A Java program to create a **Max Heap** that will make use of several JavaFX components, event handling, graphics, and Java Collections Framework to implement. GUI must contain buttons to perform following operations:

1. Insert - to insert a node (element) into the heap
2. Delete - to delete a node from the heap
3. Find- to search an element in the heap
4. Print – to print the elements in pre-order

Program keeps updating the following details at the bottom of the Frame:

1. height of the heap
2. number of vertices