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/*
 * CS5405
 * Homework 05
 * Grant Broadwater (grbcp5)
 * October 16, 2018
 *
 * ButtonMenu.java
 */

package code;

import javafx.scene.control.Button;
import javafx.scene.layout.HBox;
import javafx.event.EventHandler;
import javafx.event.ActionEvent;
import javafx.scene.layout.Priority;
import javafx.geometry.Insets;

public class ButtonMenu extends HBox {

    public static final double DEFAULT_SPACING = 20.0;

    public ButtonMenu() {
        this(ButtonMenu.DEFAULT_SPACING);
    }

    public ButtonMenu(double spacing) {
        this(null, new String[0]);
    }

    public ButtonMenu(EventHandler<ActionEvent> handler, String... buttonTitles)
    {
        this(ButtonMenu.DEFAULT_SPACING, handler, buttonTitles);
    }

    public ButtonMenu(double spacing, EventHandler<ActionEvent> handler,
        String... buttonTitles) {
        super(spacing);

        this.setPadding(new Insets(10, 10, 10, 10));

        this.setButtons(handler, buttonTitles);
    }
}

```

```
public void setButtons(EventHandler<ActionEvent> handler, String...
buttonTitles) {
    this.removeAllButtons();

    for(int i = 0; i < buttonTitles.length; i++) {
        this.addButton(handler, buttonTitles[i]);
    }
}

public void addButton(EventHandler<ActionEvent> handler, String buttonTitle)
{
    Button b = new Button(buttonTitle);
    b.setOnAction(handler);
    b.setMaxWidth(Double.MAX_VALUE);
    HBox.setHgrow(b, Priority.ALWAYS);
    this.getChildren().add(b);
}

public void removeAllButtons() {
    this.getChildren().removeAll();
}
}
```