import javafx.application.Application;

import javafx.event.EventHandler;

import javafx.scene.Group;

import javafx.scene.Scene;

import javafx.scene.canvas.Canvas;

import javafx.scene.canvas.GraphicsContext;

import javafx.scene.input.MouseEvent;

import javafx.scene.paint.Color;

import javafx.scene.shape.ArcType;

import javafx.stage.Stage;

import java.awt.\*;

public class TrashCan extends Application

{

int [][] isTrash = new int[20][20];

double x=50,y=50;

@Override

public void start(Stage primaryStage) throws Exception

{

primaryStage.setTitle("Spent time");

//creates a group of displayable items

Group group = new Group();

//creates are of which we draw

Canvas canvas = new Canvas(400,400);

canvas.setOnMousePressed(new EventHandler<MouseEvent>() {

@Override

public void handle(MouseEvent event) {

x=event.getX();

y=event.getY();

int r = (int)(x-48)/15;

int c=(int)(x-48)/15;

pickUpTrash(c, r);

drawStuff(canvas.getGraphicsContext2D());

}

});

//add canvas to the group

group.getChildren().add(canvas);

Scene scene = new Scene(group);

primaryStage.setScene(scene);

drawStuff(canvas.getGraphicsContext2D());

primaryStage.show();

}

public void drawStuff(GraphicsContext gc)

{

int num = 0;

for(int y=0; y<20; y+=1)

{

for (int x = 0; x < 20; x += 1)

{

isTrash[x][y] = (int)(Math.*random*()\*2);

}

}

for(int y=0;y<20;y+=1)

{

for(int x=0;x<20;x+=1)

{

if(isTrash[x][y]== 1)

{

gc.setFill(Color.*BLACK*);

gc.fillRect(x\*15+48,y\*15+48,10,10);

}

gc.setFill(Color.*WHITE*);

if(isTrash[x][y]== 0)

{ gc.fillRect(x\*15+48,y\*15+48,10,10); }

}

}

}

public void pickUpTrash(int c, int r)

{

if(r<0||c<0||c>=isTrash.length||c>=isTrash[0].length|| isTrash[c][r] == 0)

{

return;

}

else

{

isTrash[r][c] = 0;

pickUpTrash(c - 1, r);

pickUpTrash(c + 1, r);

pickUpTrash(c, r + 1);

pickUpTrash(c,r-1);

}

}

public static void main(String[] args)

{

*launch*(args);

}

}