For: Melissa Bakke

Assignment: Exercise 30-3 Raise Flags

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| **Screenshot(s)** |
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| **Code** |
| *import javafx.application.Application;*  *import javafx.application.Platform;*  *import javafx.scene.Scene;*  *import javafx.scene.image.ImageView;*  *import javafx.scene.layout.Pane;*  *import javafx.stage.Stage;*  */\*\**  *\* Class: RaiseFlags*  *\* Developer: Melissa Bakke*  *\* Date: 04/04/2017*  *\* Purpose: Rewrite Listing 15.13 using a thread to animate a flag*  *\* being raised. Compare the program with Listing 15.13 by setting the delay time*  *\* to 10 in both programs. Which one runs the animation faster?*  *\*/*  *public class RaiseFlags extends Application{*  *private double y = 300;*  *@Override // Override the start method in the Application class*  *public void start(Stage primaryStage) {*  *// Create a pane*  *Pane pane = new Pane();*  *// Add an image view and add it to pane*  *ImageView imageView = new ImageView("image/us.gif");*  *pane.getChildren().add(imageView);*  *new Thread(() -> {*  *try {*  *while (true) {*  *if (y > 0) {*  *imageView.setVisible(true);*  *imageView.setY(y -= 10);*  *}*    *Platform.runLater(() -> {*  *imageView.setY(y);*  *});*  *Thread.sleep(200);*  *} // End while loop*  *} // End try*  *catch (InterruptedException ex) {}*  *} // End run method*  *).start();*    *// Create a scene and place it in the stage*  *Scene scene = new Scene(pane, 250, 300);*  *primaryStage.setTitle("RaiseFlags"); // Set the stage title*  *primaryStage.setScene(scene); // Place the scene in the stage*  *primaryStage.show(); // Display the stage*  *}*    */\*\**  *\* The main method is only needed for the IDE with limited*  *\* JavaFX support. Not needed for running from the command line.*  *\*/*  *public static void main(String[] args) {*  *Application.launch(args);*  *}*    *}* |
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