Signature

Name:

**CSE102 Programming Languages II Quiz #11**

1. All JavaFX applications must extend the class …………. .
2. Node
3. Application
4. Pane
5. Layout
6. The EventHandler interface specifies a method named …………. .
7. fire
8. add
9. remove
10. handle

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**CSE102 Programming Languages II Quiz #11**

1. The following is supposed to be a simple drawing app. Implement the event handler appropriately.

canvas.setOnMouseMoved(e -> {

prevX = e.getX();

prevY = e.getY();

});

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1. The following is supposed to be a simple drawing app. Implement the event handler appropriately.

**double** prevX;

**double** prevY;

**public** **void** start(Stage stage) {

Pane root = **new** Pane();

Scene scene = **new** Scene(root);

Canvas canvas = **new** Canvas(300, 300);

root.getChildren().add(canvas);

GraphicsContext g = canvas.getGraphicsContext2D();

canvas.setOnMouseMoved(e -> {

// your code

});

canvas.setOnMouseDragged(e -> {

**double** x = e.getX();

**double** y = e.getY();

g.strokeLine(prevX, prevY, x, y);

prevX = x;

prevY = y;

});

stage.setScene(scene);

stage.show();

}