1) (**Simple Event Handling**) Create 2 buttons, Next and Previous. When Next is clicked, print "Next button clicked". When Previous button is clicked, print "Previous button clicked".

2) (**Inner classes and anonymous inner classes**) Add a circle in the centre of the window. In the bottom of the window, add two buttons, Enlarge and Shrink. When you click Enlarge button, increase the radius of the circle by 2 (Use inner class).
   When you click Shrink, decrease the radius of the circle by 2 (use anonymous inner class).
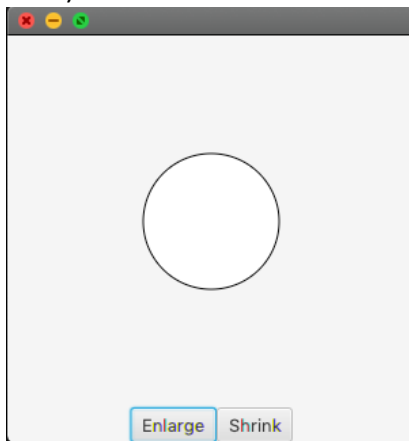
3) (**Lambda Expressions**) Write a text "Learning JavaFx".
   Include 4 buttons: Up, Down, Left, Right.
   Move the text around the window according to each button click. Make sure to not go outside the window.
   Use Lambda Expressions for event handling.
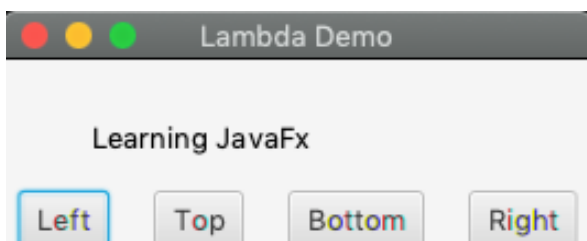
4) Loan Calculator

Formula to calculate loan: L = (MP / i) * [1 - (1 / (1+i)^n)]

5) (**Mouse Events**) Write a text of your choice. Make sure that your text follows your mouse movements. The only thing the user has to do is move the mouse, your text should follow it.

6) (**Key Events**) Start by displaying an "A" in the middle of the window. Each key stroke, check if it is one of the left, up, down or right-arrow. If so, move your character according to the button clicked. If it is none of these four buttons, display the character on the screen instead of the current one.

7) (**Listeners for Observable objects**) Resizable Circle and Rectangle.
Display a circle inside a rectangle. Both of them are automatically resized when user resizes the window.