– 選擇不會跌倒

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- Controller 的程式碼 ，使用 ToggleGroup 限制只能單選

- 製作 handler() 分別指定選取 Yes,No 會產生相應的圖片

```java
import javafx.fxml.FXML;
import javafx.scene.control.Button;
import javafx.scene.control.Label;
import javafx.scene.control.RadioButton;
import javafx.scene.control.ToggleGroup;
import javafx.scene.image.Image;
import javafx.scene.image.ImageView;

public class SampleController {
    @FXML
    private ImageView img;

    @FXML
    private RadioButton RbYes;

    @FXML
    private ToggleGroup rb;

    @FXML
    private RadioButton RbNo;

    @FXML
    private Button btn;
    Image myimg = new Image(getClass().getResourceAsStream("ton2.png"));
    Image another = new Image(getClass().getResourceAsStream("ton1.png"));

    @FXML
    public void handler()
    {
        if(RbYes.isSelected())
        {
            img.setImage(myimg);
        }
        else if(RbNo.isSelected())
        {
            img.setImage(another);
        }
    }
}
```

- Main function 設置 Title 為 Hello World.

```java
package A12_109403020;

import javafx.application.Application;

public class Main extends Application {
    @Override
    public void start(Stage primaryStage) {
        try {
            AnchorPane root = (AnchorPane)FXMLLoader.load(getClass().getResource("Sample.fxml"));
            Scene scene = new Scene(root,600,400);
            scene.getStylesheets().add(getClass().getResource("application.css").toExternalForm());
            primaryStage.setTitle("Hello Word");

            primaryStage.setScene(scene);
            primaryStage.show();
        } catch(Exception e) {
            e.printStackTrace();
        }
    }

    public static void main(String[] args) {
        launch(args);
    }
}
```