



Department Of Computer Engineering

Programming

BBM102

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Programming Language : Java

Subject : Coping with Java GUI framework
(JavaFX)

Advisor : Selim Yilmaz, Cemil Zalluhoglu, Bahar
Gezici

Evolution of Algorithm:

In this assignment I used only JavaFX library. I have methods DrawEnemy(), AddEnemy(), DeleteEnemy(). DrawEnemy creates randomly car and AddEnemy adds car to ArrayList and DeleteEnemy deletes the cars. I call these methods in animationTimer. Of course I have EventHandler<KeyEvent> for keyUp to increase the speed and keyDown to decrease the speed. While speed increases, total number of cars will pass in second is decreasing otherwise it's increasing. The objects road line and near of the road doesn't have animation I can't add it.