

1. Object-Oriented Programming 2 – Graded Exercises, Series 1 (DOJ)

Exercise 1 – GUI

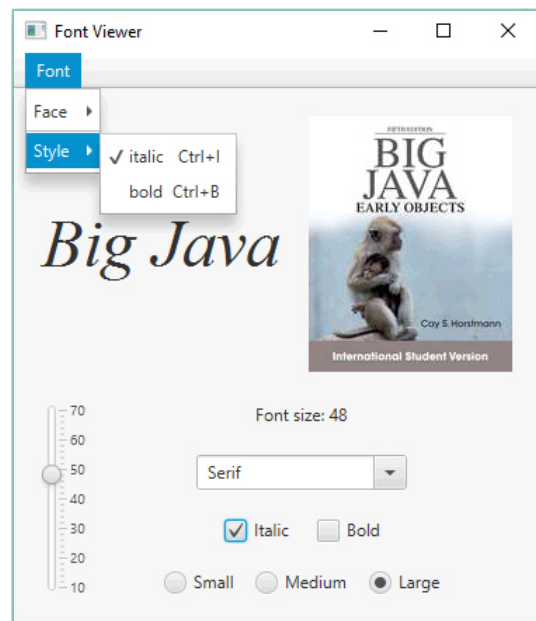
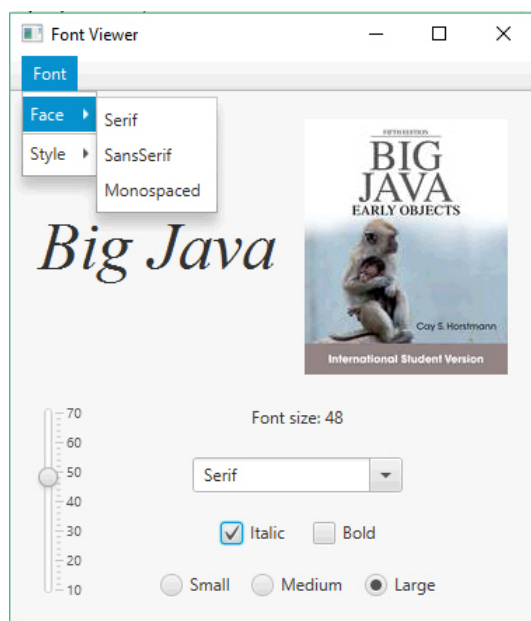
Implement the GUI below that has the following functionality:

- The “Big Java” text must always be written according to the selected font type (Serif, SansSerif or Monospaced), style (normal, italic or bold) and size.
 - The font type can be selected by using the combo box or the font face menu.
 - The font style can be selected by using the check boxes or the font style menu.
 - The font size can be selected by using the radio buttons or the slider.
- In the middle of the GUI, the size label always displays the current font size.
- All inputs must always remain **synchronized**. For example:
 - If the style “italic” is selected in the menus, the corresponding check box must programmatically be selected, and conversely;
 - If the size "large" is selected with a button, the slider must be set to the corresponding value, and conversely; etc.

Where appropriate, try to use binding operations. Hint.: If the window is too small to display the text "Big Java", you can adapt its size by calling `stage.sizeToScene`.

In Moodle, you will find the image ("BigJava.jpg") and a simplified basic structure for your program ("FontViewer.java") that you can use if you want:

<https://moodle.bfh.ch/mod/folder/view.php?id=487851>



... Other exercises are coming soon ...