop

```
toolbar = new MyToolbar();

getContentPane().add(toolbar, BorderLayout.NORTH);
for (int i = 0; i < toolbar.imageName.length; i++) {
    toolbar.button[i].addActionListener(this);
}

myContainer = getContentPane();

desktop.putClientProperty("JDesktopPane.dragMode", "outline");
desktop.setBackground(SystemColor.controlHighlight);
myContainer.add(desktop, BorderLayout.CENTER);
```

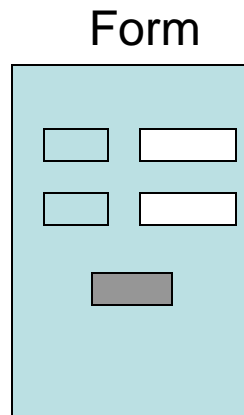
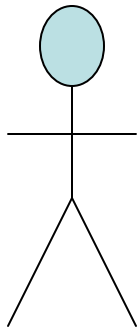
Create JInternalFrame inside JDesktop

```
f (ae.getSource() == toolbar.button[0])
{
    myInterFrame2 = new ManageData();
    desktop.add(myInterFrame2);
    try {
        myInterFrame2.setSize(new java.awt.Dimension(500,510));
        myInterFrame2.setLocation((640-500)/2,20);
        myInterFrame2.setSelected(true);
    }
    catch (java.beans.PropertyVetoException pe) {
    }
}
if (ae.getSource() == toolbar.button[1])
{
    myInterFrame1 = new Chasir();
    desktop.add(myInterFrame1);
    try {
        myInterFrame1.setSize(new java.awt.Dimension(440,540));
        myInterFrame1.setLocation((640-440)/2,0);
        myInterFrame1.setSelected(true);
    }
    catch (java.beans.PropertyVetoException pe) {
    }
}
```

Database Connection and Query

```
public void koneksiDatabase() {  
    hapusmyTable();  
    hapusmyBrgTable();  
  
    //Using ConnectData class  
    ConnectData dt = new ConnectData();  
    con = dt.getConnection();  
}
```

Connect
Database



```
try {  
    PreparedStatement stat = con.prepareStatement(sql1);  
    ResultSet set = stat.executeQuery();  
    while (set.next()) {  
        myHargatxt_b = set.getString("HargaBrg");  
  
        myHargatxt.setText(myHargatxt_b);  
  
    }  
    if (myHargatxt_b.equalsIgnoreCase("null")) {  
        JOptionPane.showMessageDialog(null, "Not Found !");  
        myKodetxt.requestFocus();  
        myButtonOK.setEnabled(false);  
    }  
    else {  
        myItemtxt.requestFocus();  
        myButtonOK.setEnabled(true);  
    }  
    set.close();  
}  
catch (Exception ie) {  
    JOptionPane.showMessageDialog(null, "Erro"+ie);  
}
```

Mouse and Key Adapter

```
• MouseAdapter ma = new MouseAdapter(){
•     public void mouseClicked(MouseEvent me){
•         ambilData();
•         myButtoninput.setEnabled(false);
•         myButtoneedit.setEnabled(true);
•         myButtonedelete.setEnabled(true);
•         myButtonkosong.setEnabled(true);
•     }
• };
•
• KeyAdapter ka = new KeyAdapter(){
•     public void keyPressed(KeyEvent ke){
•         ambilData();
•         myButtoninput.setEnabled(false);
•         myButtoneedit.setEnabled(true);
•         myButtonedelete.setEnabled(true);
•         myButtonkosong.setEnabled(true);
•     }
• };
•
• myDataTable.addKeyListener(ka);
•
• myDataTable.addMouseListener(ma);
•
```

For make GUI interactively by using MOUSE and KEY for selecting data in Jtable
To display in JPanel

Source Code

- The completed source code is inside the directory GoenCashier in file javageo group or <http://www.javageo.com>
- You can download the source code...
Play ,Modify and be succesfull with it...!
Good luck !!

See you on next volume and series !!