Adam Cox

Ch 17:

5.

Click on a menu item, close a winow, press enter

6.

Secondarystage.setOnHiding((ActionEvent e) ->{

String message = “Goodbye, World!”;

goodbye.setText(message);

});

9.

If you change the css file you don’t have to recompile the sheet, css file is eaiser to share with other programs, and able to share and reuse the file.

12.

Lawn Green Or #7cfc00

13.

.label1{

-fx-background-color: hsb(60%, 52%, 4%);

}

.label2{

-fx-background-color: hsb(155, 135, 12);

}

.label3{

-fx-background-color: hsba();

}

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\* AnimalGuess.java

\* <Adam Cox>

\*

\* This is the AnimalGuesser

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**import** javafx.application.Application;

**import** javafx.event.ActionEvent;

**import** javafx.event.EventHandler;

**import** javafx.scene.Scene;

**import** javafx.scene.control.\*;

**import** javafx.scene.layout.\*;

**import** javafx.scene.text.Text;

**import** javafx.stage.\*;

**import** java.util.\*;

**public** **class** AnimalGuess **extends** Application

{

**private** **final** String[] animals = **new** String[] { // All the animals

"sheep","ant","lion","tiger","yak"

};

**private** **int** index = 0; // Array Counter

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// This runs the intro window

**public** **void** start(Stage stage)

{

GridPane pane = **new** GridPane();

Scene scene = **new** Scene(pane);

Button btn = **new** Button("Ok"); // Button for starting game

Label intro = **new** Label("How good is your memory?\n"

+ "Try to memorize this sequence of animals:\n"

+ "sheep ant lion tiger yak");

stage.initStyle(StageStyle.***UTILITY***);

scene.getStylesheets().add("animal.css");

pane.add(intro, 0, 0, 5, 5);

pane.add(btn, 6, 6);

btn.setOnAction(**new** EventHandler<ActionEvent>()

{

@Override

**public** **void** handle(ActionEvent event) {

theGame();

stage.close();

}

});

stage.setTitle("Animal Memory Game");

stage.setScene(scene);

stage.show();

} // end of start

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// This runs the actual game

**private** **void** theGame()

{

**final** String[] prompts = **new** String[] { // Array for Questions

"Enter animal number 1" , "Enter animal number 2" ,

"Enter animal number 3" , "Enter animal number 4" ,

"Enter animal number 5" };

Stage stage2 = **new** Stage();

Label prompt = **new** Label(prompts[0]);

String[] data = **new** String[5];

TextField dataBox = **new** TextField();

FlowPane pane = **new** FlowPane(prompt, dataBox);

Scene scene = **new** Scene(pane);

stage2.initStyle(StageStyle.***UTILITY***);

scene.getStylesheets().add("animal.css");

dataBox.getStyleClass().add("dataBox");

stage2.setTitle("Animal Memory Game");

stage2.setScene(scene);

stage2.show();

dataBox.setOnAction(e ->{

data[index] = dataBox.getText();

dataBox.setText("");

**if** (!data[index].equals(animals[index])) // Checks Answers

{

dataBox.setVisible(**false**);

prompt.getStyleClass().add("fontSize");

prompt.setText("Sorry – wrong animal!");

dataBox.setOnAction(**null**);

}

**else** **if** (index < data.length-1)

{

index++;

prompt.setText(prompts[index]);

}

**else**

{

dataBox.setVisible(**false**);

prompt.getStyleClass().add("fontSize");

prompt.setText("Congratulations your memory is perfect!");

}

}); // end of databox action

} // end of the game

} // end of AnimalGuess

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

\* Animal.css

\* <Adam Cox>

\*

\* This is the css for AnimalGuess

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.root{

-fx-pref-width: 600;

-fx-pref-height: 300;

-fx-alignment: center;

-fx-hgap: 20;

-fx-padding: 3;

-fx-font-size: 20;

}

.dataBox{-fx-pref-column-count: 15;}

.fontSize{-fx-font-size: 40;}

**Label**{-fx-text-fill: blue;}













