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I. Create application login screen using FXML. Login screen should contain the Welcome text, two fields for entering data, labels describing what the text fields mean, a button for logging in and a label indicating whether login was successful. Ensure user validation with a matching password.

II. Design a music player that will allow you to:

- show the currently playing song
- display a list of categories
- search by name of the song, album, creator
- stop the song, mix it up, play it in a loop

SceneBuilder:

- Go to the website: `http://gluonhq.com/products/scene-builder/#download`

- Download SceneBuilder in the Executable Jar version..

- Run the SceneBuilder program

- Create a new FXML file

- Using the available tools, try to make a panel that allows you to control the helicopter, it should contain:

  - Altitude indicator and fuel quantity indicator
  - Indicator that allows you to control the propeller speed
  - Any way to control the helicopter
  - Place a control showing a fragment of the image visible from the helicopter cockpit

- Create a new project and import the FXML file you created

- Try to add the id to one of the controls and implement its minimal functionality (e.g. the fuel gauge will change depending on the other control).

Index:

- Documentation describing FXML:
  `https://docs.oracle.com/javase/8/javafx/api/javafx/fxml/doc-files/introduction_to_fxml.html`

- Basic FXML tutorial from Oracle:
  `https://docs.oracle.com/javafx/2/get_started/fxml_tutorial.htm`

- Link to CSS documentation in JavaFx
  `https://docs.oracle.com/javase/8/javafx/api/javafx/scene/doc-files/cssref.html`