

1. Write a JavaFX application that displays a Label containing the opening sentence or two from your favorite book. When the user clicks a button, display the title of the book that contains the quote in a second label.
2. Write a JavaFX application that contains a Button. Disable the Button after the user clicks it. Save the program as `FXFrameDisableButton2a.java`.
Use `myButton.setDisable(true);`
3. Write a JavaFX application that contains a Button. Disable the Button after the user has clicked it at least eight times. At that point, display a Label that indicates "That's enough!" Save the program as `FXFrameDisableButton2b.java`.
4. Create a JavaFX application with at least six labels that contain facts about your favorite topic. Every time the user clicks a Button, remove one of the labels and add a different one. Save the program as `FXFacts.java`.
5. A dog kennel boards dogs at a cost of 50 cents per pound per day. Write a JavaFX class that allows the user to enter a dog's weight and number of days to be boarded and then displays the total price for boarding.
6. Write a JavaFX application that allows the user to input a value in miles, converts the value to feet, and then displays the results to the user. Display explanatory text with the values. For example, 8.5 miles is equal to 44880.0 feet.
7. Write a JavaFX program that allows the user to enter a number of minutes and then converts it both to hours and days. For example, 6000 minutes equals 100 hours and equal 4.167 days.