For: Robert oleary

Assignment: Exercise 14.7 Display Random 0 or 1

GitHub URL: https://github.com/otc-java-2-101/randgrid

Student: Please answer the questions, then use the Insert, Screenshot option in Word to snip an appropriate sample of your executing program’s output.

Copy the code from your .java file(s) into the code section below. Your code should match the code submitted in GitHub.

Be sure to review your graded assignment for instructor comments!

|  |
| --- |
| **Analysis** |
| *Write a program that randomly inserts 1s and 0s into a 10 x 10 grid* |
|  |

|  |
| --- |
| **Design** |
| *Find what is needed and the simplest and cleanest way to achieve said goal* |
|  |

|  |
| --- |
| **Testing** |
| *Run the program multiple times and make sure that the numbers are randomized* |
|  |

|  |
| --- |
| **Screenshot(s)** |
| *10 by 10 random 1s and 0s* |
|  |

|  |
| --- |
| **Code** |
| import javafx.application.Application;  import javafx.scene.Scene;  import javafx.scene.control.TextField;  import javafx.scene.layout.GridPane;  import javafx.stage.Stage;  /\*  10 x 10 random 1s and 0s generator  robert oleary  cis 171  \*/  public class randomGrid extends Application {    private static int HEIGHT = 240;  private static int WIDTH = 240;  public void start(Stage primaryStage) {  // creates the grid places the numbers in each spot as well as setting the size of the cells  GridPane pane = new GridPane();  for (int x = 0; x < 10; x++) {  for (int y = 0; y < 10; y++) {  TextField randNumb = new TextField ();  randNumb.setText (Integer.toString((int)(Math.random() \* 2)));  randNumb.setMinWidth(WIDTH / 10.0);  randNumb.setMaxWidth(WIDTH / 10.0);  randNumb.setMinHeight(HEIGHT / 10.0);  randNumb.setMaxHeight(HEIGHT / 10.0);  pane.add(randNumb, x, y);  }  }  //creates the window  Scene scene = new Scene(pane, WIDTH, HEIGHT);  primaryStage.setScene(scene);  primaryStage.setMinWidth(WIDTH);  primaryStage.setMinHeight(HEIGHT);  primaryStage.setTitle("10 by 10 random 1s and 0s");  primaryStage.show();  }  public static void main(String[] args) {  Application.launch(args);  }  } |
|  |