package com.example.demo2;  
  
import javafx.application.Application;  
import javafx.application.Platform;  
import javafx.event.ActionEvent;  
import javafx.event.EventHandler;  
import javafx.fxml.FXMLLoader;  
import javafx.scene.Scene;  
import javafx.scene.control.\*;  
import javafx.scene.layout.GridPane;  
import javafx.scene.layout.Pane;  
import javafx.stage.Stage;  
  
import java.io.IOException;  
  
public class connect4 extends Application {  
 private Controller controller;  
 @Override  
 public void start(Stage stage) throws IOException {  
 FXMLLoader loader = new FXMLLoader(connect4.class.getResource("hello-view.fxml"));  
 GridPane rootGridPane = loader.load();  
 controller = loader.getController();  
 controller.createPlayground();  
 MenuBar menubar=createMenu();  
 menubar.prefWidthProperty().bind(stage.widthProperty());  
 Pane menuPane= (Pane) rootGridPane.getChildren().get(0);  
 menuPane.getChildren().add(menubar);  
 Scene scene=new Scene(rootGridPane);  
 stage.setScene(scene);  
 stage.setTitle("Connect Four");  
 stage.setResizable(false);  
 stage.show();  
  
 }  
 private MenuBar createMenu(){  
 Menu fileMenu=new Menu("File");  
 MenuItem newGame=new MenuItem("New Game");  
 newGame.setOnAction(actionEvent -> controller.resetGame());  
 MenuItem resetGame=new MenuItem("Reset Game");  
 resetGame.setOnAction(actionEvent -> controller.resetGame());  
 SeparatorMenuItem spm=new SeparatorMenuItem();  
 MenuItem exitGame=new MenuItem("Exit Game");  
 exitGame.setOnAction(actionEvent ->{  
 Platform.*exit*();  
 System.*exit*(0);  
 });  
 fileMenu.getItems().addAll(newGame,resetGame,spm,exitGame);  
 Menu helpMenu=new Menu("Help");  
 MenuItem aboutGame=new MenuItem("About Connect4");  
 aboutGame.setOnAction(actionEvent -> aboutConnect4());  
 SeparatorMenuItem s=new SeparatorMenuItem();  
 MenuItem aboutMe=new MenuItem("About Developer");  
 aboutMe.setOnAction(actionEvent -> aboutMe());  
 helpMenu.getItems().addAll(aboutGame,s,aboutMe);  
 MenuBar menuBar=new MenuBar();  
 menuBar.getMenus().addAll(fileMenu,helpMenu);  
 return menuBar;  
 }  
  
 private void aboutMe() {  
 Alert a = new Alert(Alert.AlertType.*INFORMATION*);  
 a.setTitle("About the Developer");  
 a.setHeaderText("Aishwarya");  
 a.setContentText("I love games so I keep creating games. Connect 4 is one of it");  
 a.show();  
 }  
  
 private void aboutConnect4() {  
 Alert alert=new Alert(Alert.AlertType.*INFORMATION*);  
 alert.setTitle("About Connect4 Game");  
 alert.setHeaderText("How to play?");  
 alert.setContentText("Connect Four is a two-player connection game in which the players first choose a color and then take turns dropping colored discs from the top into a seven-column, six-row vertically suspended grid."+" The pieces fall straight down, occupying the next available space within the column."+" The objective of the game is to be the first to form a horizontal, vertical, or diagonal line of four of one's own discs."+" Connect Four is a solved game."+" The first player can always win by playing the right moves.");  
 alert.show();  
 }  
  
 public static void main(String[] args) {  
 *launch*();  
 }