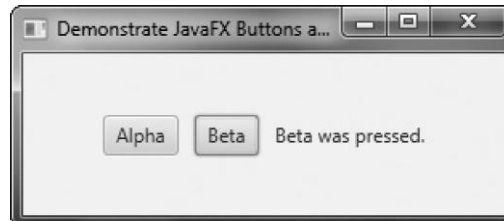
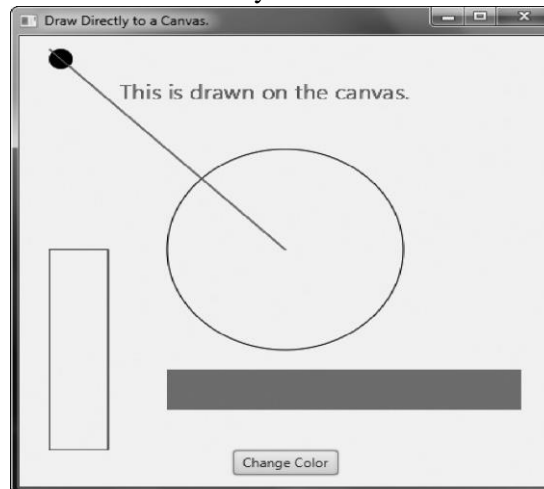


OBJECT ORIENTED PROGRAMMING WITH JAVA(21CS35)
UNIT 5: PRACTICE QUESTIONS

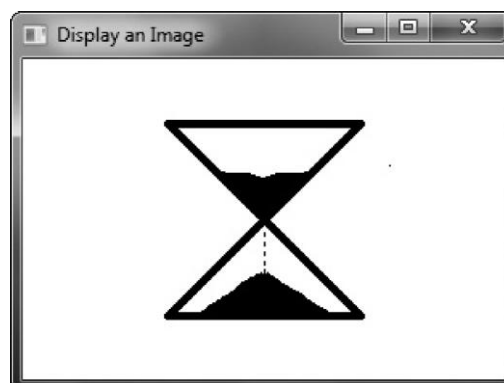
1. Explain Application class and JavaFX life cycle methods. 6M
2. What are the advantages of JavaFX? 4M
3. Write JavaFX skeleton program and explain 6m
4. Write JavaFX program to demonstrate a label control 6m
5. Develop a JavaFX application for the UI shown below 8m



6. Develop a JavaFX application to draw directly on Canvas as shown below 8m



7. Develop a Javafx program to use Imageview object on a button (or label) as shown below 8m

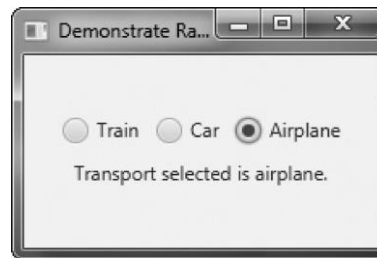


8. Develop a Javafx program to demonstrate ToggleButton 7m

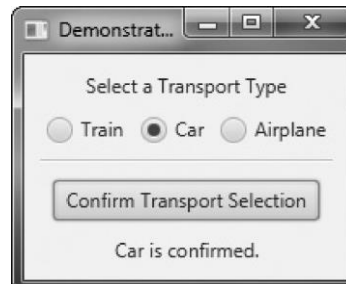


9. Develop UI shown below

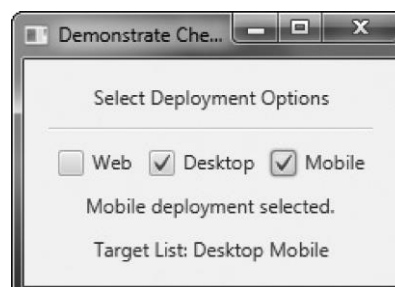
OBJECT ORIENTED PROGRAMMING WITH JAVA(21CS35)
UNIT 5: PRACTICE QUESTIONS



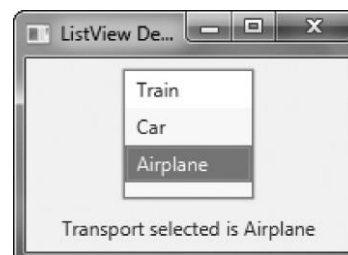
10. Develop UI shown below



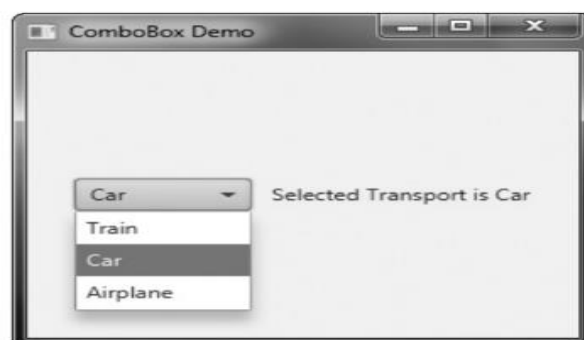
11. Develop UI shown below



12. Develop ListView shown below



13. Develop ComboBox shown below



OBJECT ORIENTED PROGRAMMING WITH JAVA(21CS35)
UNIT 5: PRACTICE QUESTIONS

14. Write a JavaFX program for login page with validation.
15. Write a JavaFX program for Menus shown below

