

<< comment اسمك ورقمك الجامعي في بداية كل class على شكل << comment >>
<< تذكير: قم بعمل تسجيل لسطح المكتب >>

<< تذكير: قبل تسليم الفيديوهات، و بعد انتهاء الامتحان، قم بإعادة تسمية الملف باسمك و رقمك الجامعي و رقم الملف >>
<< يجب تسليم برنامج خالي من الأخطاء و إلا سيتم تصحيح الإجابة من ٥٠٪ >>
مثال: << Ahmad Hamed_1220222_Q1 >>

Question#2 [45%]: Using Java Fx to implement the following GUI:

The screenshot shows a Java GUI with a light gray background and a white title bar with three colored buttons (red, yellow, green). The GUI contains the following elements:

- Student ID:** A text field with the value "12201001".
- Student Name:** A text field with the value "Ahmad".
- Quizz#1:** A text field with the value "80".
- Quizz#2:** A text field with the value "100".
- Project:** A text field with the value "50".
- Midterm Exam:** A text field with the value "65".
- Final Exam:** A text field with the value "77".
- Participation:** A text field with the value "78".
- Calculated Grade:** A text field with the value "74.5".
- Calculate Grade:** A button.
- Select Push Up Criteria:** A dropdown menu.
- Abdallah Karakra:** A radio button (selected).
- Mamoun Nawahdah:** A radio button.
- Murad Njoum:** A radio button.
- Fadi Khalil:** A radio button.
- Add to The List:** A button.
- Save to File:** A button.

The GUI should contain:

1. Use at least three different layouts (HBox, VBox, BorderPane, StackPane, GridPane, or FlowPane).
2. **Every layout should be implemented separately in a class.**
3. The **default weights** to calculate the grade are:
(**First Quiz 5%, Second Quiz 5%, Project 10%, Midterm Exam 25%, Final Exam 35%, Participation 10%**).
4. The **criteria used** to make a push-up at the final grade (after calculated).
 - Add 2 marks to a final grade (for example, 77 becomes 79).
 - Add 3 marks to a final grade (for example, 77 becomes 80).
 - Consider the best quiz and eliminate the lowest (إزالة العلامة الأقل). The weight will be 10% for the best quiz. (احتساب ١٠ علامات على الاختبار الأعلى من الاختبارين).
5. Add to the list: add the student object from GUI and store it inside the ArrayList.
6. Save to File: store the ArrayList in the binary file.