

**Course Experiment Report**

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| **Course:** | Java Programming Language | | | | | | |
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| **Semester:** | 1-18th | **week** | 2nd | **year** | | 1st | **term** |
|  |  |  |  |  | |  |  |
| **Major:** | Software Engineering Class | | | | | **Class:** | 2017 |
|  |  | | | | |  |  |
| **Student name:** |  | | **Student No.:** | |  | | |
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| **Teacher:** | Wang Xiaomeng | | | | | | |

College of Computer and Information Science

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| Project | Exp 7 GUI | | |
| Time |  | Type | □Verification □Design □Synthetical |
| **1. Objective**  Through this training, the students should master GUI design using JavaFX and event handling.  **2. Requirement**  Programming the following exercise  **Problem 1:** Sokoban Game.    **3. Content and design of experiment(main content, operations, algorithm description or code of program)**  **Problem 1:**  **Solutions:**  **Codes:**  **Results:**  **Summary:** | | | |

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| Teacher’s  comments | content and design of experiment（A-E）： |  |
| operations, algorithm description or code of program（A-E）： |  |
| results（A-E）： |  |
| summary and analysis of experiment（A-E）： |  |
| Grade（A-E）： | |