Ministère De L'enseignement Supérieur Et De La Recherche Scientifique

National School of Computer Science

Manouba University

Lab Handouts

Advanced JAVA

Level :

II2, Software Engineering Department

Lab and course Instructor:

ASMA AYARI

Rapport written by
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Academic Year : 2021 /2022

Instructor : Asma AYARI

Academic Year: 2021 – 2022

Semester: Second

Software/ Lab activity Platform : Apache NetBeans

Week Number:4

LAB 2.3: RACING CARS WITH JAVAFX

1. Objectives:

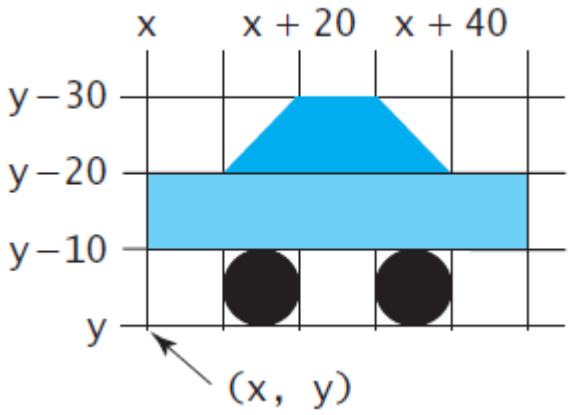
- Develop racing cars.
  - pause/resume the animation with a button press/release
  - increase/decrease the car speed by pressing the UP and DOWN arrow keys.
  - Simulate 4 cars racing

2.Activity List:

Activity:

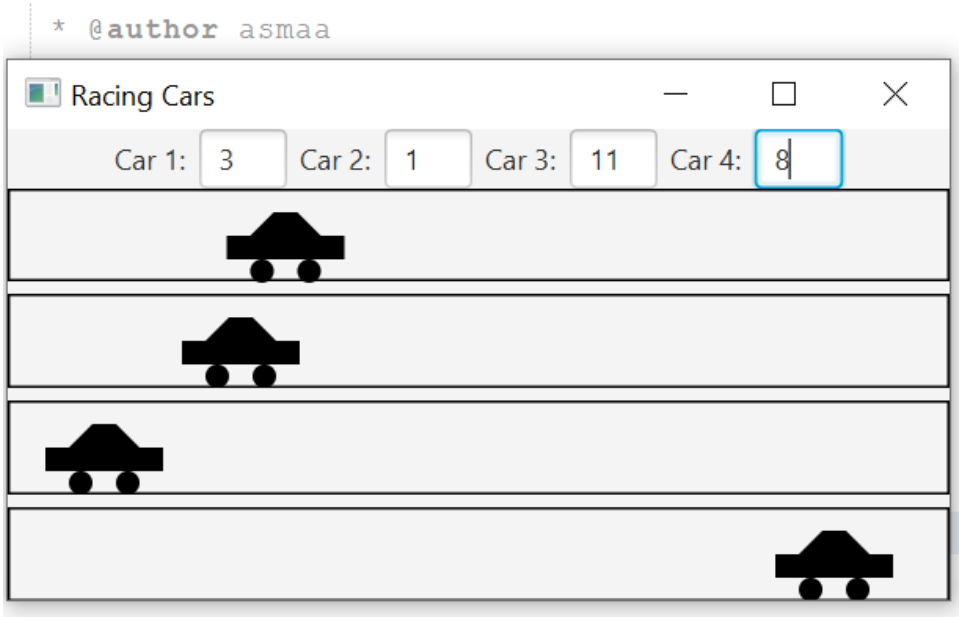
Write a program that simulates a car racing, as shown in the figure below.

1. Draw the car with a new base coordinate (x, y), with reference to ANNEX II.
   The car moves from left to right.
   When it hits the right end, it restarts from the left and continues the same process.
   Use a timer to control animation.

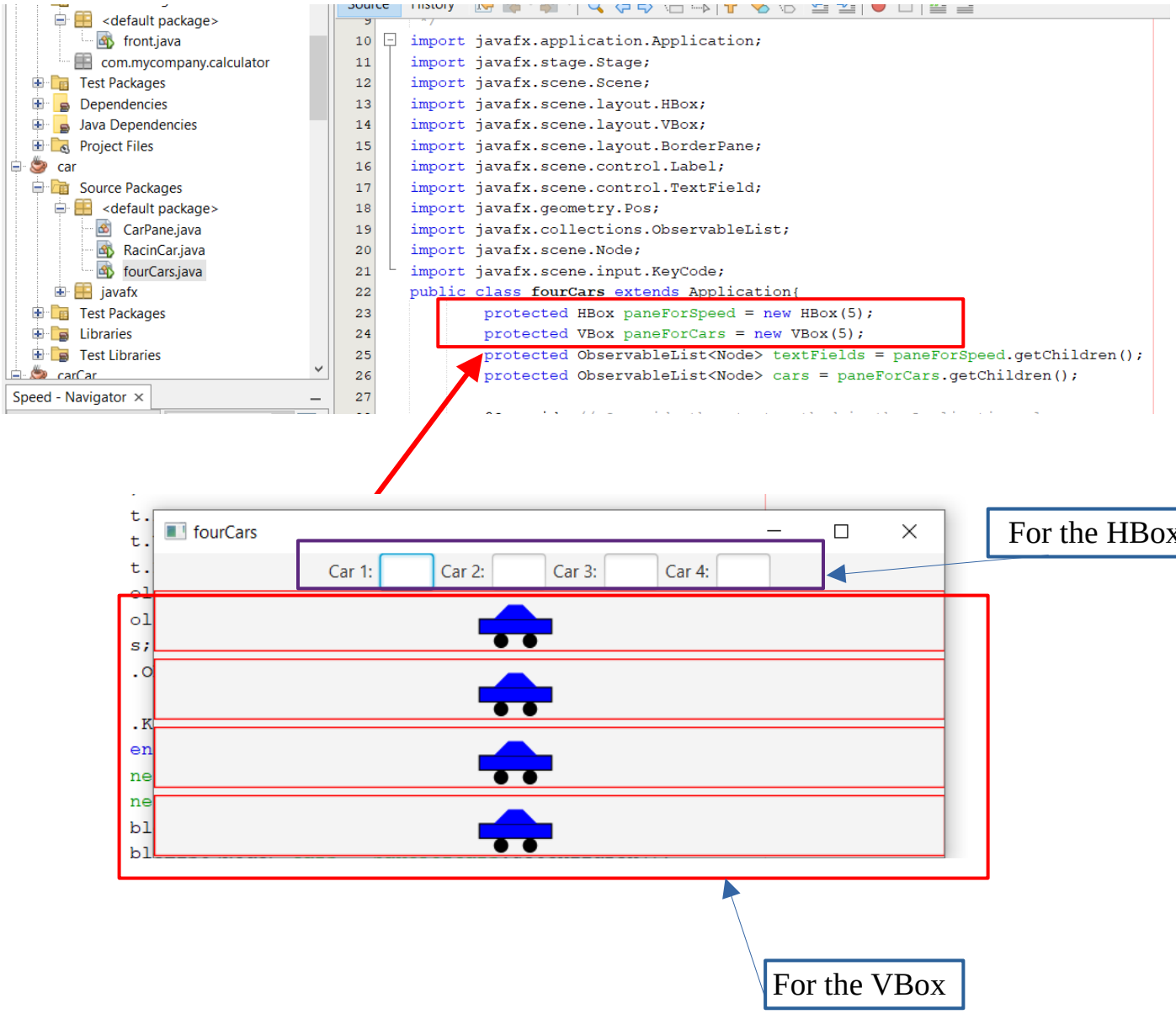


2. Let the user pause/resume the animation with a button press/release and increase/decrease the car speed by pressing the UP and DOWN arrow keys.

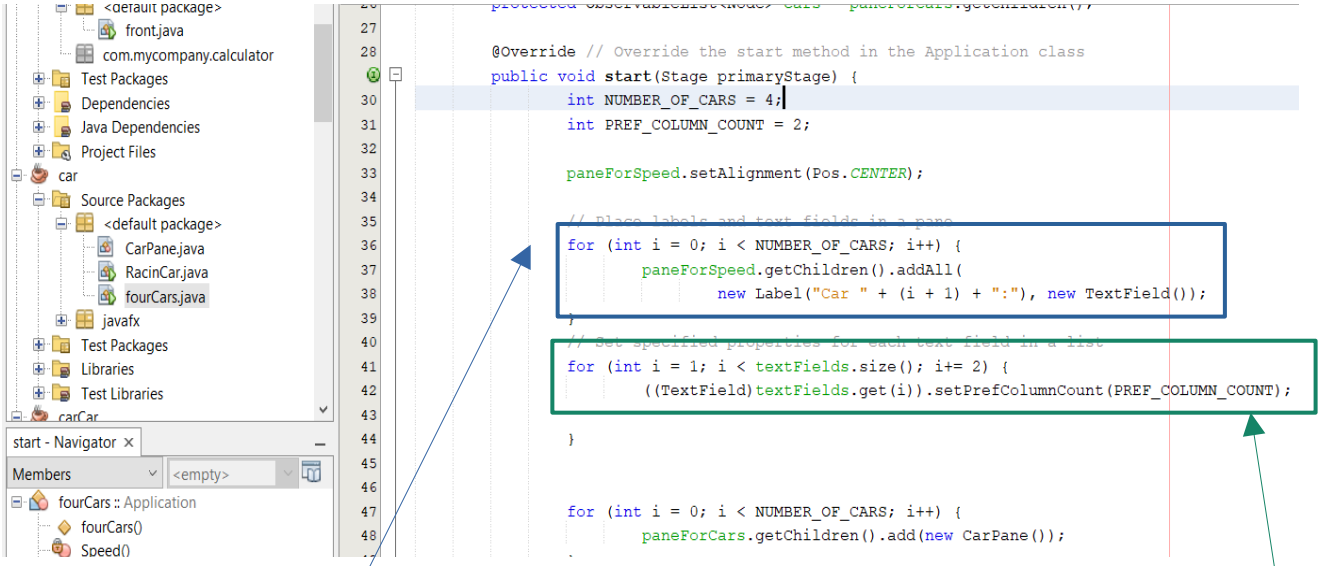
3. Write a program that simulates four cars racing, as shown in the figure below. Set the speed for each car, with a maximum of 100.



import the libraries needed for this project



Override the start method in the Application class



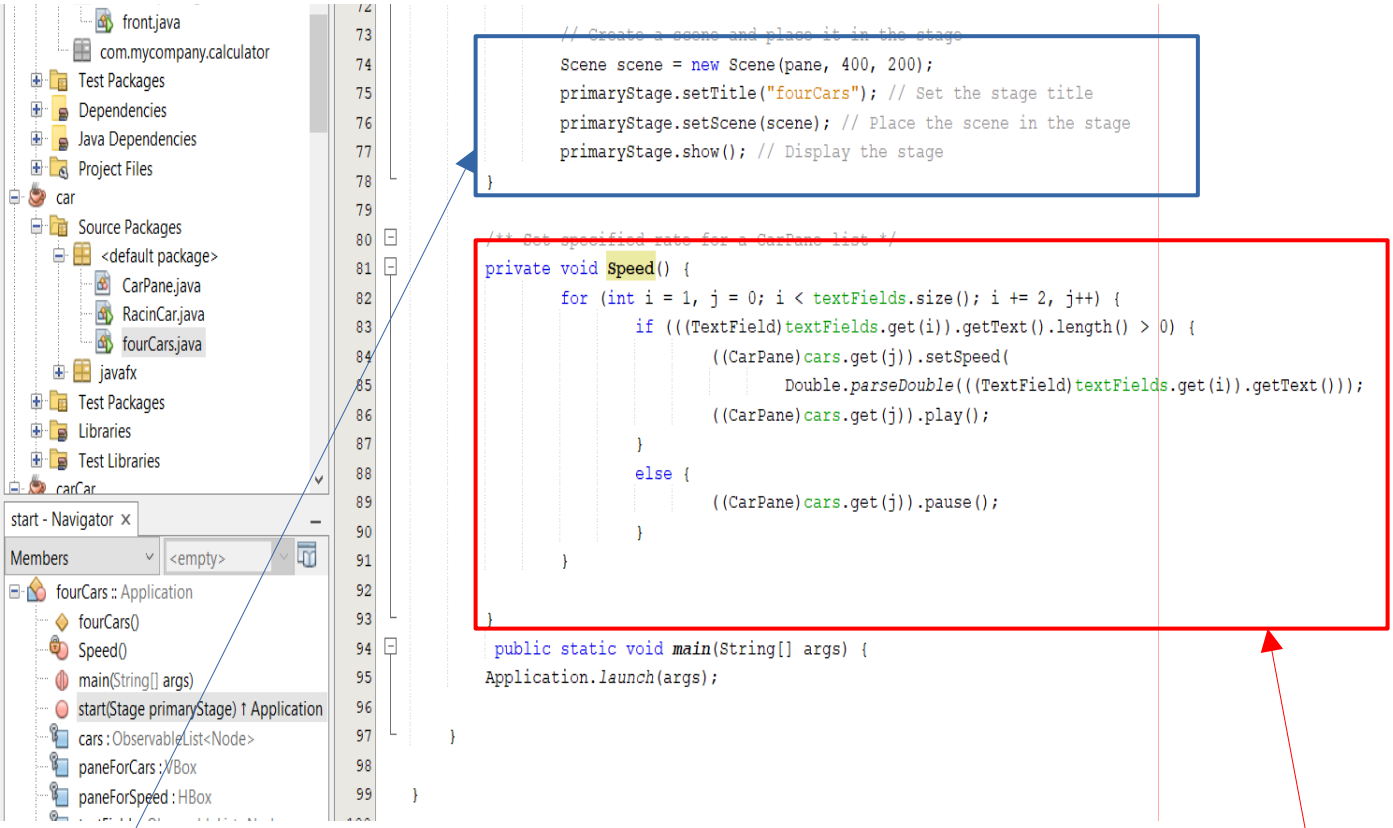
Place labels and text fields in a pane

Set specified properties for each text field in a list

Set specified properties for each text field in a list

Create and register handlers

Create a border pane



Create a scene and place it in the stage

Set specified rate for a CarPane list