

LAB 7 Thursday

Requirement:

1. Show the animation using the picture we provided in “pictures”
2. Each picture should be shown at the duration of about 50 ms.
3. Every time you right clicked and only the right clicked, the animation teleported to the position of you clicked on, where the animation should be **centered**.
4. You should implement the program **only with javafx package**.

Advance:

1. The feature above remains unchanged.
2. When you mouse scroll scrolls up, the reflection displays more ration.
3. When you mouse scroll scrolls down, the reflection displays less ration.

HINTS:

JavaFX API

<https://docs.oracle.com/javase/8/javafx/api/toc.htm>

Creating a Sprite Animation with JavaFX

<https://netopyr.com/2012/03/09/creating-a-sprite-animation-with-javafx/>

JavaFX Mouse Event

<http://www.codedata.com.tw/java/javafx-mouseevent-mousedragevent/>

```
import javafx.animation.Animation;
    public void setCycleCount(int);
    protected void setCycleDuration(Duration);
    public void play(void);
import javafx.animation.Transition;
    protected void interpolate(double frac);
import javafx.util.Duration;
import javafx.scene.input.ScrollEvent;
import javafx.scene.input.MouseEvent;
import javafx.scene.input.MouseButton;
import javafx.event.EventHandler;
    public void handle(... ...);
import javafx.scene.Scene;
    public void setOnScroll(...);
    public void setOnMouseMoved (...);
import javafx.scene.effect.Reflection;
    public void setFraction(double);
```