Practical 7 – Week 7
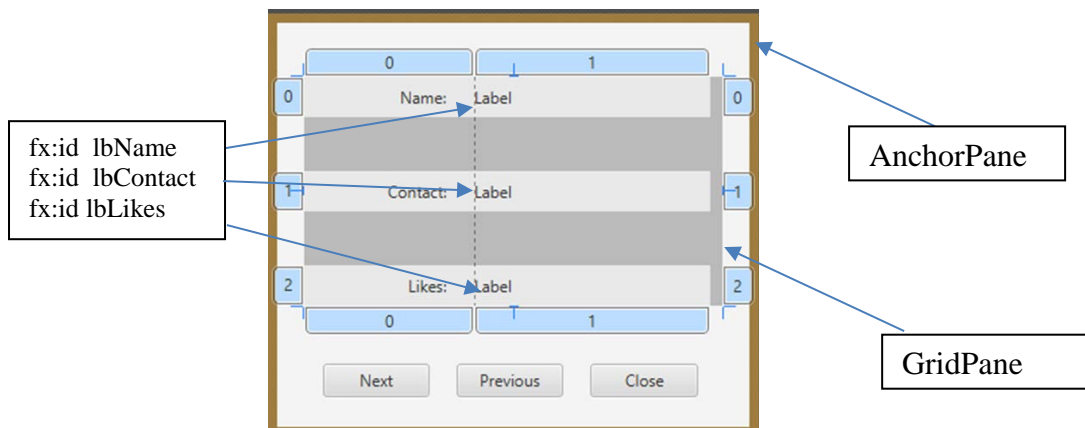## Java GUI (Using JavaFX)

1. Create a JavaFX application named SimpleFriendViewer.
    a. Create a packages named p7
    b. Create a JavaFX main class, named it as SimpleFriendViewApp under p7
    c. Create another package named p7.view
   d. Create the following View (viewFriend.fxml) using SceneBuilder.

Event Listener on Button[#btnNext].onAction set to handleNext
Event Listener on Button[#btnPrevious].onAction set to handlePrevious
Event Listener on Button[#btnClose].onAction set to handleClose

    e. Create another package named p7.controller
    f. Create the controller (viewFriendController) associated with the viewFriend.fxml under p7.controller
    g. Add codes to SimpleFriendViewApp to
        i.   Load the ViewFriend pane
        ii. Create a scene, making ViewFriend pane as the root container of the scene
        iii. Set scene created as the scene of the stage
        iv. Set the title of the stage to "Friends Viewer"
        v.   Show the stage

    h. Run SimpleViewFriendApp
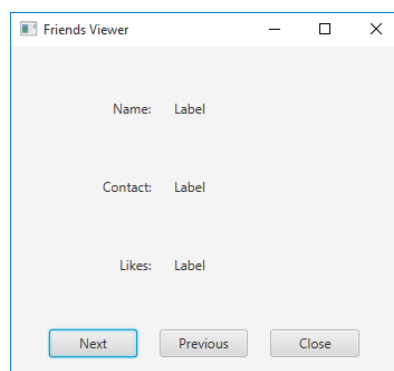
2. Create a Friend Class under the package p7.model.
   Attribute of Friend Class: name(String), contact(String), likes(int)
   provide contructors, accessors and mutators accordingly

3. Add the following code to the ViewFriendController:

```java
public void showFriend(Friend f) {
    lbName.setText(f.getName());
    lbContact.setText(f.getContact());
    lbLikes.setText(String.valueOf(f.getLikes()));
}
```

4. Modify SimpleFriendViewApp
   a. to load the controller ViewFriendController
   b. call showFriend of the controller appropriately *(small challenge)*

5. Run SimpleViewFriendApp to see this
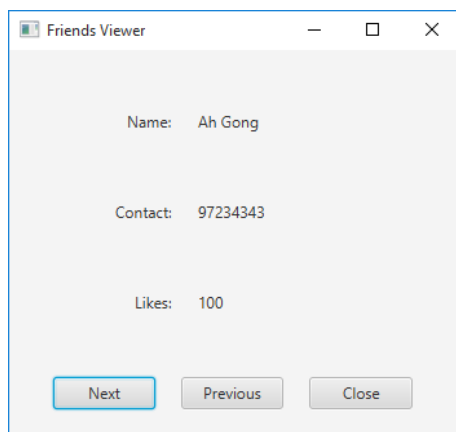
6. (Challenge) Modify the codes accordingly such that you are able view a list of friends.

   To end a JavaFX application you may call:
   ```java
   Platform.exit();
   ```

-- End –