Lab8\_3 Report

Problem Description:

This program is designed to create a table with a 10x10 matrix, where each position contains either a 0 or 1 randomly generated number.

Analysis:

To generate a random 0 or 1 number, the program needs to use the Random to help generate number. And to create a 10x10 matrix, the program can use the GridPane to create a table.It can make 100 seats for every number.

Difficulties Encountered:

Initially, I was unsure how to randomly generate numbers and place them into a table. Through researching, I learned that I could convert the numbers to a String and place them into a TextField, which could then be added to the GridPane.

What I Learned:

Through completing this assignment, I gained a better understanding of the relationship between Stage pane and nodes, and how to integrate previously learned knowledge into new material.



