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JavaFX Lab

10/16/2020

In this lab I learned quite a lot. I at first didn’t understand how to use these label and buttons. But now after a few practice sessions with making buttons and labels and putting then on the scene, I’m kind of getting the hang of it now. The only issue I had was when the button was pressed the user would get the amount of tip from the total should be, then I later found out you have to make a class for button handling. I wouldn’t have done anything differently, and I will be using this concept in future labs and projects.