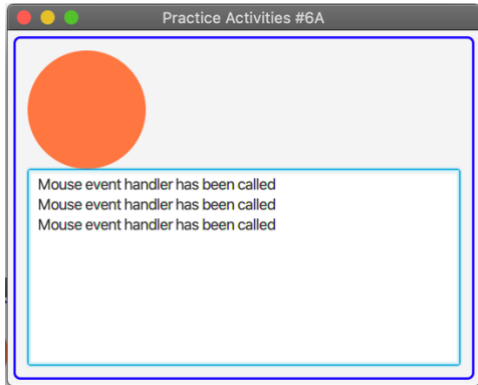


## Practice Activities #6

### A problem



1. Create Myprogram class that extends from Application with coral Circle and Textarea objects.  
Circle: set centerX and centerY parameters to 150, radius to 50, fill to Color.CORAL.
2. Inside your start method create VBox. You can set the following css style String to vbox:

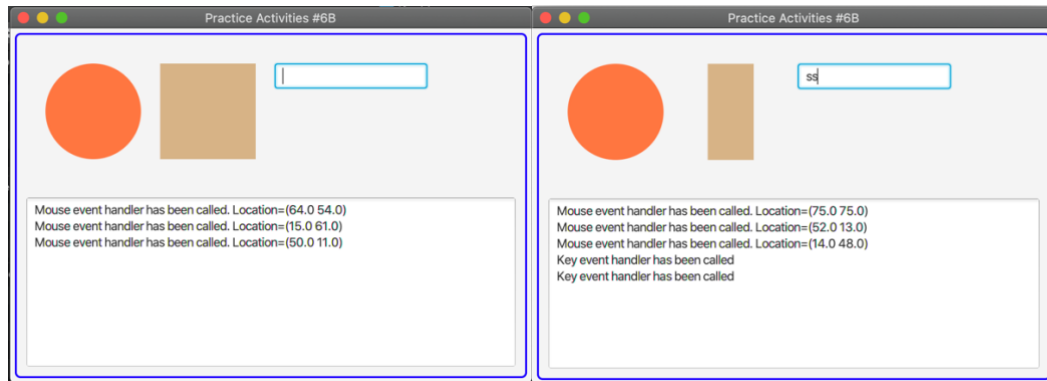
```
"-fx-padding: 10;" +  
"-fx-border-style: solid inside;" +  
"-fx-border-width: 2;" +  
"-fx-border-insets: 5;" +  
"-fx-border-radius: 5;" +  
"-fx-border-color: blue;");
```

3. Create a MouseEvent handler
4. Register the MouseEvent handler to the Circle for mouse-clicked events.
5. When the circle pressed (inside the handle() method) you supposed to append following text on textArea object:

```
"Mouse event handler has been called\n"
```

6. Add the children (Circle and Textarea) to the VBox
7. Create the Scene (400 by 300) with VBox
8. Add the Scene to the Stage
9. Set the Title of the Stage
10. Display the Stage

## B problem



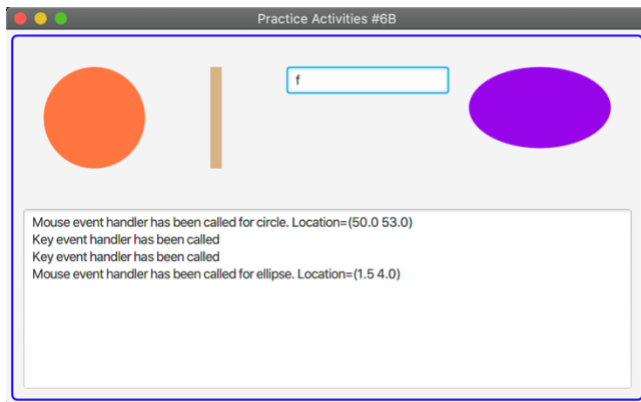
1. Create Rectangle and TextField objects:  
Rectangle: set width and height to 100, and fill to Color.TAN  
TextField: set layoutX to 50, and layoutY to 100
2. Create RotateTransition object:  
RotateTransition: set duration to 1000, node to rectangle, axis of the rotation to Y\_AXIS, angle to 360, cycleCount to 50, and autoReverse to false.
3. Create HBox object. Add elements (Circle, Rectangle and TextField) to HBox  
HBox: set spacing to 20, and padding to `new Insets(20)`
4. Change previously created VBox object:  
VBox: set spacing to 20, and padding to `new Insets(20)`. You can set the following css style String to vbox:

```
"-fx-padding: 10;" +  
"-fx-border-style: solid inside;" +  
"-fx-border-width: 2;" +  
"-fx-border-insets: 5;" +  
"-fx-border-radius: 5;" +  
"-fx-border-color: blue;");
```

5. Add the children (HBox and Textarea) to the VBox
6. Add location print (x and y coordinates of event) to mouse-clicked event of Circle
7. Create a key typed event handler

8. Add KeyEvent handler to the TextField for key-typed event
9. When the KeyEvent handled call play() method for RotateTransition object. And append following text on textArea object:
10. Create the Scene with VBox
11. Add the Scene to the Stage
12. Set the Title of the Stage
13. Display the Stage

## C problem



1. Create Ellipse object:  
Ellipse: set fill to Color.BLUEVIOLET
2. Add Ellipse to HBox
3. Create FadeTransition object with 2000  
millis for Duration and ellipse node.  
FadeTransition: set fromValue to 0.1, toValue  
to 1.0, autoReverse to true
4. Create a mouse clicked event handler
5. Add MouseEvent handler to the ellipse for mouse-clicked event
6. When the MouseEvent handled call play() method for FadeTransition object. And  
append the text on textArea object with Location.