//Dodie Matthew Tip Calculator

import javafx.application.Application;

import javafx.event.EventHandler;

import javafx.stage.Stage;

import javafx.scene.Scene;

import javafx.scene.control.Label;

import javafx.scene.control.TextField;

import javafx.scene.control.Button;

import javafx.geometry.Insets;

import javafx.geometry.Pos;

import javafx.scene.layout.VBox;

public class TipCalculator extends Application {

// Declaring private fields

private Label rLabel;

private TextField field;

private Button calcTip;

private Label amountToTip;

private Label totalWithTip;

@SuppressWarnings("unchecked")

public void start(Stage primaryStage) {

rLabel = new Label ("Restaurant Charge");

field = new TextField();

calcTip = new Button("Calculate Tip");

amountToTip = new Label("Ammount to Tip");

totalWithTip = new Label();

calcTip.setOnAction(new ButtonHandler());

VBox box = new VBox(10);

box.getChildren().add(rLabel);

box.getChildren().add(field);

box.getChildren().add(calcTip);

box.getChildren().add(amountToTip);

box.getChildren().add(totalWithTip);

box.setAlignment(Pos.CENTER);

box.setPadding(new Insets(10,10,10,10));

Scene scene = new Scene(box, 250, 250);

primaryStage.setTitle("TipCalculator");

primaryStage.setScene(scene);

primaryStage.show();

}

//Button handler for calculating the tip

private class ButtonHandler implements EventHandler {

@Override

public void handle(javafx.event.Event event) {

final double tipPercent = 20;

String userInput;

double tip;

double totalAmount;

userInput = field.getText().trim();

tip = (double) Math.round(Double.parseDouble(userInput)\*tipPercent)/100.0;

totalAmount = tip + Double.parseDouble(userInput);

totalWithTip.setText("$"+totalAmount);

}

}

public static void main(String args[]){

launch(args);

}

}

