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The goal of this project was to create a simple JavaFX tool which includes a file menu, two buttons, a popup window, and which plays a scale from the provided MidiPlayer object.

Our Solution contains the following:

Main Class:

A Main class which extends application. This is our outer shell which contains all of our implemented constants. We have constants for volume, MidiPlayer Channel, BPM, window height, and window width. Here is where we initialize our MidiPlayer and Menu Bar. Also included in Main are all the methods which we use in completing the project’s tasks.

Methods in Main:

We created a number of concise, reusable methods in order to increase readability and to avoid possible repetition of code in future projects. For example, we include methods for playing and stopping the MidiPlayer as these features are required in several areas throughout this project and could be useful depending on future changes.

Also included are createDialogBox and createButton which will almost certainly be useful in future iterations of the application. The createButton method will generate a button with the input label and styles, however onClick functionality must be implemented after generation. createDialogBox will create a popup window with the input title, header, and default value.

Start Method:

This method is where all of the smaller pieces come together to form the complete project.