

Workshop 3 grade 4 GUI report

The conversion from the console to the GUI went okay, I started to remove that the welcome message is not displayed each time you press play game, which is shown all the time instead. Then i needed to create a new interface because some methods needed some change and “getInput” wasn't needed at all since the button press takes only one input, then i changed the interface field in controller.

The main program class is also changed as it doesn't loop anymore because the Javafx is handled by events so it doesn't need to loop or even works with looping. So the Javafx application constructor is calling the “playGame” method and each button click is calling the “play” method instead. So the boolean “play” method is changed to void instead.

Everything else went well and i could use the same parameters as in the old interface and the methods from the old interface that i do still use is functioning in practically the same way, instead of System out print it draws some figures and text on the screen.