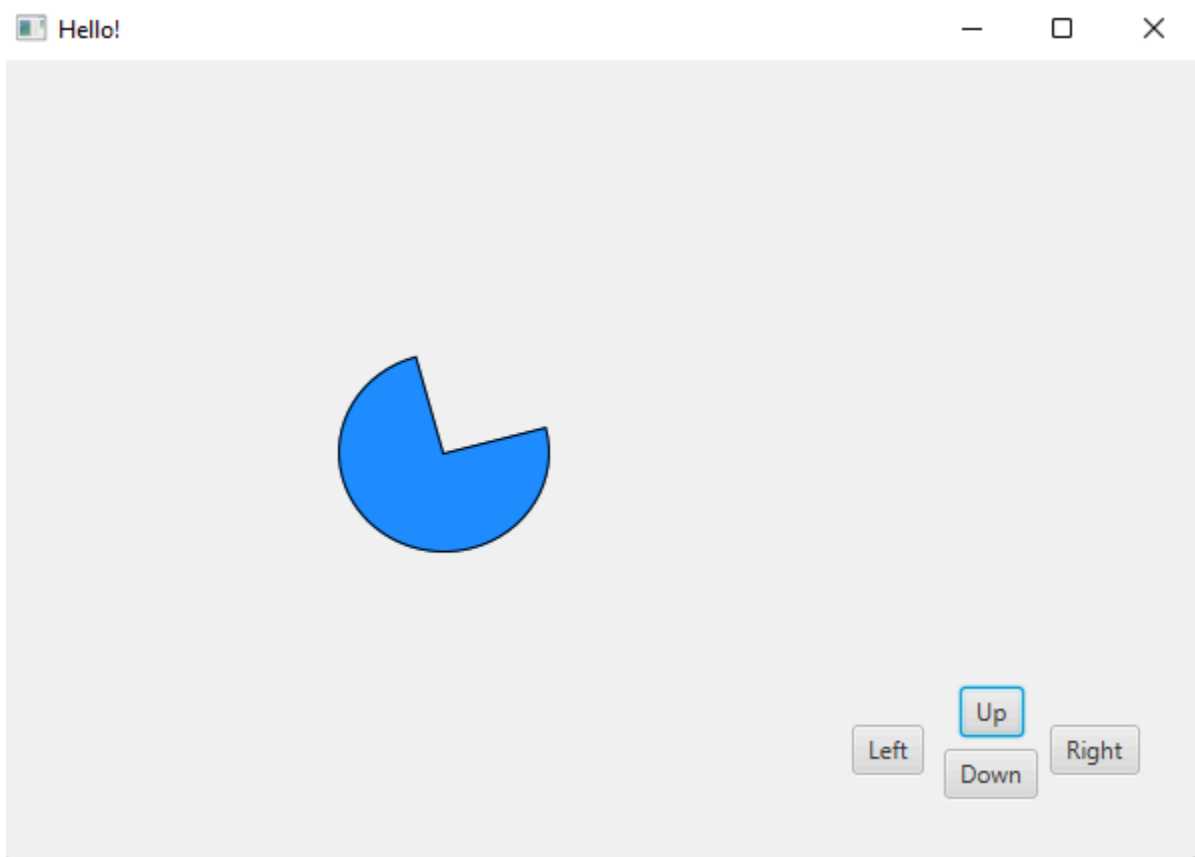


Coding Test 1 - Set B

Create a JavaFX program which will look like the following picture and do the following:



- Create a PacMan character using an Arc
- Create 4 buttons named Up, Down, Left, Right - which will move the PacMan in the specified direction
- The Up button and the Left button will also rotate the PacMan anticlockwise while moving it in the specified direction
- The Down button and the Right button will also rotate the PacMan clockwise while moving it in the specified direction