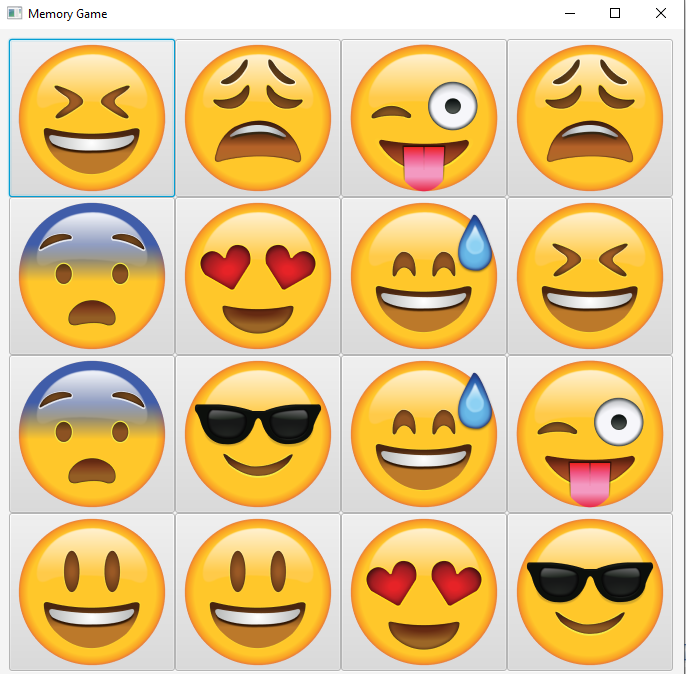
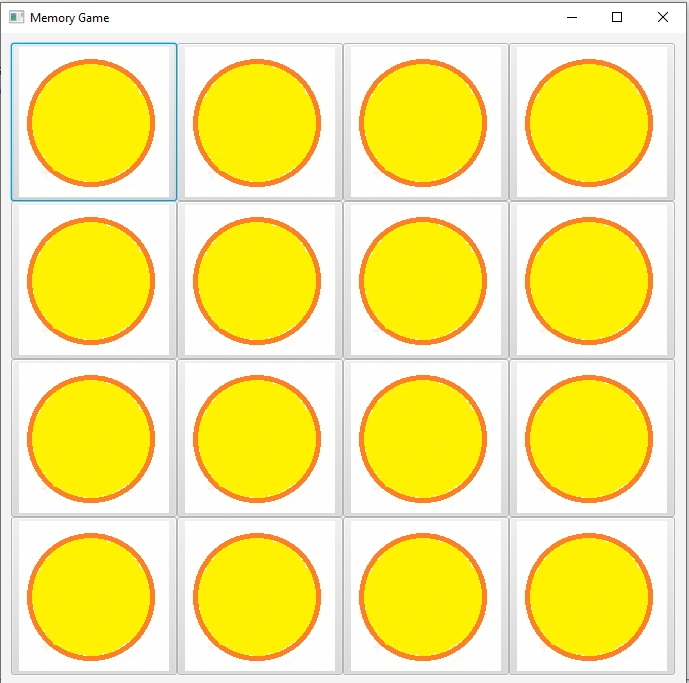
**Assignment 2.2 – Memory Matching Game**

This assignment is about an event programming and JavaFX components.

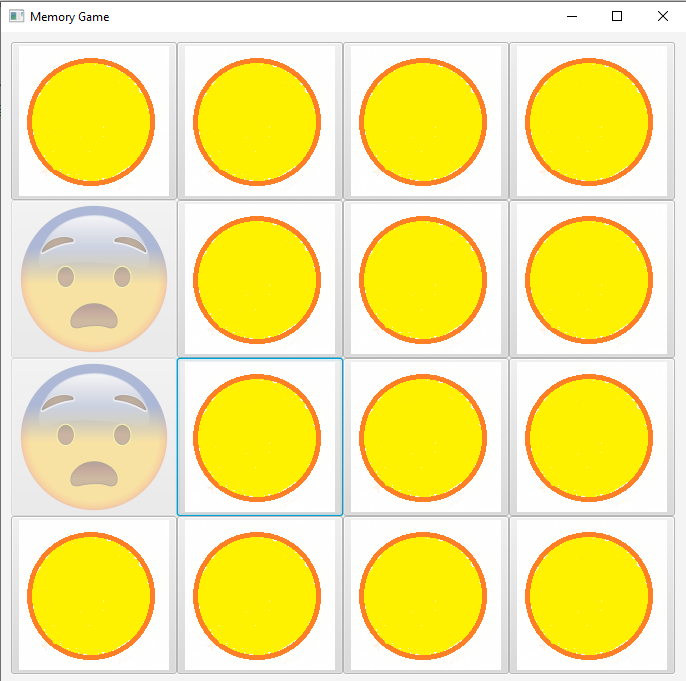
You will develop the Memory Matching Game in JavaFX. For this example,

there are 8 couples from 16 cards. First the program must let user to watch about 2 or 3 seconds.

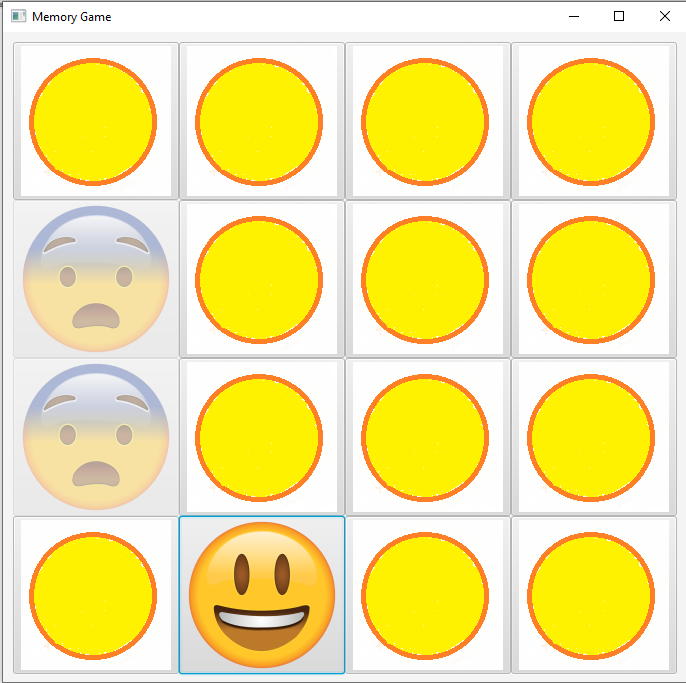


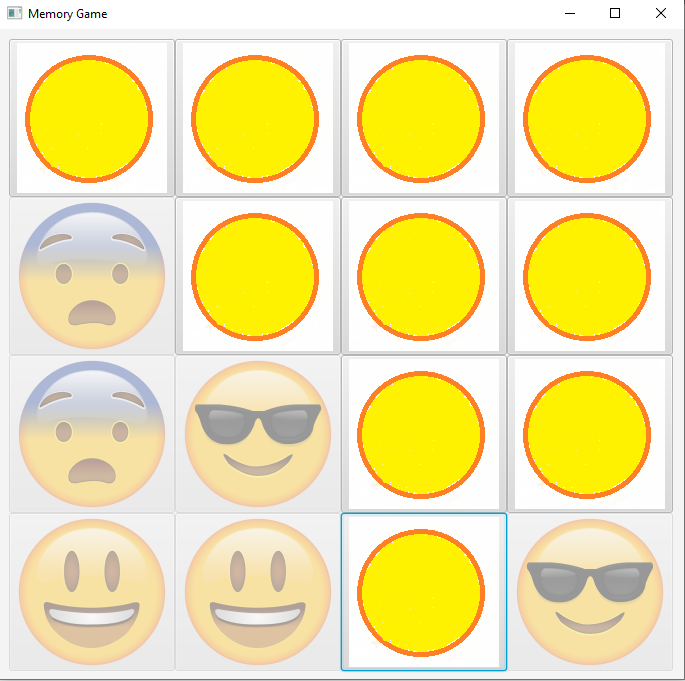
And then closing all of cards.

If user select the correct couple, the program must show the corrects and set the buttons as unclicked buttons.

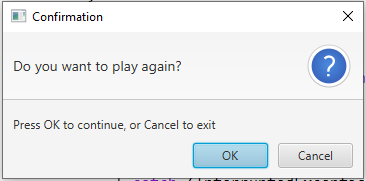
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If user selects the incorrect couple, the program must delay 0.5 to 1 second to let the user to watch before turn the incorrect couple back.



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When the game is over, you should show the dialog message using Alert class and let user to choose for continue and exit the program.

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**Submission**

After completing this programming assignment, zip up all the classes and java file. The name of zip file MUST be COP3809\_ASSIGNMENT22\_SYY\_XXXX.zip where YY is 01, 02 or 03 and XXXX is student id.

**Note: You can customize the Pane Layout, decorate the buttons with any images and feel free to prettify the user interface. In this sample, using image sizes 100x100.**