

Curriculum Vitae (CV Builder)

Design and implement a Curriculum Vitae (CV) Builder Application using JavaFX that allows users to create and view their personal CV interactively.

The application should start with a Home Screen containing a button “Create New CV” and some welcome text. When the user clicks “Create New CV”, a new screen should appear with form fields for entering personal information, such as:

- Full Name
- Email Address
- Phone Number
- Address
- Educational Qualifications
- Skills
- Work Experience
- Projects

Once all required fields are filled, the user can click a “Generate CV” button.

This should open a formatted CV Preview Screen, showing the entered information in a neatly designed layout. (like a printable CV).

N.B: No need to export PDF or save. Organize everything nicely in a scene is enough.

Implementation & Design Guidelines

1. Layout & Containers

- Use JavaFX layout containers effectively:
- **BorderPane:** for structuring header, form area, and preview section.
- **GridPane:** for arranging labels and text fields in a clean form layout.
- **VBox / HBox:** for organizing buttons and grouped sections.
- Maintain consistent spacing, padding, and alignment for readability and balance.
- Use sections or separators to divide parts of the CV.

2. Visual Design

- Choose a CV theme from online that you will follow.
- Apply JavaFX CSS styling for colors, fonts, and borders to make your CV attractive.
- Use different font sizes and weights for section headings (e.g., “Education,” “Skills”).

3. Functional Enhancements (**optional**)

- Add a profile photo upload feature
- Allow multiple entries per section (e.g., several degrees or job experiences).

4. Usability & Interactivity

- Implement clear navigation between screens (Home → Create → Preview).
- Display alerts or confirmations (e.g., “CV saved successfully!”).
- Use proper error messages for missing or invalid data.

5. Code Quality

- Follow a clean FXML + Controller structure.
- Use meaningful variable and method names.
- Separate UI logic from data handling (e.g., use a CV model class to store data).

N.B: No Marks for adding Animation effects