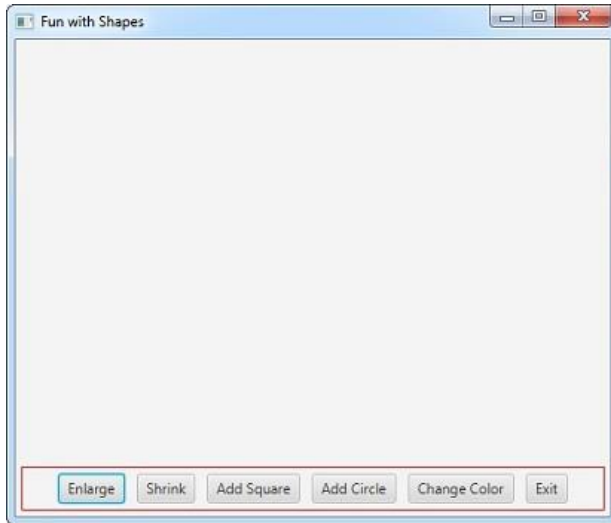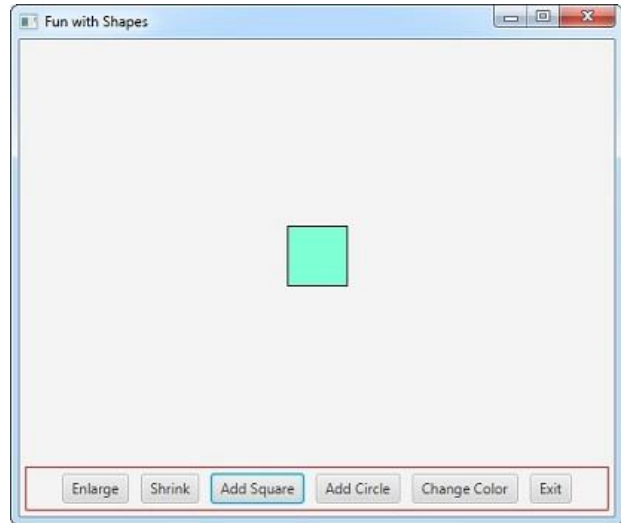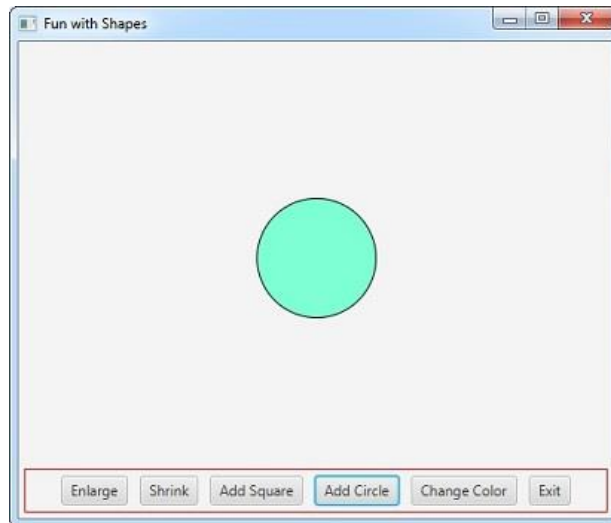# JavaFX Event-Driven Code

Assignment

This week, we will modify the *ControlCircle.java* sample (Listing 15.3) to practice Event-Driven code controls. Here are three screen shots showing the required changes.

Beginning Layout

After Add Square is Clicked

After Add Circle is Clicked

Requirements

- Add the following buttons:
  - *Add Square*: Adds a square to the pane
  - *Add Circle*: Adds a circle to the pane
  - *Change Color*: Changes color of current shape to a random color (*use Random*)
  - *Exit*: Exits the program
- The Enlarge button will increase the size of the current shape. The amount to increase with each click is at your discretion. The shape should increase in size with each click

- The Shrink button will decrease the size of the current shape. The amount to decrease with each click is also at your discretion. The shape should decrease in size with each click
- Increased and decreased shapes should stay in the middle of the pane
- Use subclasses instead of inner classes. Class CirclePane in the example is an inner class. Move this to a subclass. You will need to implement a SquarePane subclass as well
- Your JavaFX Main class can have EventHandler classes. It will have one for each button
- This assignment covers subjects from Chapter 1 - 15

Hints

A square is a rectangle in the Shape import that has equal sides.

Expected Output

You have creative freedom with this assignment. Your result is not required to appear exactly like the samples above. However; it must produce the same output and include the functionality described above.

Deliverables

Please zip your program and submit the zip file by the due date listed in the requirements.