```
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</pre>
   " minHeight="0.0" minWidth="0.0" prefHeight="460.0"
   prefWidth="600.0">
21
                  <children>
22
                     <ListView fx:id="classesListView"</pre>
   layoutX="50.0" layoutY="100.0" prefHeight="200.0"
   prefWidth="200.0" />
23
                     <Label fx:id="classSetup" alignment</pre>
   ="CENTER" layoutX="50.0" layoutY="25.0" prefHeight="
   75.0" prefWidth="200.0" text="Class:" textAlignment="
   CENTER">
24
                        <font>
25
                            <Font size="24.0" />
                        </font>
26
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>
                      <Label fx:id="nameSetup" alignment</pre>
33
   ="CENTER" layoutX="400.0" layoutY="50.0" prefHeight="
   30.0" prefWidth="100.0" text="Name:" textAlignment="
   CENTER">
34
                         <font>
35
                             <Font size="24.0" />
                         </font>
36
37
                      </Label>
                      <Label fx:id="weaponSetup"</pre>
38
   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"</pre>
    layoutX="350.0" layoutY="250.0" mnemonicParsing="
   false" prefHeight="50.0" prefWidth="200.0" text="
   Weapons">
44
                        <items>
45
                          <MenuItem mnemonicParsing="</pre>
   false" text="Action 1" />
46
                          <MenuItem mnemonicParsing="</pre>
   false" text="Action 2" />
47
                        </items>
48
                         <font>
49
                             <Font size="24.0" />
50
                         </font>
                      </SplitMenuButton>
51
52
                      <ImageView fx:id="playerSetupPic"</pre>
   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>
         <Tab text="Home">
61
62
           <content>
63
             <AnchorPane minHeight="0.0" minWidth="0.0"</pre>
   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"</pre>
   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>
                      <Label fx:id="opponentsLabel"</pre>
72
   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"</pre>
   layoutX="25.0" layoutY="75.0" prefHeight="150.0"
```

```
77 prefWidth="200.0" />
 78
                       <Label fx:id="playerStatsLabel"</pre>
    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>
                       <Label fx:id="inventoryLabel1"</pre>
 83
    alignment="CENTER" layoutX="375.0" layoutY="25.0"
    prefHeight="50.0" prefWidth="200.0" text="Inventory
    :" textAlignment="CENTER" wrapText="true">
                          <font>
 84
                             <Font size="18.0" />
 85
 86
                          </font>
 87
                       </Label>
 88
                       <ListView fx:id="inventoryView1"</pre>
    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>
                       <Label fx:id="goToBattleLabel"</pre>
 94
    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>
            </content>
101
102
          </Tab>
103
        <Tab text="Battle">
```

```
104
          <content>
105
            <AnchorPane minHeight="0.0" minWidth="0.0"</pre>
    prefHeight="400.0" prefWidth="600.0">
106
                    <children>
107
                       <ImageView fx:id="playerPic"</pre>
    fitHeight="125.0" fitWidth="125.0" layoutX="25.0"
    layoutY="285.0" pickOnBounds="true" preserveRatio="
    true" />
108
                       <ListView fx:id="playerAttacks"</pre>
    layoutX="375.0" layoutY="285.0" onMouseClicked="#
    attack" prefHeight="150.0" prefWidth="200.0" />
109
                       <ListView fx:id="playerInventory"</pre>
    layoutX="175.0" layoutY="285.0" onMouseClicked="#
    useItem" prefHeight="150.0" prefWidth="200.0" />
                       <Label fx:id="battleResultLabel"</pre>
110
    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>
                       <ProgressBar fx:id="compHealthBar"</pre>
115
     layoutX="225.0" layoutY="100.0" prefHeight="25.0"
    prefWidth="200.0" progress="0.0" />
                       <Label fx:id="compHealthLabel"
116
    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>
                       <Label fx:id="playerLabel"
121
    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"</pre>
    fitHeight="125.0" fitWidth="125.0" layoutX="450.0"
    layoutY="25.0" pickOnBounds="true" preserveRatio="
    true" />
127
                       <Label fx:id="compLabel" alignment</pre>
    ="CENTER" layoutX="450.0" layoutY="150.0" prefHeight
    ="25.0" prefWidth="125.0" text="COMP" textAlignment
    ="CENTER" wrapText="true">
128
129
                             <Font size="18.0" />
130
                          </font>
131
                       </Label>
                       <Label fx:id="playerAttackLabel"</pre>
132
    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"</pre>
    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>
                       <Label fx:id="playerInventoryLabel</pre>
143
    " 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.</pre>
    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>
                       <Label fx:id="inventoryLabel"</pre>
160
    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"</pre>
    layoutX="25.0" layoutY="150.0" onMouseClicked="#
    useItem" prefHeight="150.0" prefWidth="200.0" />
                       <ListView fx:id="shopView" layoutX
166
    ="375.0" layoutY="150.0" onMouseClicked="#buyItem"
    prefHeight="150.0" prefWidth="200.0" />
                       <Label fx:id="shopLabel" alignment
167
    ="CENTER" layoutX="375.0" layoutY="100.0" prefHeight
    ="50.0" prefWidth="200.0" text="Shop:" textAlignment
    ="CENTER" wrapText="true">
168
                             <Font size="18.0" />
169
170
                          </font>
171
                       </Label>
172
                       <Label fx:id="statsLabel"</pre>
    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>
                      <ListView fx:id="statsView"
177
    layoutX="200.0" layoutY="335.0" prefHeight="100.0"
    prefWidth="200.0" />
                   </children></AnchorPane>
178
179
             </content>
          </Tab>
180
181 </tabs>
182 </TabPane>
183
```