

CSE231 Advanced Computer Programming

Lab 09

1) Write the code needed to generate the following GUI application illustrated in the figure below. You need to handle the events for each button, so that if button “Ev2” is clicked the message in the textfield in the top transforms into “Hello2” and similarly for the other buttons. Note that you should apply event handling using:

- Using an object from an outer Class that implements the EventHandler interface for button Ev1.
- Using an object from an inner Class that implements the EventHandler interface for button Ev2.
- Using anonymous inner class for buttons Ev3.
- Using lambda expressions for button Ev4.



2) Write the code needed to generate the following GUI application illustrated in the figure below. Initially the central is empty (White), whenever the mouse enters the pane a circle with random location, radius, and color is added to the pane. You can move each individual circle by dragging it using the mouse. You can also move all circles using the keyboard keys UP, DOWN, LEFT, RIGHT.

