Application Development – JavaFX

Tutorial 2

Complete the following exercises

Question 1

1. Design a user interface with a Label and a Button such that when the button is clicked, the text "Hello World" is displayed on the Label. The Button should have the text "Click Me".

2. Extend the above program by adding a TextField to accept a name. The extended version should extract the name from the TextField and display "Hello <<name>>" when the button is clicked.

3. Add a Clear button to clear the contents of the TextField and the Label, when clicked.

4. Add CSS to style your interface.

Question 2

1. Use the Scanner class to obtain a line of text as a Command Line user input on the click of a button. Display the line of text in a Label in your User Interface.

2. Extend a program by adding another button to print the text in the label back to the Command Line as output.

Question 3

Design a user interface to accept two numbers from the user and display their total when a button is clicked. Use appropriate JavaFX UI elements to accept numbers and display the total.

Additional Exercise

Extend the previous question to display the output of the sum of two numbers in a JavaFX Alert. (Use alert type 'Information').