

LAB #4 – Developing UI using JavaFX

Student: _____

Due Date: **Week 9.**

Purpose: The purpose of this Lab assignment is to:

- Practice the use of JavaFX.

References: Read the Lecture Notes #8 and the textbook.

- This material provides the necessary information you need to complete the exercises.

Be sure to read the following general instructions carefully:

This lab should be completed individually by all the students. You will have to demonstrate your solution in a scheduled lab session and submitting the project **through the dropbox link on D2L**.

You must name your Eclipse project according to the following rule:

YourFullName_COMP228Labnumber

Example: **JohSmith_COMP228Lab4**

Place the exercise in a separate project named *exercise1*.

Submit your assignment in a **zip file** that is named according to the following rule:

YourLastName_COMP228Labnumber.zip

Example: **JohSmith_COMP228Lab4.zip**

Apply the naming conventions for variables, methods, classes, and packages:

- *variable names* start with a *lowercase* character
- *classes* start with an *uppercase* character
- **packages** use only *lowercase* characters
- *methods* start with a *lowercase* character

Exercise 1

Write a Java application which allows the user to enter student information (see the sample design below).

The user will enter *full name, address, city, province, postal code, phone number and email* in *text field* controls. The student's *major* (Computer Science or Business) will be selected from two *radio buttons*.

A combo box will display the list of *courses* for each program whenever the user selects the desired program.

A course will be added to a *list box* whenever the user selects a course from the corresponding combo box. Make sure that the user cannot add a course several times.

Additional information about the student will be provided from a group of *checkboxes* (such as involvement in various activities, etc).

Use JavaFX for building the UI.

Use simple JavaFX layout managers, such as FlowPane, BorderPane, and GridPane to create the JavaFX GUI of this application.

Evaluation:

Functionality	
Correct implementation of UI	40%
Correct implementation of event handling and display of results	40%
Comments, correct naming of variables, methods, classes, etc.	5%
Friendly input/output	15%
Total	100%