

Series 4: Making Database Software is Easy with Java.....

Simple Photo Galery Database Ver 1.0

Volume 1.0



by

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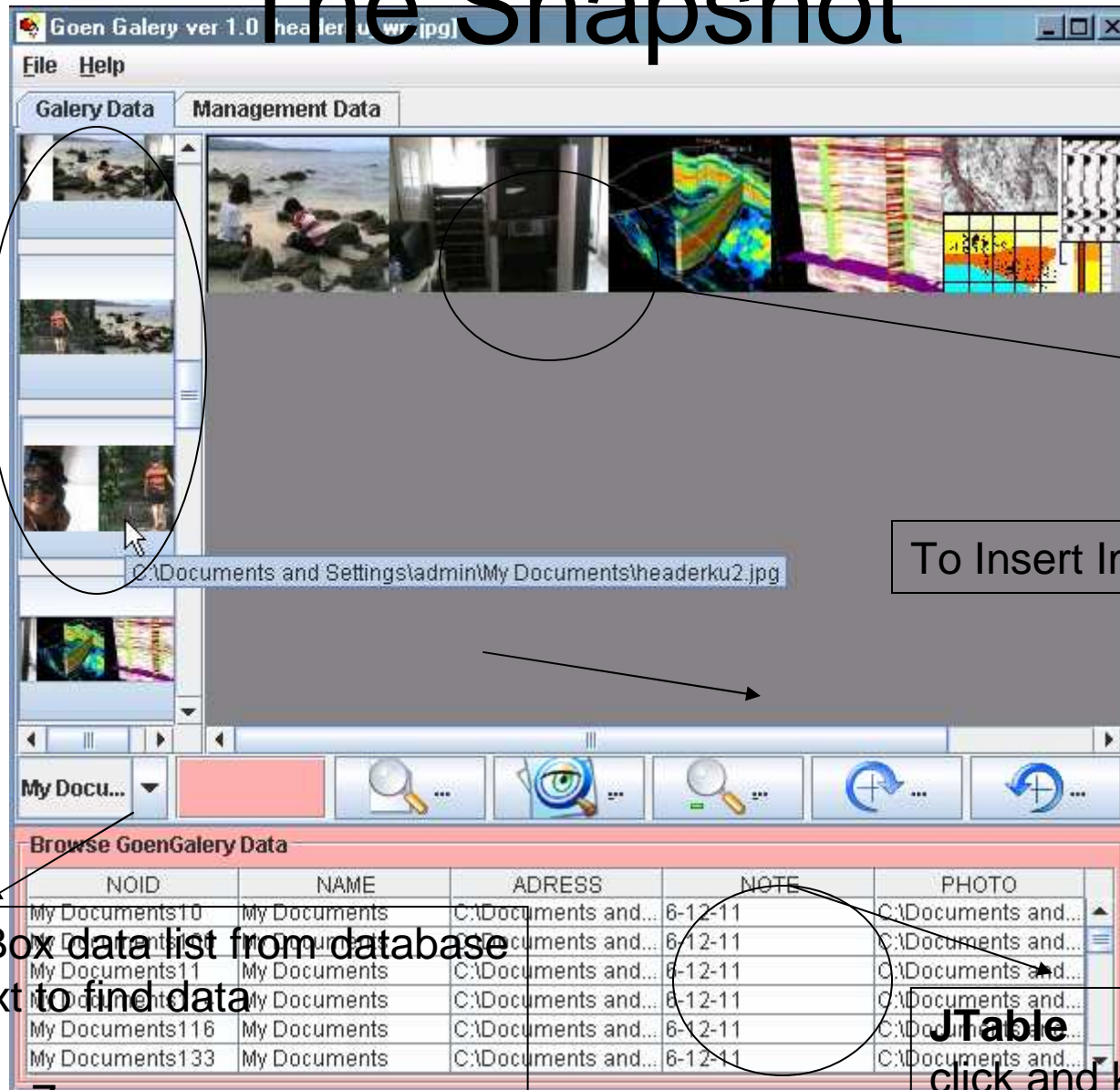
<http://javageo.com>

<http://groups.yahoo.com/group/JavaGeo/>

Introduction

- This volume 1, will bring you to the world of java programming to create a software which connected to a database easily
- It's help you to know how to make foto galery with database capabilities like add,edit,find,delete and print data,thumbnail file,thumbnail list and more
- help you to learn how to import data automatically into a database application in java
- And also give you an idea to design java swing components to any software that you want to create !

The Snapshot



Thumbnail Image in JButton

JPanel
Original Image viewer

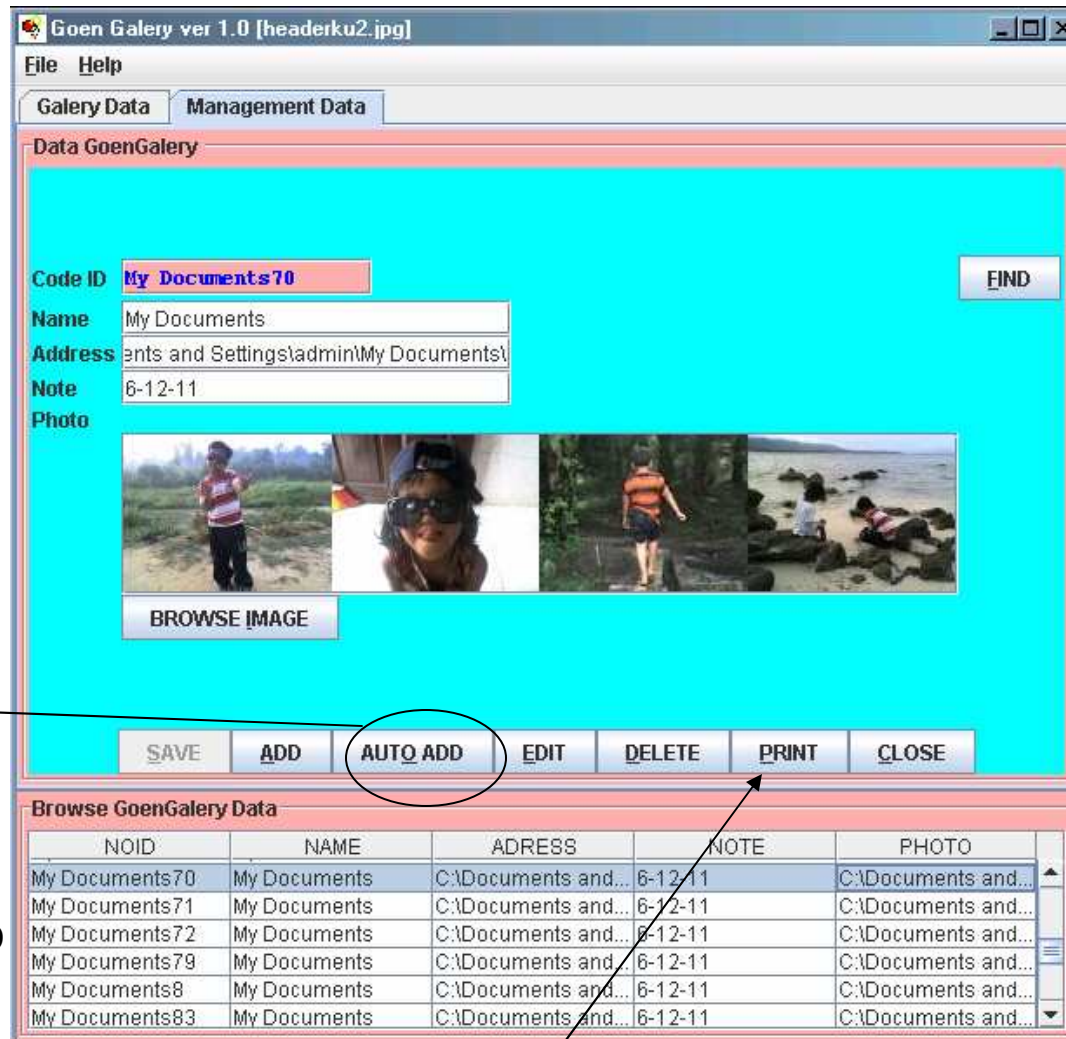
To Insert Image Data

- JComboBox data list from database
- Insert Text to find data
- Find data
- Zoom & unZoom
- Rotate & unRotate

JTable
click and keypress then You will have data

NOID	NAME	ADRESS	NOTE	PHOTO
My Documents10	My Documents	C:\Documents and...	6-12-11	C:\Documents and...
My Documents11	My Documents	C:\Documents and...	6-12-11	C:\Documents and...
My Documents116	My Documents	C:\Documents and...	6-12-11	C:\Documents and...
My Documents133	My Documents	C:\Documents and...	6-12-11	C:\Documents and...

Auto Add data



Select
Your Fotos
Directory
And it will
Automatically
Add all your foto
Files into
Database

By Click Button PRINT you can print and preview your data
(print image and text)

Class and Method

Class

GoenGalery

ConnectData

Photo

PrintData

MyImagePanel

Thumbnail

CreateThumbnail

Method

ambilData()

clearText()

hapusTabel()

findData()

tampilData()

insertData(File f)

etc

Large Image to be thumbnail

```
int scaledW = (int)(scale*inImage.getWidth(null));
    int scaledH = (int)(scale*inImage.getHeight(null));
    // create an image buffer in which to paint on.
    BufferedImage outImage = new BufferedImage(scaledW, scaledH,BufferedImage.TYPE_INT_RGB);
    // yo set scale.
    AffineTransform tx = new AffineTransform();
    if (scale < 1.0d) {tx.scale(scale, scale);
    }
    // Paint image.
    Graphics2D g2d = outImage.createGraphics();
    g2d.setBackground(getBackground());
    g2d.clearRect(0, 0, scaledW, scaledH);
    g2d.setRenderingHint(RenderingHints.KEY_RENDERING,
        RenderingHints.VALUE_RENDER_QUALITY);
    g2d.drawImage(inImage, tx, null);
    g2d.dispose();
```

```
try{
    String sqlprint = "SELECT * FROM GoenGalery";
    Class.forName(driver);
    Connection con=DriverManager.getConnection(url);
    Statement stat = con.createStatement();
    ResultSet rs = stat.executeQuery(sqlprint);
    if(rowsData == 0) return;
    // System.out.println("aha"+rowsData);
    buttons = new JButton[rowsData];
    int i = 0;
    while (rs.next()){
        String fno = rs.getString("Photo");
        new createThumbnail(fno, fno+"thum"+i, 250) ;

        add(buttons[i] = new JButton(new ImageIcon(fno+"thum"+i)));
        buttons[i].addActionListener(getSetter);
        buttons[i].setText(""+fno);
        buttons[i].setToolTipText(""+fno);
        buttons[i].setPreferredSize(new Dimension(100,80));
        i++;
    }
    con.close();
    stat.close();
    rs.close();
} catch(Exception se){ JOptionPane.showMessageDialog(null,"Error"+se);
}
```

Put Image on as ImageIcon of a JButton

Query

```
try{
String sql_tambah = "INSERT INTO Employee "+
                    "VALUES("+ a +","+ b +","+c+","+d+","+myStrPhoto+)";

                    dt = new ConnectData();
                    dt.prepareStatement(sql_tambah);
                    tampilData();
                    clearText();
}catch(Exception se){
JOptionPane.showMessageDialog(null,"Data Exist");
}
```

```
try{

String sql_ubah = "UPDATE Employee "+
"SET Name = "+ bb +",Adress = "+ cc +",Note="+dd+",Photo="+myStrPhoto+" WHERE NoID = "+ aa +"";
dt = new ConnectData();
dt.prepareStatement(sql_ubah);
tampilData();
clearText();

}catch(Exception se){
JOptionPane.showMessageDialog(null,"Failed to Update "+se);
}
```

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 UKM 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 !!