Practical 18

Aim : Write a program that moves a circle up, down, left or right using arrow keys.

Code :

```
package practical18;

import javafx.application.Application;

import javafx.scene.Group;

import javafx.scene.Scene;

import javafx.scene.shape.Circle;

import javafx.scene.paint.Color;

import javafx.scene.text.Text;

import javafx.stage.Stage;

public class Practical18 extends Application {

@Override

public void start(Stage primaryStage) {

Circle circle = new Circle(50,50,20);

circle.setFill(Color.RED);

circle.setStroke(Color.BLACK);

Text text = new Text(20,20,"Use arrow keys to move the circle");

Group root = new Group(text,circle);

Scene scene=new Scene(root,400,200);

//Handling the keyboard event scene.setOnKeyPressed(e->{

scene.setOnKeyPressed(e->{

switch(e.getCode()) {
```

```
case DOWN:circle.setCenterY(circle.getCenterY()+10);

break;

case UP:circle.setCenterY(circle.getCenterY()-10);

break;

case LEFT:circle.setCenterX(circle.getCenterX()-10);

break;

case RIGHT:circle.setCenterX(circle.getCenterX()+10);

break;

}

});


primaryStage.setScene(scene);

primaryStage.setTitle("Move Circle Using Arrow Keys");

primaryStage.show();

}

public static void main(String[] args)

{

launch(args);

}}
```

Output :