

Programming Exercises - PRO1 - Session 28

Exercise 28.01

Experiment with using SceneBuilder to create a JavaFX GUI with FXML. You could try recreating one of the GUIs you have already made, e.g. the calculator or align GUI, or try recreating the GUI I have made for the “StudentManagementGUI” example, including the extra tab and functionality that you might have added as part of the exercises from last time. Alternatively, maybe try designing something that could be used for your semester projects, if your group decides to use the FXML approach to making JavaFX GUIs.

Exercise 28.02 - “Anything you haven’t done yet”

We are getting to the end of the course, so if there are any exercises you haven’t started on yet, don’t know how to do, need help to find errors in, etc. then now might be the time.