import javafx.scene.layout.VBox;

/\*\*

\* This panel is the basic panel, inside which other panels are placed.

\* Before beginning to implement, design the structure of your GUI in order to

\* understand what panels go inside which ones, and what buttons or other components

\* go in which panels.

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\*

\*/

//make the main panel's layout be a VBox

public class FXMainPane extends VBox {

//student Task #2:

// declare five buttons, a label, and a textfield

// declare two HBoxes

//student Task #4:

// declare an instance of DataManager

/\*\*

\* The MainPanel constructor sets up the entire GUI in this approach. Remember to

\* wait to add a component to its containing component until the container has

\* been created. This is the only constraint on the order in which the following

\* statements appear.

\*/

FXMainPane() {

//student Task #2:

// instantiate the buttons, label, and textfield

// instantiate the HBoxes

//student Task #4:

// instantiate the DataManager instance

// set margins and set alignment of the components

//student Task #3:

// add the label and textfield to one of the HBoxes

// add the buttons to the other HBox

// add the HBoxes to this FXMainPanel (a VBox)

}

//Task #4:

// create a private inner class to handle the button clicks

}