Sources: Bing Chat Copilot

The program below will create a slideshow for your GUI App using JavaFX. The slideshow will change the images when the users click left arrow or right arrow button

**package** application;

**import** java.io.\*;

**import** javafx.application.Application;

**import** javafx.stage.Stage;

**import** javafx.scene.Scene;

**import** javafx.scene.control.Label;

**import** javafx.scene.control.Button;

**import** javafx.scene.layout.HBox;

**import** javafx.scene.layout.VBox;

**import** javafx.scene.layout.BorderPane;

**import** javafx.scene.layout.StackPane;

**import** javafx.geometry.Insets;

**import** javafx.geometry.Pos;

**import** javafx.scene.image.Image;

**import** javafx.scene.image.ImageView;

**import** javafx.animation.TranslateTransition;

**import** javafx.util.Duration;

**public** **class** **Main** **extends** Application {

**private** **int** currentIndex = **0**; // Tracks the current image index

**private** **ImageView** imageView; // Display the current image

**@Override**

**public** **void** **start**(**Stage** primaryStage) {

// Load images into an array

**Image**[] **images** = {

**new** **Image**(**"file:wallpaper1.jpg"**), // Replace with actual image paths

**new** **Image**(**"file:wallpaper2.jpg"**),

**new** **Image**(**"file:wallpaper3.jpg"**)

};

// Set up ImageView to display images

imageView = **new** **ImageView**(images[currentIndex]);

imageView.**setFitWidth**(**400**);

imageView.**setFitHeight**(**300**);

imageView.**setPreserveRatio**(**true**);

// Create navigation buttons inside vbox to center them by adding padding

**Button** **leftButton** = **new** **Button**(**"<"**);

leftButton.**setStyle**(**"-fx-font-size:30px;-fx-text-fill:aqua;-fx-background-color:black"**);

**VBox** **left\_vbox** = **new** **VBox**(leftButton);

left\_vbox.**setPadding**(**new** **Insets**(**100**,**0**,**0**,**0**));

**Button** **rightButton** = **new** **Button**(**">"**);

rightButton.**setStyle**(**"-fx-font-size:30px;-fx-text-fill:aqua;-fx-background-color:black"**);

**VBox** **right\_vbox** = **new** **VBox**(rightButton);

right\_vbox.**setPadding**(**new** **Insets**(**100**,**0**,**0**,**0**));

// Set button actions

leftButton.**setOnAction**(**e** -> **slideImage**(images, -**1**)); // Slide left

rightButton.**setOnAction**(**e** -> **slideImage**(images, **1**)); // Slide right

// Layout for buttons

**BorderPane** **borderPane1** = **new** **BorderPane**();

borderPane1.**setLeft**(left\_vbox);

borderPane1.**setCenter**(imageView);

borderPane1.**setRight**(right\_vbox);

**Scene** **scene1** = **new** **Scene**(borderPane1,**400**,**300**);

primaryStage.**setScene**(scene1);

primaryStage.**setTitle**(**"GUI APP"**);

primaryStage.**show**();

}

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**private** **void** **slideImage**(**Image**[] images, **int** direction) {

// Calculate the new index

currentIndex = (currentIndex + direction + images.length) % images.length;

// Create a sliding transition effect

**TranslateTransition** **transition** = **new** **TranslateTransition**(**Duration**.***seconds***(**0.5**), imageView);

transition.**setByX**(direction > **0** ? **400** : -**400**); // Slide left (400) or right (-400)

// On transition end, update the image and reset its position

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transition.**setOnFinished**(**e** -> {

imageView.**setImage**(images[currentIndex]);

imageView.**setTranslateX**(**0**); // Reset position

});

// Play the transition

transition.**play**();

}

**public** **static** **void** **main**(**String**[] args) {

***launch***();

}

}

A screenshot of a computer screen

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

A lighthouse on a rocky island

AI-generated content may be incorrect.