

```

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 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" onMouseClicked="#
   startBattle" 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" prefHeight="150.0"
          prefWidth="200.0" />
89     </children>
90 </AnchorPane>
91 </content>
92 </Tab>
93 <Tab text="Battle">
94     <content>
95         <AnchorPane minHeight="0.0" minWidth="0.0"
          prefHeight="400.0" prefWidth="600.0">
96             <children>
97                 <ImageView fx:id="playerPic"
          fitHeight="125.0" fitWidth="125.0" layoutX="25.0"
          layoutY="285.0" pickOnBounds="true" preserveRatio="
          true" />
98                 <ListView fx:id="playerAttacks"
          layoutX="375.0" layoutY="285.0" prefHeight="150.0"
          prefWidth="200.0" />
99                 <ListView fx:id="playerInventory"
          layoutX="175.0" layoutY="285.0" prefHeight="150.0"
          prefWidth="200.0" />
100            <Label fx:id="battleResultLabel"
          alignment="CENTER" layoutX="25.0" layoutY="25.0"

```

```

100 prefHeight="150.0" prefWidth="200.0" text="Label"
    textAlignment="CENTER" wrapText="true">
101         <font>
102             <Font size="18.0" />
103         </font>
104     </Label>
105     <ProgressBar fx:id="compHealthBar"
        layoutX="225.0" layoutY="100.0" prefHeight="25.0"
        prefWidth="200.0" progress="0.0" />
106     <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">
107         <font>
108             <Font size="18.0" />
109         </font>
110     </Label>
111     <Label fx:id="playerLabel"
        alignment="CENTER" layoutX="25.0" layoutY="410.0"
        prefHeight="25.0" prefWidth="125.0" text="YOU"
        textAlignment="CENTER" wrapText="true">
112         <font>
113             <Font size="18.0" />
114         </font>
115     </Label>
116     <ImageView fx:id="compPic"
        fitHeight="125.0" fitWidth="125.0" layoutX="450.0"
        layoutY="25.0" pickOnBounds="true" preserveRatio="
        true" />
117     <Label fx:id="compLabel" alignment
        ="CENTER" layoutX="450.0" layoutY="150.0" prefHeight
        ="25.0" prefWidth="125.0" text="COMP" textAlignment
        ="CENTER" wrapText="true">
118         <font>
119             <Font size="18.0" />
120         </font>
121     </Label>
122     <Label fx:id="playerAttackLabel"
        alignment="CENTER" layoutX="375.0" layoutY="235.0"
        prefHeight="50.0" prefWidth="200.0" text="Attacks:"
        textAlignment="CENTER" wrapText="true">

```

```

123             <font>
124                 <Font size="18.0" />
125             </font>
126         </Label>
127         <ProgressBar fx:id="
playerHealthBar" layoutX="25.0" layoutY="260.0"
prefHeight="25.0" prefWidth="150.0" progress="0.0"
/>
128         <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">
129             <font>
130                 <Font size="18.0" />
131             </font>
132         </Label>
133         <Label fx:id="playerInventoryLabel
" alignment="CENTER" layoutX="175.0" layoutY="235.0"
prefHeight="50.0" prefWidth="200.0" text="Inventory
:" textAlignment="CENTER" wrapText="true">
134             <font>
135                 <Font size="18.0" />
136             </font>
137         </Label>
138     </children></AnchorPane>
139 </content>
140 </Tab>
141     <Tab text="Shop">
142         <content>
143             <AnchorPane minHeight="0.0" minWidth="0.
0" prefHeight="180.0" prefWidth="200.0">
144                 <children>
145                     <Label fx:id="battleResultLabel11"
alignment="CENTER" layoutX="25.0" layoutY="25.0"
prefHeight="50.0" prefWidth="200.0" text="Coins: 0"
textAlignment="CENTER" wrapText="true">
146                         <font>
147                             <Font size="18.0" />
148                         </font>
149                     </Label>
150                     <Label fx:id="inventoryLabel"

```

```

150 alignment="CENTER" layoutX="25.0" layoutY="100.0"
    prefHeight="50.0" prefWidth="200.0" text="Inventory
    :" textAlignment="CENTER" wrapText="true">
151         <font>
152             <Font size="18.0" />
153         </font>
154     </Label>
155     <ListView fx:id="inventoryView"
        layoutX="25.0" layoutY="150.0" prefHeight="150.0"
        prefWidth="200.0" />
156     <ListView fx:id="playerInventory1"
        layoutX="375.0" layoutY="150.0" prefHeight="150.0"
        prefWidth="200.0" />
157     <Label fx:id="ShopLabel" alignment
        ="CENTER" layoutX="375.0" layoutY="100.0" prefHeight
        ="50.0" prefWidth="200.0" text="Shop:" textAlignment
        ="CENTER" wrapText="true">
158         <font>
159             <Font size="18.0" />
160         </font>
161     </Label>
162     <Label fx:id="statsLabel"
        alignment="CENTER" layoutX="200.0" layoutY="310.0"
        prefHeight="25.0" prefWidth="200.0" text="Stats"
        textAlignment="CENTER" wrapText="true">
163         <font>
164             <Font size="18.0" />
165         </font>
166     </Label>
167     <ListView fx:id="statsView"
        layoutX="200.0" layoutY="335.0" prefHeight="100.0"
        prefWidth="200.0" />
168     </children></AnchorPane>
169 </content>
170 </Tab>
171 </tabs>
172 </TabPane>
173

```