GUI

Lecture 12

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I. Write a program that will display **Hello world!** on the button, which will change to **Hi** after pressing the button. When the button is pressed again, the first inscription is displayed again. Texts will be displayed in the cycle.

II. Write a program that will simulate a simple text editor. Place the text field component in the window and set its characteristic values such as background color, font color, font type and size. We already know the solution to this task in terms of the **Swing** framework, now it's time for **JavaFX**.

III. Prepare a window with 2 text boxes and a button. After pressing the button, the result of adding values from text fields should appear (the result should be displayed as the text on the button). You already have the logic and example of the solution, just rewrite the application to **JavaFX**. **Use CSS**