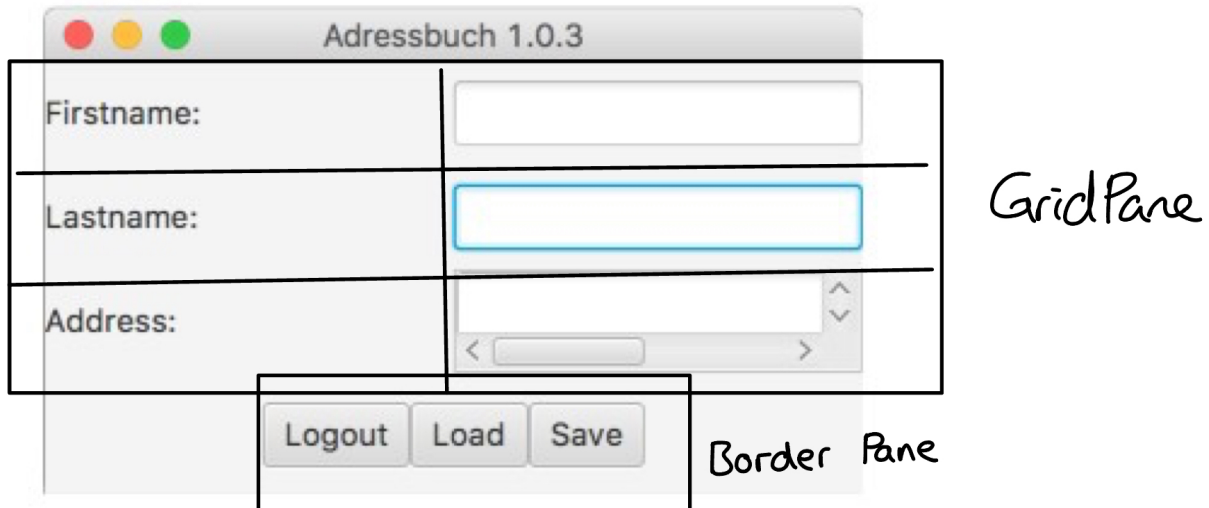


Nachdenkzettel GUI

Aufgabe 1



Aufgabe 2

a)

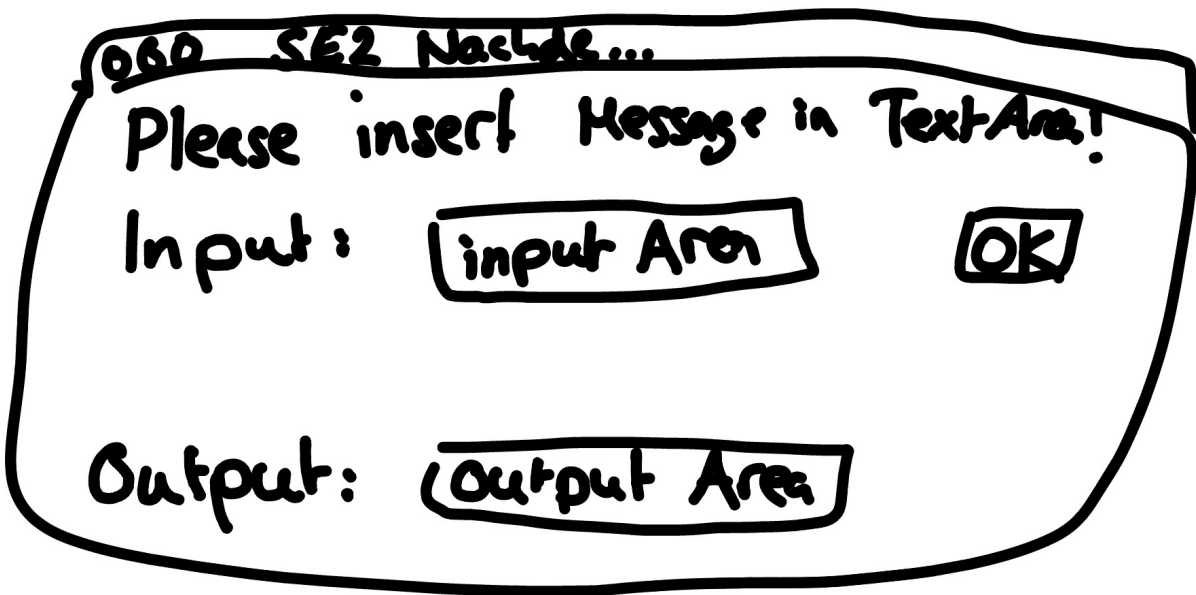
```
Button btn1 = new Button("Hello");
btn1.setOnAction(new EventHandler<ActionEvent>() {
    @Override
    public void handle(ActionEvent event) {
        btn1.setText("Clicked");
    }
});
```

```
Button btn2 = new Button("2");
btn2.setOnAction(event -> btn2.setText("Clicked"));
```

b)

Using the „Timeline“ function and add keyframes → For timelines or error messages

Aufgabe 3



Aufgabe 4

▼ Nodes

text

image

text

gridpane

text

text

▼ HTML

```
<image>

  <text>Heading</text>
</image>

<text></text>

<div> <!--Flexbox-->
```

```
<text>Content</text>  
<text>Content</text>  
</div>
```

Aufgabe 5

- a) Unit test couldn't test JavaFX instances.
- b) We don't know.