```xml
1  <?xml version="1.0" encoding="UTF-8"?>
2
3  <?import javafx.scene.control.Button?>
4  <?import javafx.scene.control.Label?>
5  <?import javafx.scene.control.ListView?>
6  <?import javafx.scene.control.MenuItem?>
7  <?import javafx.scene.control.ProgressBar?>
8  <?import javafx.scene.control.SplitMenuButton?>
9  <?import javafx.scene.control.Tab?>
10 <?import javafx.scene.control.TabPane?>
11 <?import javafx.scene.control.TextField?>
12 <?import javafx.scene.image.ImageView?>
13 <?import javafx.scene.layout.AnchorPane?>
14 <?import javafx.scene.text.Font?>
15
16 <TabPane maxHeight="-Infinity" maxWidth="-Infinity"
   minHeight="-Infinity" minWidth="-Infinity" prefHeight
   ="500.0" prefWidth="600.0" tabClosingPolicy="
   UNAVAILABLE" tabMaxHeight="200.0" tabMaxWidth="500.0"
    tabMinHeight="35.0" tabMinWidth="100.0" xmlns="http
   ://javafx.com/javafx/18" xmlns:fx="http://javafx.com/
   fxml/1" fx:controller="com.example.battlegame.
   HelloController">
17    <tabs>
18      <Tab text="Setup">
19        <content>
20          <AnchorPane maxHeight="460.0" maxWidth="600.0
   " minHeight="0.0" minWidth="0.0" prefHeight="460.0"
   prefWidth="600.0">
21            <children>
22              <ListView fx:id="classesListView"
   layoutX="50.0" layoutY="100.0" prefHeight="200.0"
   prefWidth="200.0" />
23              <Label fx:id="classSetup" alignment
   ="CENTER" layoutX="50.0" layoutY="25.0" prefHeight="
   75.0" prefWidth="200.0" text="Class:" textAlignment="
   CENTER">
24                <font>
25                  <Font size="24.0" />
26                </font>
27              </Label>
```

```
28              <TextField fx:id="nameField"
   layoutX="350.0" layoutY="100.0" prefHeight="50.0"
   prefWidth="200.0" promptText="Name:">
29                  <font>
30                      <Font size="18.0" />
31                  </font>
32              </TextField>
33              <Label fx:id="nameSetup" alignment
   ="CENTER" layoutX="400.0" layoutY="50.0" prefHeight="
   30.0" prefWidth="100.0" text="Name:" textAlignment="
   CENTER">
34                  <font>
35                      <Font size="24.0" />
36                  </font>
37              </Label>
38              <Label fx:id="weaponSetup"
   alignment="CENTER" layoutX="350.0" layoutY="200.0"
   prefHeight="30.0" prefWidth="200.0" text="Starting
   Weapon" textAlignment="CENTER">
39                  <font>
40                      <Font size="24.0" />
41                  </font>
42              </Label>
43              <SplitMenuButton fx:id="weaponMenu"
    layoutX="350.0" layoutY="250.0" mnemonicParsing="
   false" prefHeight="50.0" prefWidth="200.0" text="
   Weapons">
44                  <items>
45                      <MenuItem mnemonicParsing="
   false" text="Action 1" />
46                      <MenuItem mnemonicParsing="
   false" text="Action 2" />
47                  </items>
48                  <font>
49                      <Font size="24.0" />
50                  </font>
51              </SplitMenuButton>
52              <ImageView fx:id="playerSetupPic"
   fitHeight="100.0" fitWidth="100.0" layoutX="225.0"
   pickOnBounds="true" preserveRatio="true" />
53                  <Button fx:id="
```

```
53 createCharacterButton" layoutX="200.0" layoutY="350.0
   " onAction="#onHelloButtonClick" prefHeight="75.0"
   prefWidth="200.0" text="Create Character">
54                         <font>
55                             <Font size="20.0" />
56                         </font>
57                     </Button>
58                 </children></AnchorPane>
59         </content>
60       </Tab>
61         <Tab text="Home">
62           <content>
63             <AnchorPane minHeight="0.0" minWidth="0.0"
   prefHeight="180.0" prefWidth="200.0">
64                 <children>
65                     <ListView fx:id="opponentsView"
   layoutX="25.0" layoutY="285.0" onMouseClicked="#
   showCompStats" prefHeight="150.0" prefWidth="200.0"
    />
66                     <ListView fx:id="opponentsStats"
   layoutX="375.0" layoutY="285.0" prefHeight="150.0"
   prefWidth="200.0" />
67                     <Label fx:id="opponentStatsLabel"
   alignment="CENTER" layoutX="375.0" layoutY="235.0"
   prefHeight="50.0" prefWidth="200.0" text="Opponent
   Class and Level" textAlignment="CENTER" wrapText="
   true">
68                         <font>
69                             <Font size="18.0" />
70                         </font>
71                     </Label>
72                     <Label fx:id="opponentsLabel"
   alignment="CENTER" layoutX="25.0" layoutY="235.0"
   prefHeight="50.0" prefWidth="200.0" text="Opponents:"
    textAlignment="CENTER" wrapText="true">
73                         <font>
74                             <Font size="18.0" />
75                         </font>
76                     </Label>
77                     <ListView fx:id="playerStats"
   layoutX="25.0" layoutY="75.0" prefHeight="150.0"
```

```
77  prefWidth="200.0" />
78                      <Label fx:id="playerStatsLabel"
    alignment="CENTER" layoutX="25.0" layoutY="25.0"
    prefHeight="50.0" prefWidth="200.0" text="Your Stats
    :" textAlignment="CENTER" wrapText="true">
79                          <font>
80                              <Font size="18.0" />
81                          </font>
82                      </Label>
83                      <Label fx:id="inventoryLabel1"
    alignment="CENTER" layoutX="375.0" layoutY="25.0"
    prefHeight="50.0" prefWidth="200.0" text="Inventory
    :" textAlignment="CENTER" wrapText="true">
84                          <font>
85                              <Font size="18.0" />
86                          </font>
87                      </Label>
88                      <ListView fx:id="inventoryView1"
    layoutX="375.0" layoutY="75.0" onMouseClicked="#
    useItem" prefHeight="150.0" prefWidth="200.0" />
89                      <Button fx:id="
    createCharacterButton1" layoutX="235.0" layoutY="335
    .0" onAction="#startBattle" prefHeight="75.0"
    prefWidth="130.0" text="Start Battle">
90                          <font>
91                              <Font size="20.0" />
92                          </font>
93                      </Button>
94                      <Label fx:id="goToBattleLabel"
    alignment="CENTER" layoutX="225.0" layoutY="110.0"
    prefHeight="175.0" prefWidth="150.0" text="GO TO
    BATTLE TAB" textAlignment="CENTER" wrapText="true">
95                          <font>
96                              <Font size="36.0" />
97                          </font>
98                      </Label>
99                  </children>
100             </AnchorPane>
101         </content>
102     </Tab>
103     <Tab text="Battle">
```

```
104            <content>
105                <AnchorPane minHeight="0.0" minWidth="0.0"
       prefHeight="400.0" prefWidth="600.0">
106                    <children>
107                        <ImageView fx:id="playerPic"
       fitHeight="125.0" fitWidth="125.0" layoutX="25.0"
       layoutY="285.0" pickOnBounds="true" preserveRatio="
       true" />
108                        <ListView fx:id="playerAttacks"
       layoutX="375.0" layoutY="285.0" onMouseClicked="#
       attack" prefHeight="150.0" prefWidth="200.0" />
109                        <ListView fx:id="playerInventory"
       layoutX="175.0" layoutY="285.0" onMouseClicked="#
       useItem" prefHeight="150.0" prefWidth="200.0" />
110                        <Label fx:id="battleResultLabel"
       alignment="CENTER" layoutX="25.0" layoutY="25.0"
       prefHeight="150.0" prefWidth="200.0" text="Label"
       textAlignment="CENTER" wrapText="true">
111                            <font>
112                                <Font size="18.0" />
113                            </font>
114                        </Label>
115                        <ProgressBar fx:id="compHealthBar"
        layoutX="225.0" layoutY="100.0" prefHeight="25.0"
       prefWidth="200.0" progress="0.0" />
116                        <Label fx:id="compHealthLabel"
       alignment="CENTER" layoutX="225.0" layoutY="75.0"
       prefHeight="25.0" prefWidth="200.0" text="COMP
       Health: 100" textAlignment="CENTER" wrapText="true">
117                            <font>
118                                <Font size="18.0" />
119                            </font>
120                        </Label>
121                        <Label fx:id="playerLabel"
       alignment="CENTER" layoutX="25.0" layoutY="410.0"
       prefHeight="25.0" prefWidth="125.0" text="YOU"
       textAlignment="CENTER" wrapText="true">
122                            <font>
123                                <Font size="18.0" />
124                            </font>
125                        </Label>
```

```
126                         <ImageView fx:id="compPic"
        fitHeight="125.0" fitWidth="125.0" layoutX="450.0"
        layoutY="25.0" pickOnBounds="true" preserveRatio="
        true" />
127                         <Label fx:id="compLabel" alignment
        ="CENTER" layoutX="450.0" layoutY="150.0" prefHeight
        ="25.0" prefWidth="125.0" text="COMP" textAlignment
        ="CENTER" wrapText="true">
128                            <font>
129                               <Font size="18.0" />
130                            </font>
131                         </Label>
132                         <Label fx:id="playerAttackLabel"
        alignment="CENTER" layoutX="375.0" layoutY="235.0"
        prefHeight="50.0" prefWidth="200.0" text="Attacks:"
        textAlignment="CENTER" wrapText="true">
133                            <font>
134                               <Font size="18.0" />
135                            </font>
136                         </Label>
137                         <ProgressBar fx:id="
        playerHealthBar" layoutX="25.0" layoutY="260.0"
        prefHeight="25.0" prefWidth="150.0" progress="0.0"
         />
138                         <Label fx:id="playerHealthLabel"
        alignment="CENTER" layoutX="25.0" layoutY="235.0"
        prefHeight="25.0" prefWidth="150.0" text="Your
        Health: 100" textAlignment="CENTER" wrapText="true">
139                            <font>
140                               <Font size="18.0" />
141                            </font>
142                         </Label>
143                         <Label fx:id="playerInventoryLabel
        " alignment="CENTER" layoutX="175.0" layoutY="235.0"
         prefHeight="50.0" prefWidth="200.0" text="Inventory
        :" textAlignment="CENTER" wrapText="true">
144                            <font>
145                               <Font size="18.0" />
146                            </font>
147                         </Label>
148                      </children></AnchorPane>
```

```
149              </content>
150          </Tab>
151          <Tab text="Shop">
152              <content>
153                  <AnchorPane minHeight="0.0" minWidth="0.
0" prefHeight="180.0" prefWidth="200.0">
154                      <children>
155                          <Label fx:id="coinsLabel"
alignment="CENTER" layoutX="25.0" layoutY="25.0"
prefHeight="50.0" prefWidth="200.0" text="Coins: 0"
textAlignment="CENTER" wrapText="true">
156                              <font>
157                                  <Font size="18.0" />
158                              </font>
159                          </Label>
160                          <Label fx:id="inventoryLabel"
alignment="CENTER" layoutX="25.0" layoutY="100.0"
prefHeight="50.0" prefWidth="200.0" text="Inventory
:" textAlignment="CENTER" wrapText="true">
161                              <font>
162                                  <Font size="18.0" />
163                              </font>
164                          </Label>
165                          <ListView fx:id="inventoryView"
layoutX="25.0" layoutY="150.0" onMouseClicked="#
useItem" prefHeight="150.0" prefWidth="200.0" />
166                          <ListView fx:id="shopView" layoutX
="375.0" layoutY="150.0" onMouseClicked="#buyItem"
prefHeight="150.0" prefWidth="200.0" />
167                          <Label fx:id="shopLabel" alignment
="CENTER" layoutX="375.0" layoutY="100.0" prefHeight
="50.0" prefWidth="200.0" text="Shop:" textAlignment
="CENTER" wrapText="true">
168                              <font>
169                                  <Font size="18.0" />
170                              </font>
171                          </Label>
172                          <Label fx:id="statsLabel"
alignment="CENTER" layoutX="200.0" layoutY="310.0"
prefHeight="25.0" prefWidth="200.0" text="Stats"
textAlignment="CENTER" wrapText="true">
```

```
173                          <font>
174                              <Font size="18.0" />
175                          </font>
176                      </Label>
177                      <ListView fx:id="statsView"
     layoutX="200.0" layoutY="335.0" prefHeight="100.0"
     prefWidth="200.0" />
178                  </children></AnchorPane>
179              </content>
180          </Tab>
181      </tabs>
182  </TabPane>
183
```