Kris Hayes

CST-213

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Dr. Chicone

Short Assignment 2:  Design and Implement a JavaBean Object

Link to GitHub repository: <https://github.com/jaymeshaze/ShortAssignment_2>

Approach to Design and Implementation

I decided to create a simple GridPane for the JavaFX scene. This allowed me to organize the TextFields and Labels in a very neat and simple way. The TextFields allow the user to enter the information required for the VideoStorage bean. Once the user clicks the Calculate button, the information in the TextFields is used to create an object from the bean and use the calcStorage() method to calculate the storage needed, and then displays the result to the scene via a Text object.

The bean is technically accessed twice, once to create the object and the second time to access the calcStorage method. This could be condensed to one access, but would still be two steps, unless the method was added to the constructor method, which could be an option for this particular bean.

Screenshot showing successful execution:

