//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

// SlotMachine.java Author: Zhang,Xingxuan

//

// Solution to Individual practice

//\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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

// 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, 1000, 500);

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 **extends** VBox{

**private** FlowPane buttonPane, newSlotPane;

**private** VBox primary;

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

//Constructor for slot machine pane

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

**public** SlotMachinePane () {

newSlotPane = **new** FlowPane ();

newSlotPane.setPrefSize(800, 250);

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

buttonPane = **new** FlowPane();

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

buttonPane.setPrefSize(800, 250);

primary = **new** VBox ();

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

primary.setAlignment(Pos.***CENTER***);

primary.getChildren().addAll(newSlotPane, buttonPane); //nest other two panes

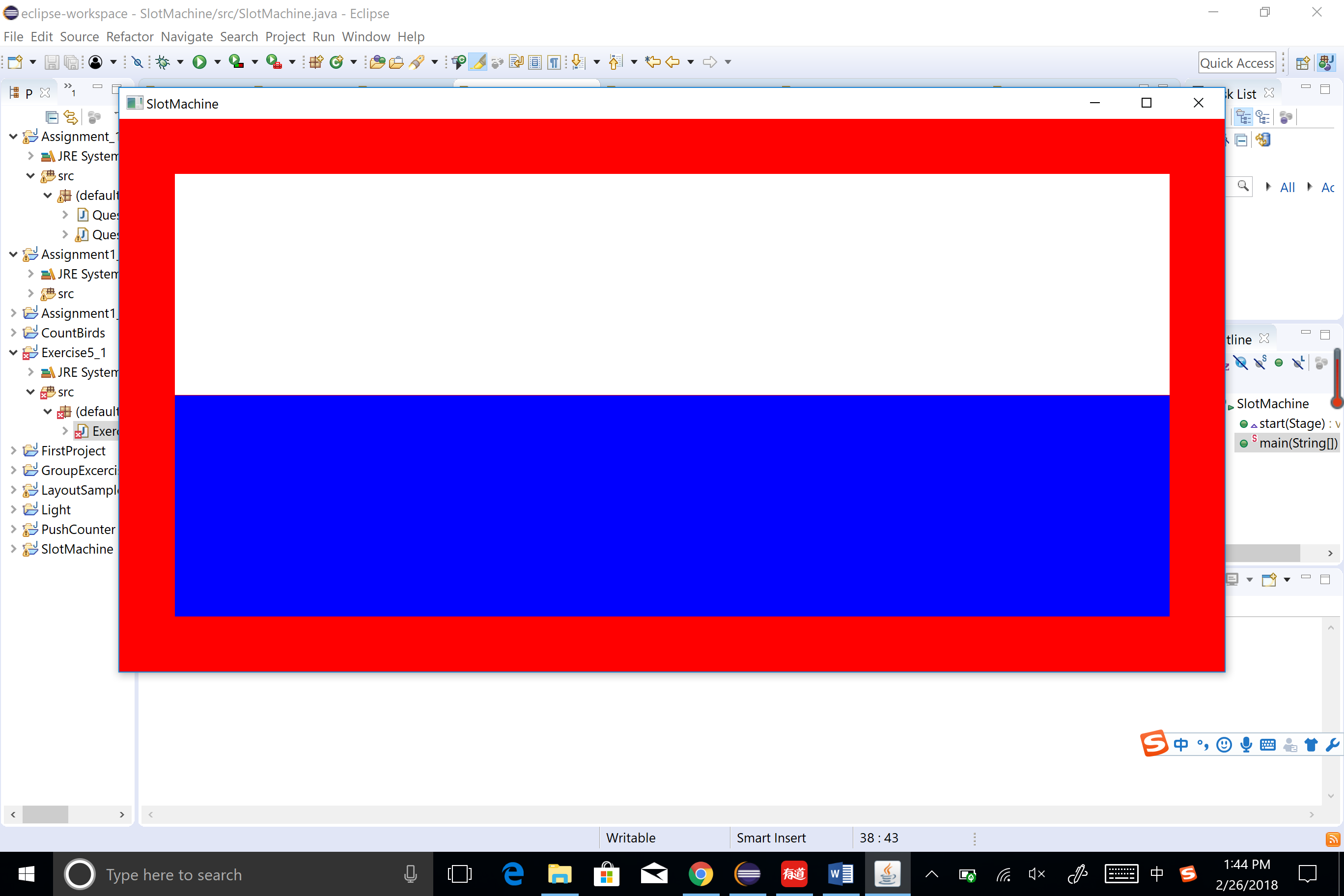
primary.setPrefSize(1000, 500);

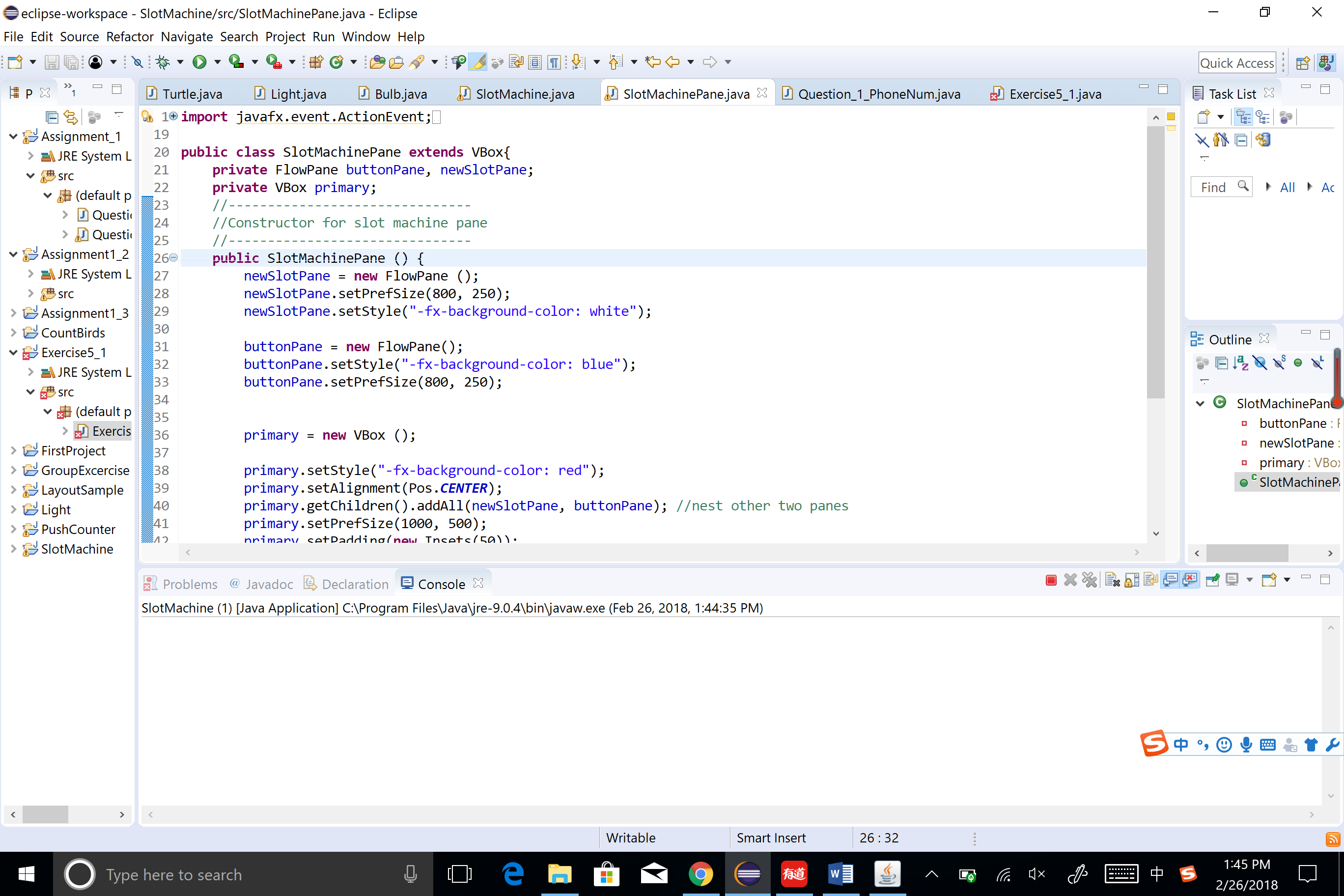
primary.setPadding(**new** Insets(50));

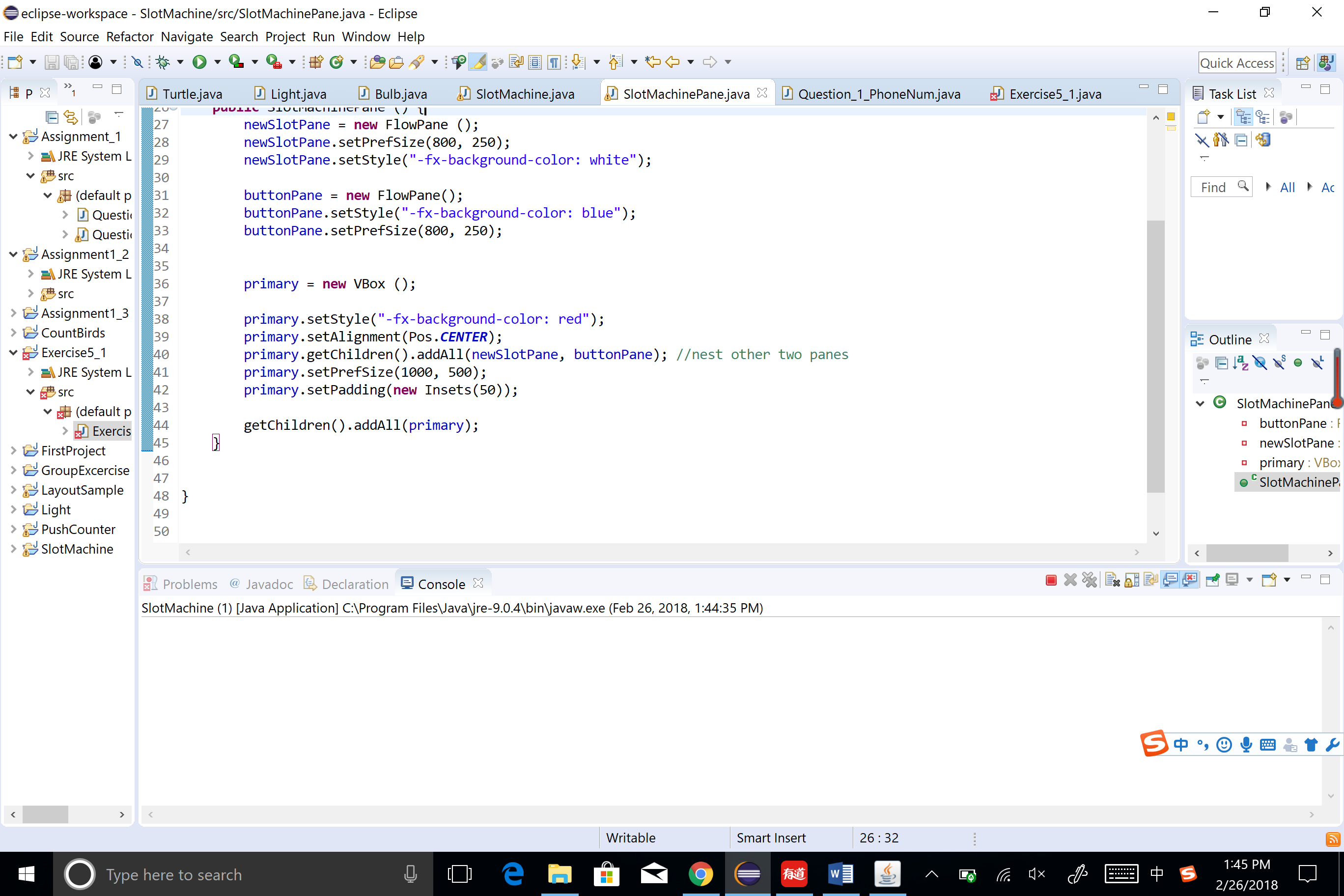
getChildren().addAll(primary);

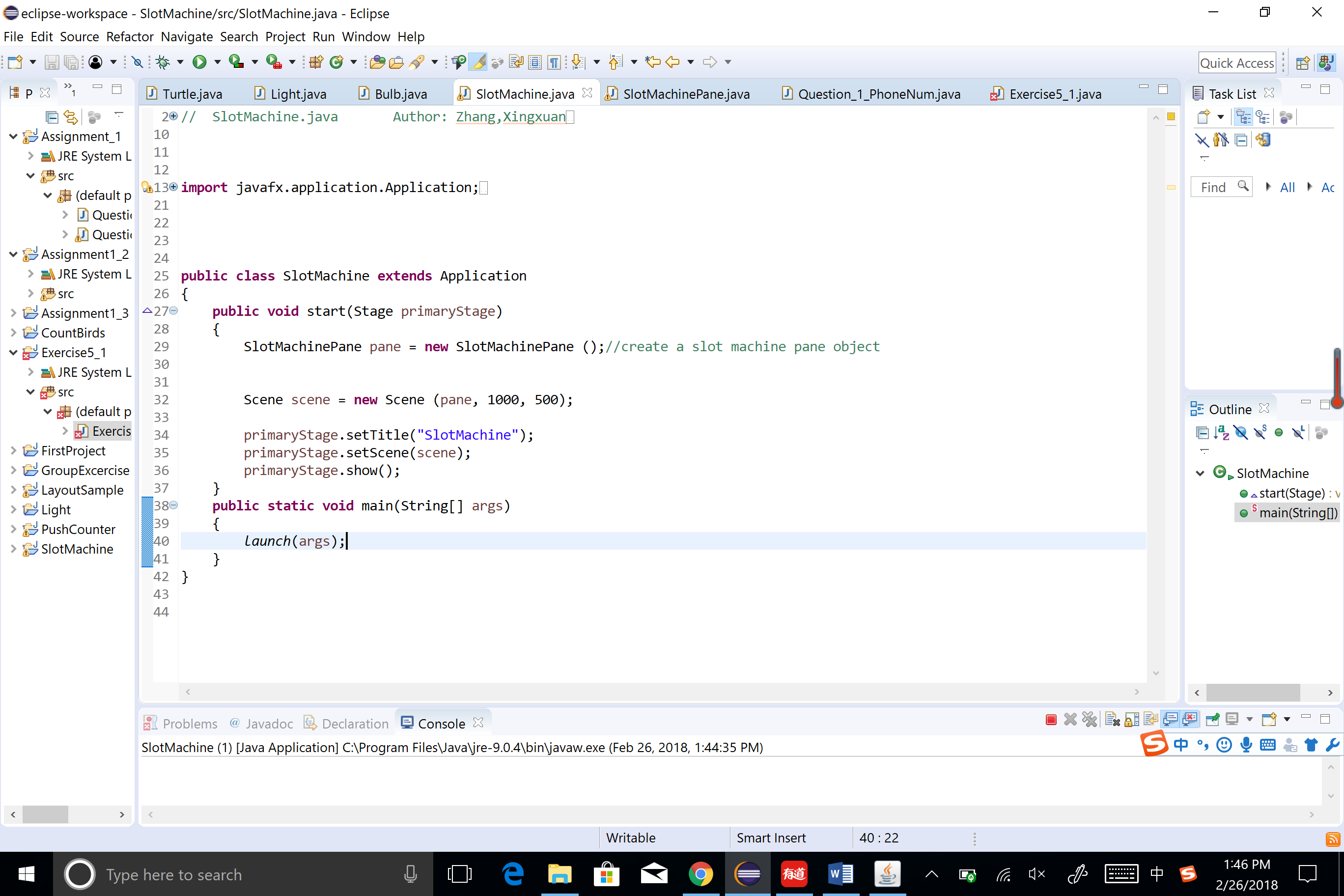
}

}









**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 **extends** VBox{

**private** FlowPane buttonPane, newSlotPane;

**private** VBox primary;

**private** Label spinLabel, tokenLabel,textLabel;

**private** Button spinButton,cashButton;

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

//Constructor for slot machine pane

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

**public** SlotMachinePane () {

spinLabel = **new** Label("Result of spin: ");

spinLabel.setFont(Font.*font*("Helvetcia", FontWeight.***BOLD***, 40));

spinLabel.setTextFill(Color.***BLUE***);

tokenLabel = **new** Label("Current token: ");

tokenLabel.setFont(Font.*font*("Helvetcia", FontWeight.***BOLD***, 40));

tokenLabel.setTextFill(Color.***BLUE***);

textLabel = **new** Label("NO Button Pushed");

textLabel.setFont(Font.*font*("Helvetcia", FontWeight.***BOLD***, 40));

textLabel.setTextFill(Color.***WHITE***);

spinButton = **new** Button("Spin");

spinButton.setPrefSize(250, 80);

spinButton.setFont(Font.*font*("Arial", FontWeight.***NORMAL***, 40));

spinButton.setOnAction(**this**::processButtonPress);

cashButton = **new** Button("Cash Out");

cashButton.setPrefSize(250, 80);

cashButton.setFont(Font.*font*("Arial", FontWeight.***NORMAL***, 40));

cashButton.setOnAction(**this**::processButtonPress);

newSlotPane = **new** FlowPane (tokenLabel,spinLabel);

newSlotPane.setHgap(20);

newSlotPane.setAlignment(Pos.***CENTER***);

newSlotPane.setPrefSize(800, 250);

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

buttonPane = **new** FlowPane(spinButton,cashButton,textLabel);

buttonPane.setHgap(40);

buttonPane.setAlignment(Pos.***CENTER***);

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

buttonPane.setPrefSize(800, 250);

primary = **new** VBox ();

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

primary.setAlignment(Pos.***CENTER***);

primary.getChildren().addAll(newSlotPane, buttonPane); //nest other two panes

primary.setPrefSize(1000, 500);

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

getChildren().addAll(primary);

}

**public** **void** processButtonPress (ActionEvent event) {

textLabel.setText("A Button Was Pushed!");

}

}