Homework 4 – Java FX Homework

Due Date: Wednesday, November 3, 2015 at 11:59 PM - NO LATE HOMEWORK ACCEPTED

Write a program to read in a list of people. The file of people is in the given binary file – people.dat . PersonList.java createa an ArrayList of Person objects based on the information in people.dat.. (Yes this is the exact same way Homework 2 started, do not reuse hw 2 here, the given files have changes.) You are given classes, Person.java and PersonList.java and people.dat.

Display the list of people in a JavaFx GUI Table. In the content portion of D2L there is a module titled GameTable that shows how to create and display and ArrayList of Game objects from Homeworks 1 and 3. Use this as an example of how to create a Table in JavaFx for your PersonList.

Add a button to the table GUI that launches another Stage to enter a new Person object into the list. (use portions of In-Class assignment to help you here). Make sure this new Person object is added to the PersonList so the Table will update.

You MUST include Person.java and PersonList.java as part of the code you turn in. Failure to do so will result in points lost. You may add to either file as needed, but do not delete any code from them.

Extra credit (5 pts) for adding the ability to delete a selected Person from the table and the list another 5 pts for editing a Person’s information.

More extra credit (5 pts) for rewriting the people.dat file after adding/editing/ deleting from the list.

This homework tests the following competencies:

1. Creating a JavaFx Table following example given.
2. Building a second stage to insert information into the table
3. Launching a second Stage from an existing JavaFx Application and communicating with its data model
4. Updating a JavaFx Table

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| Grading Criteria | Points |
| Insert new Person object into List. | 10 |
| Create an appropriate Table GUI | 30 |
| Insert GUI | 40 |
| Update Table | 10 |
| Coding Standards | 20 |