

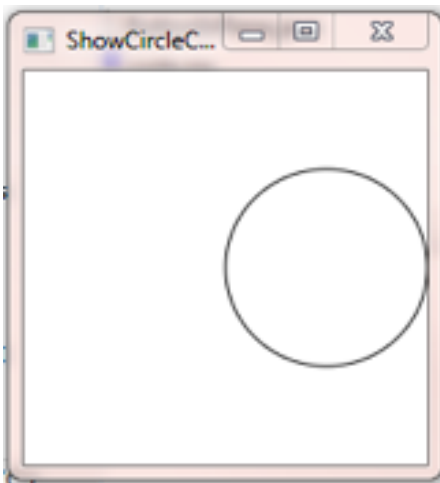
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## CS 122 Lab 7

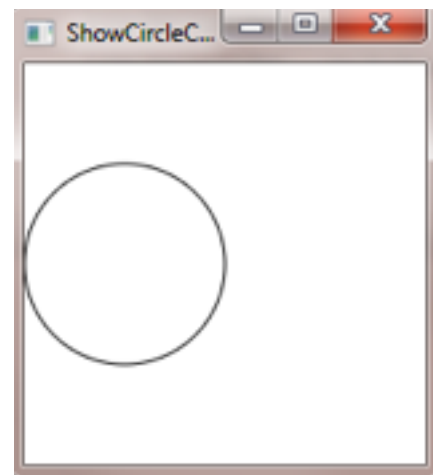
02/15/2018

### Getting started on JavaFX

1. Add MyJavaFX.java to your project. Modify the code to make the initial scene twice bigger. Change the title to “MyBiggerJavaFX”.
2. Add MultipleStageDemo.java to your project. Modify the code to make the third window with title “Third Stage”. Make the second stage resizable but the third stage un-resizable.
3. Add ButtonInPane.java to your project. Run it. Observe the output. Both MyJavaFX.java and the current program displayed a button in the window, but the latter button keeps its own size. Which type of container enabled this feature?
4. Add ShowCircle.java and ShowCricleCentered.java to your project. Run each of them and then resize the windows to see the difference. Modify the ShowCricleCentered.java to make circle bound to the right boundary of the window, no matter how you resize the window (as figure A shows).  
Optional: Modify the ShowCricleCentered.java to make circle bound to the left boundary of the window, no matter how you resize the window (as figure B shows).



A



B

5. Add BindingDemo.java to your project. The program has an error. Try to fix the problem. Hint: you cannot change the value of a target after the binding, since it is already bound to the source.

If we change the unidirectional binding to bidirectional binding, we will be able to change the value of both d1 and d2. Reload the original BindingDemo.java, change the *bind* method to *bindBidirectional*. Run the program again. There should be no error.