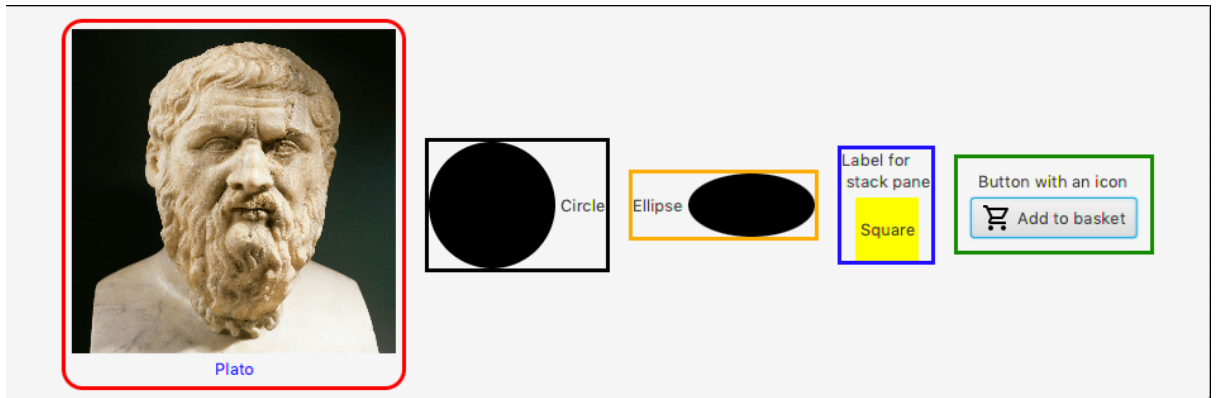


1) Labels with graphics

Each container defined with borders (5 in total) is a label that contains a Node.
Set the content display for each container according the below example.



2) Checkbox and radio button demo

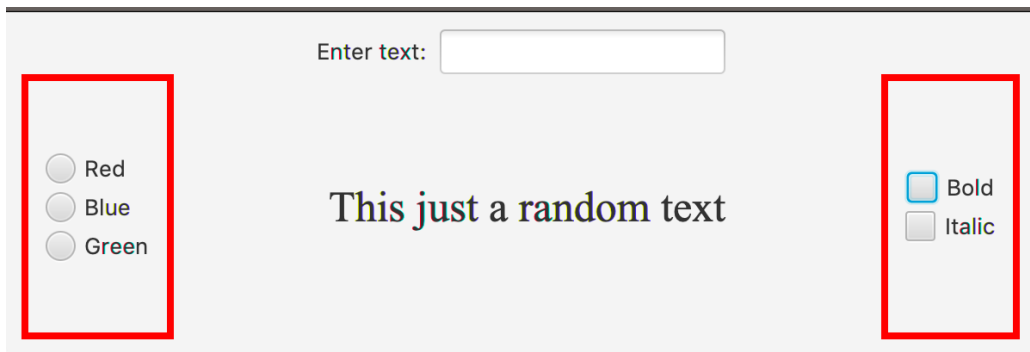
If user clicks on Bold, change the text weight into bold.

If user clicks on Italic, change the font posture to italic (might click both)

Radio buttons are toggled into a group (only one of them can be clicked at a time).

Change the color of the text according to radio button clicks.

Change the text according to Text Field actions.



3) ComboBox demo

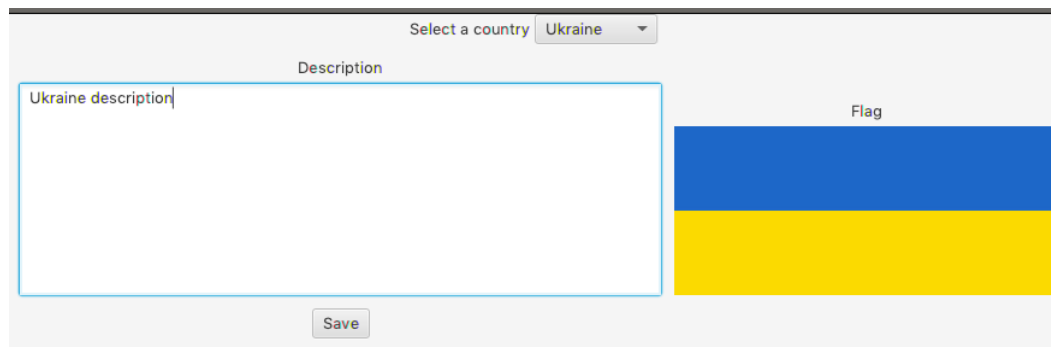
Create a class called State with name (String), flag (ImageView) and description (String).

Create a drop-down (ComboBox) with states. Select one of them as default.

Display in a TextArea the state description and state flag.

Listen to drop-down changes.

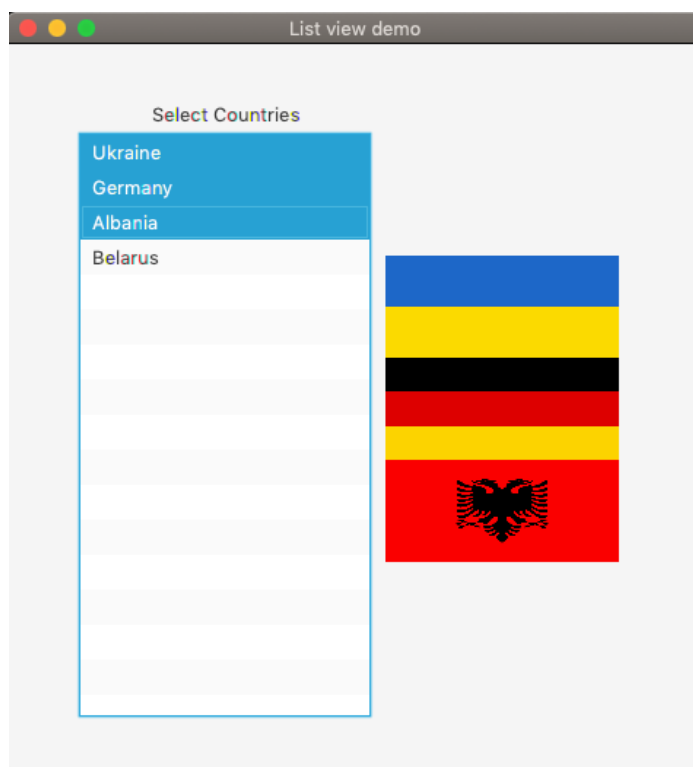
Listen to button click and save state description.



4) ListView demo

Use the previously built class, State. Create a ListView with States.

Listen to ListView items selected and display all the selected states flag.



5) Tic-Tac-Toe game

