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

{

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();

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)

{

//boxes

gc.setStroke(Color.*BLACK*);

for(int y1=15;y1<=400;y1+=15) {

for (int x1 = 15; x1 <= 400; x1 += 15)

{

gc.strokeRect((x1)+50,y1+50,10,10);

}

}

//emptytrash

gc.setFill(Color.*WHITE*);

for(int y1=15;y1<=400;y1+=15) {

for (int x1 = 15; x1 <= 400; x1 += 15)

{

gc.fillRect(x1+50-5,y1+50-5,10,10);

}

}

//Puts trash

gc.setFill(Color.*BLACK*);

int num =0;

boolean[][] isTrash = new boolean[20][20];

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

{

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

{

num = (int) (Math.*random*()\*2+1);

if(num==1)

{isTrash[x][y]=true;}

else

{isTrash[x][y]=false;}

}

}

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

{

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

{

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

{gc.fillRect(x+50-5,y+50-5,10,10);}

}

}

boolean[][] trash = new boolean[20][20];

for(int r=0;r<trash.length;r++)

{

for(int c=0;c<trash[0].length;c++)

{

gc.strokeRect(c\*15+50,r\*15+50,10,10);

gc.setFill(trash[r][c]?Color.*BLACK*:Color.*WHITE*);

gc.fillRect(c\*15+48,r\*15+48,10,10);

}

}

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

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

}

public void handle()

{

//find r,c

//call pick up trash

// call draw

}

public void pickUpTrash(int c, int r)

{

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

{ return;}

else

{

trash[r][c]=false;

pickUpTrash(c - 1, r);

pickUpTrash(C + 1, r);

pickUpTrash(c, r + 1);

pickUpTrash(c,r-1);

}

}

public static void main(String[] args)

{

*launch*(args);

}

}