

# Lab 5.1 - Bars 21 GUI

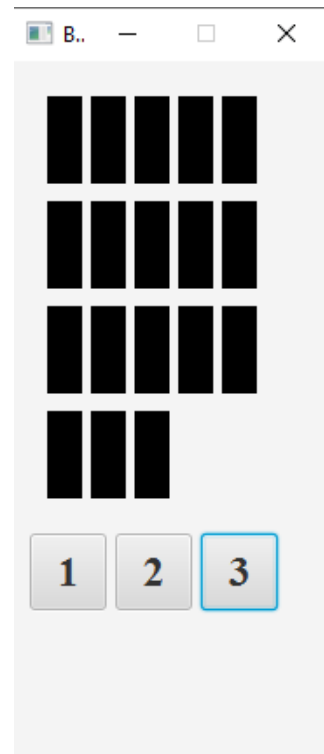
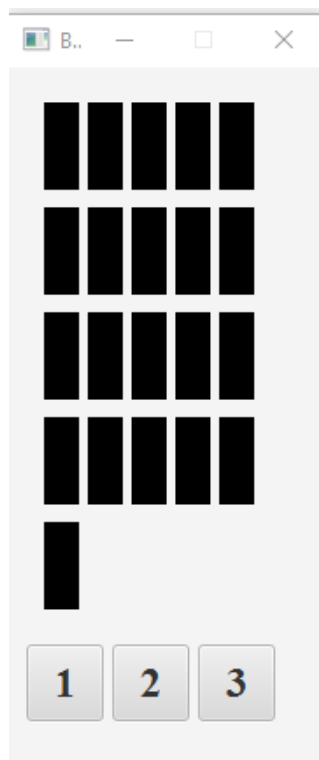
This project is about designing a Bars 21 Games using the JavaFx. This will illustrate the principles of object oriented programming, GUI design, and event-driven programming.

There will be one class in this project called Bar21GUI, and it will be under the package games. The Bar21GUI class will extend javafx.application.Application.

## Sample:

Game starts: display 21 Bars

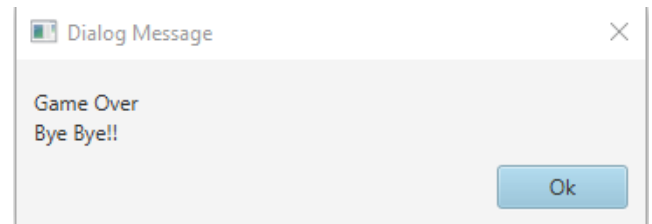
User will pick up the bars(sticks) by Click 1, 2 or 3.



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At the end of Game: show Dialog Message



Notes: don't need to provide Players, and feel free to modify the layout, change colors, etc.

## Submission

After completing this lab, the submit the **COP3809\_LAB51\_SYY\_XXXX.zip** (YY = 01, 02 or 03, XXXX = Student Id) file on canvas.