**1311**

**Review Questions and Exercises 1-18 pages 800-802.**

1. C
2. D
3. A
4. C
5. C
6. D
7. A
8. B
9. B
10. C
11. A
12. D
13. B
14. D
15. False
16. False
17. True
18. True

**Find the Error 1-5 pages 802.**

1. The Scene::show() method does not exist
2. The HBox::add() method does not exist
3. “CENTER” is not defined
4. “ImageView" should be replaced with “Image”
5. The ImageView::setWidth() and ImageView::setHeight() methods do not exist

**Algorithm Workbench 1-9 pages 802-803.**

|  |
| --- |
| HBox hbox = new HBox();  hbox.getChildren().addAll(label1, label2, label3); |

|  |
| --- |
| Scene scene = new Scene(hbox, 300, 200); |

|  |
| --- |
| primaryStage.setScene(scene); |

|  |
| --- |
| hbox.setAlignment(Pos.CENTER); |

|  |
| --- |
| Image image = new Image("file:Cat.png"); ImageView imageView = new ImageView(image); |

|  |
| --- |
| Image image = new Image(“http://www.greendale.edu/images/”); |

|  |
| --- |
| HBox hbox = new HBox(10);  hbox.getChildren().addAll(label1, label2, label3); |

|  |
| --- |
| vbox.setPadding(new Insets(10)); |

|  |
| --- |
| gridPane.add(button, 2, 5); |

**Short Answer 1-11 pages 803-804.**

1. In a Java GUI app, a user's interaction with a component is called an EVENT. You write code to do something after these events.
2. It creates a Stage object that will be the app's window, as well as creates the start() method, where a reference to the Stage object is passed as an argument.
3. Entry point for the application
4. Helps organize parts of the application into separate areas.
5. Javafx.scene.control
6. Image and ImageView
7. aspect ratio = ratio of image's width-to-height, preserved by using setPreserveRatio method and setting it to true
8. horizontal: HBox, vertical: VBox, rows and columns: GridPane
9. Use the getText() method to return the value in the TextField control
   1. Writing the definition of an inner class that implements the EventHandler interface, then instantiating that class and registering it with a control
   2. Instantiating an anonymous inner class that implements the EventHandler interface and registering the object with a control
   3. Using a lambda expression to instantiate an anonymous inner class that implements the EventHandler interface, registering the object with a control
10. BorderPane