import javafx.application.Application;

import javafx.stage.Stage;

import javafx.scene.Scene;

import javafx.scene.control.Label;

import javafx.scene.Textfield;

import javafx.scene.control.Button;

import javafx.scene.layout.VBox;

import javafx.geometry.Pos;

import javafx.geometry.Insets;

import.event.ActionEvent;

import.event.EventHandler;

public class TipCalculator extends Application

{

public static void main(){

launch(args);

//make the VBox the root node

}

public void start (Stage primaryStage){

//creating controls

Label promptLabel = new Label("Restaurant Charge");

TextField chargesTextField=new TextField();

Button calcButton = new Button("Calculate Tip");

Label outputLabel = new Label("Amount to Tip:");

Label tipAmountLabel = new Label();

//controls in VBox

VBox vbox = new VBox (10, promptLabel,chargesTextField, calcButton, outputLabel, tipAmountLabel);

//center align nad pad the VBox

vbox.setAlignment(Pos.CENTER);

vbox.setPadding(new Insets(10));

//register the event handler

calcButton.setOnAction(new EventHandler<ActionEvent>()e->

{

double tip = Double.parseDouble(chargesTextField.getText())\*.2;

tipAmountLabel.setText(String.format("$%.2f",tip));

});

//make the VBox the root node

Scene scene = new Scene(vbox);

//make the scene to the stage

primaryStage.setScene(scene);

//show the window

primaryStage.show();

}

}