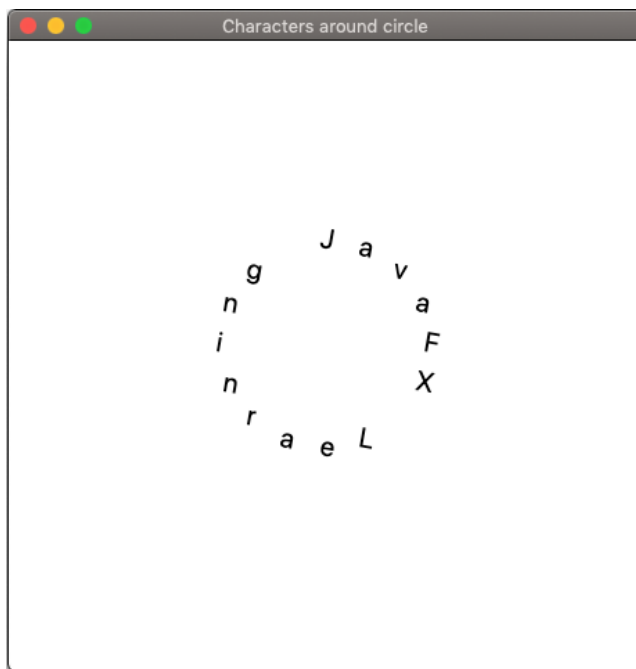


JavaFX Exercises

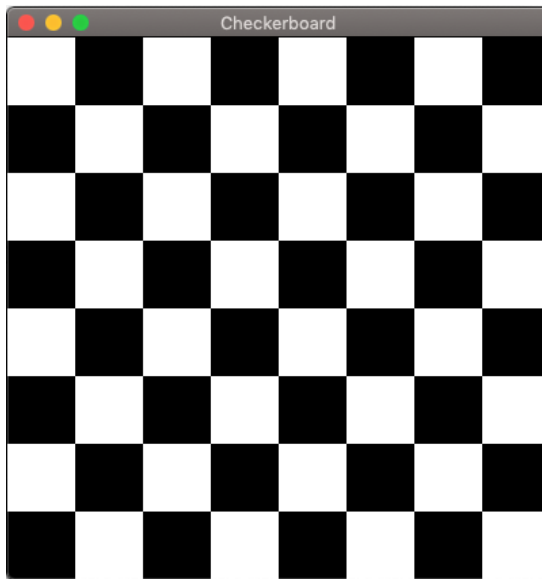
- 1) Write a program that displays 5 texts vertically as shown in figure below



- 2) Write a program that displays characters of a String (Learning JavaFX) around a circle.



- 3) Display a checkerboard



- 4) Write a program that displays a 10x10 matrix as shown below. Each element in the matrix is 0 or 1, randomly generated. Each number is displayed inside a text field.

 A screenshot of a graphical user interface window titled "Random 0 or 1 in Text Field". The window displays a 10x10 matrix of text fields, each containing a random digit (0 or 1). The first cell (row 1, column 1) is highlighted with a blue border. The matrix data is as follows:

0	1	1	0	1	0	1	1	1	1
0	1	0	0	0	1	0	0	0	1
1	0	0	0	1	1	0	1	0	1
1	1	0	1	0	0	0	1	0	0
0	1	1	0	0	1	1	0	0	0
0	0	0	0	0	0	1	1	0	1
0	1	1	0	0	0	0	0	1	0
1	0	0	0	0	1	1	0	0	0
0	1	1	1	0	1	0	0	1	0
1	0	1	0	0	1	1	0	0	1

5) Write a program that places four tachis in a GridPane as shown below.

