Individual Practice

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//

// Solution to Individual practice

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//-----------------------------------------------------------------

// this is a driver code for slot machine.

//-----------------------------------------------------------------

**import** javafx.application.Application;

**import** javafx.geometry.Pos;

**import** javafx.geometry.Insets;

**import** javafx.scene.Scene;

**import** javafx.scene.layout.HBox;

**import** javafx.scene.layout.StackPane;

**import** javafx.scene.layout.VBox;

**import** javafx.stage.Stage;

**public** **class** SlotMachine **extends** Application

{

**public** **void** start(Stage primaryStage)

{

SlotMachinePane pane = **new** SlotMachinePane ();//create a slot machine pane object

Scene scene = **new** Scene (pane.addPane(),1000,500);//use add pane method to crease panes

primaryStage.setTitle("SlotMachine");

primaryStage.setScene(scene);

primaryStage.show();

}

**public** **static** **void** main(String[] args)

{

*launch*(args);

}

}

**import** javafx.event.ActionEvent;

**import** javafx.event.EventHandler;

**import** javafx.geometry.Insets;

**import** javafx.geometry.Orientation;

**import** javafx.geometry.Pos;

**import** javafx.scene.control.Button;

**import** javafx.scene.control.Label;

**import** javafx.scene.image.Image;

**import** javafx.scene.image.ImageView;

**import** javafx.scene.layout.FlowPane;

**import** javafx.scene.layout.HBox;

**import** javafx.scene.layout.Priority;

**import** javafx.scene.layout.StackPane;

**import** javafx.scene.layout.VBox;

**import** javafx.scene.paint.Color;

**import** javafx.scene.text.Font;

**import** javafx.scene.text.FontWeight;

**import** java.util.Random;

**public** **class** SlotMachinePane {

**private** String pane1,pane2, pane3; //instance data declaration

//-------------------------------

//Constructor for slot machine pane

//-------------------------------

**public** SlotMachinePane () {

pane1 = "primarypane";

pane2 = "slotpane";

pane3 = "buttonpane";

}

//----------------------------------------------------------------

//addPane method to create a VBox that is nested with two panes

//----------------------------------------------------------------

**public** VBox addPane () {

HBox slotpane = **new** HBox ();

slotpane.setPrefSize(10, 200);

slotpane.setStyle("-fx-background-color: white");

StackPane buttonpane = **new** StackPane();

buttonpane.setStyle("-fx-background-color: blue");

buttonpane.setPrefSize(10, 200);

VBox primarypane = **new** VBox ();

primarypane.setStyle("-fx-background-color: red");

primarypane.setAlignment(Pos.***CENTER\_RIGHT***);

primarypane.getChildren().addAll(slotpane, buttonpane); //nest other two panes

primarypane.setPrefSize(50, 50);

primarypane.setPadding(**new** Insets (50));

**return** primarypane;

}

}





