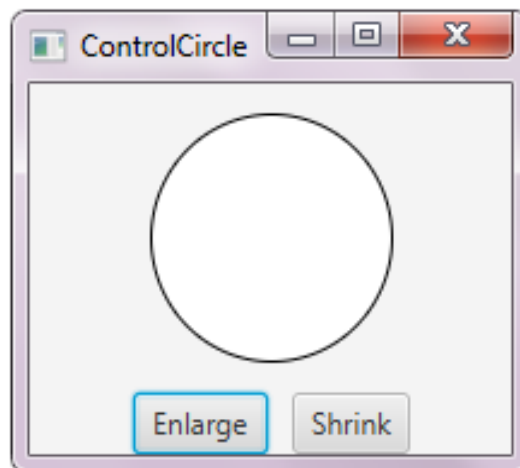


INTE2512 Object-Oriented Programming

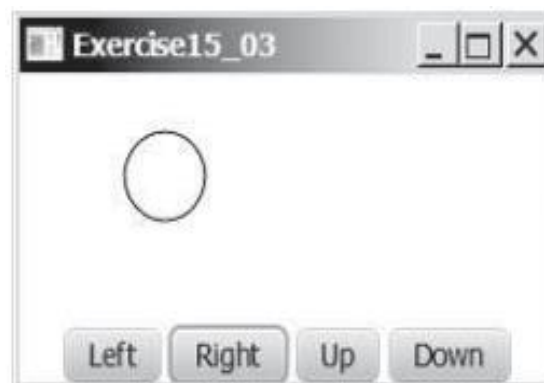
Lab – GUI Programming 3

Use Scene Builder and JavaFX to complete the following exercises.

1. Write a program that displays a ball and two buttons as shown in the below figure. When the buttons are clicked, the ball will become bigger or smaller accordingly. Check the boundary to prevent the ball from touching the buttons or the boundaries.



2. Write a program that moves a ball around as shown in the below figure. When the buttons are clicked, the ball will move to the left, right, up, and down accordingly. Check the boundary to prevent the ball from touching the buttons or the boundaries.



3. Write a program that displays two circles with radius 10 at location (40, 40) and (120, 150) with a line connecting the two circles, as shown in the following figure. The distance between the circles is displayed along the line. The user can drag a circle. When that happens, the circle and its line are moved and the distance between the circles is updated.

