

Purpose: The purpose of this Lab assignment is to:

- Practice the use of JavaFX.

Exercise 1

Write a Java application using JavaFx which allows the user to enter student information (see the sample design below).

The screenshot shows a JavaFX application window with a title bar containing a Java logo and standard window controls. The main content area is a form for entering student information. It includes text input fields for Name, Address, Province, City, Postal Code, Phone Number, and Email. A radio button group for 'Computer Science' (selected) and 'Business' is located on the right. Below the radio buttons are two checkboxes: 'Student Council' and 'Volunteer Work', both of which are checked. A 'Display' button is positioned below the email field. To the right of the form is a vertical list box showing a dropdown menu with 'Java' selected, and a list of courses: Python, C#, and Java. At the bottom of the window is a large text area displaying the student's information: 'John Doe, 100 Developer Road, Toronto, ON, M3T 2Y7, (416) 222-3434, jdoe@java.ca' followed by 'Courses: Python C#'. The window has a scroll bar on the right side of the text area.

The user will enter *full name, address, city, province, postal code, phone number and email* in *text field* controls. The student's *major* (Computer Science or Business) will be selected from two *radio buttons*.

A combo box will display the list of *courses* for each program whenever the user selects the desired program.

A course will be added to a *list box* whenever the user selects a course from the corresponding combo box. Make sure that the user cannot add a course several times.

Additional information about the student will be provided from a group of *check boxes* (such as involvement in various activities, etc).

All the information about the student will be displayed in a text *area* component. Use simple JavaFX layout managers, such as FlowPane, BorderPane, and GridPane to create the JavaFX GUI of this application.