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Programming Assignment 6
JavaFX two movable Circles
Due Date: 8/03/2015

We suppose to write a program with Javafx that displays two circles with a radius of 10 at locations (40, 40) and (120, 150) with a line connecting two circles. The distance between the circles is displayed along the line which the user can drag a circle. When that happens, the circle and its line are moved and the distance between the circles should update automatically.

We have to use a better solution to approach the problem. Initially, the assignment6 class has extended JavaFX Application to display the pane with control functions. In this procedure, there is a start method which includes two circles with the specific size and our favorite color. There is created a line which is connected two circles together and also there is a Point2D object for the text, with line distance formula to update their distance as the circles drag by the users. We have to add all things (circles, line, and text) in the pane.

Consequently, we wrote an anonymous method (setOnMouseDragged) for a mouse drag event for circles. The setOnMouseDragged handlers for circle one and circle two are implemented for the pane to drag the circles. Automatically, when the mouse drags the circle the line adjusts the distance and updates the measurement. Finally, we have to add the pane to scene to the required size, therefore, add the scene to the primary stage. After all above steps, it is required the main method to launch and run the program.

In summary, we will see two circles with the assigned color as we drag them their value update. There are more other options if we want to add to this program and expand it. In my idea, it will help us to understand the JavaFX in the better ways.

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