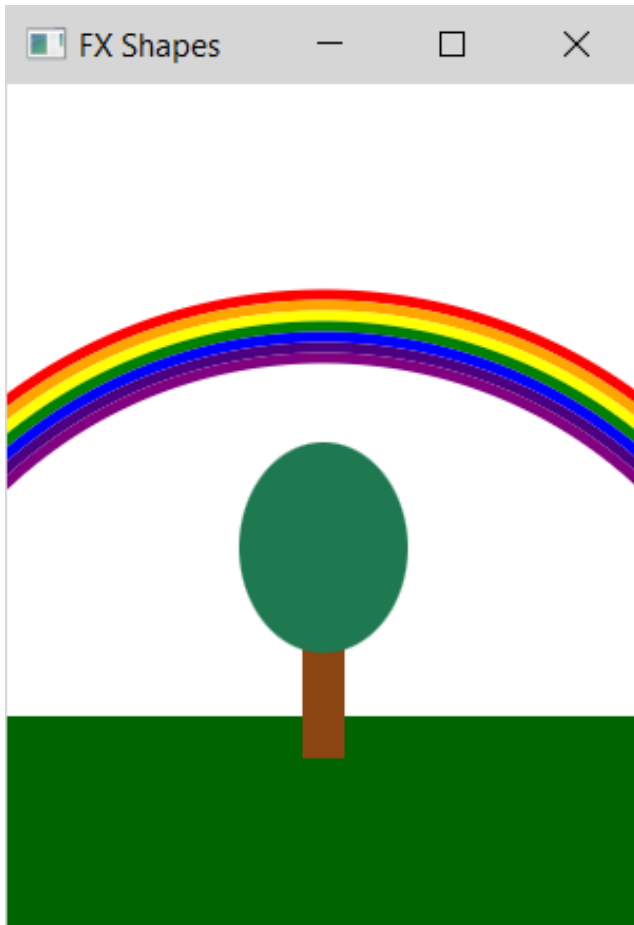


## Lab7

Create a JavaFX application, which creates the following GUI:



You have seen the GUI application program which creates the tree and ground, add the rainbow arcing over the tree.

Using the Shaped you have seen in the class, how would you draw the rainbow?

- Create and set the properties of the needed shapes and add them to the root element.
- If successful, can you find a way to use a loop and or a method to avoid repeating too much code?

### Marking Scheme:

[10] Complete GUI program