sample.fxml:

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<?import javafx.scene.text.\*?>  
<?import javafx.scene.control.\*?>  
<?import javafx.geometry.\*?>  
<?import javafx.scene.shape.\*?>  
<?import java.lang.\*?>  
<?import javafx.scene.layout.\*?>  
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<?import javafx.scene.layout.GridPane?>  
<?import javafx.scene.control.Button?>  
<?import javafx.scene.control.Label?>  
  
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Main1.java:

package sample;  
  
import javafx.application.Application;  
import javafx.fxml.FXMLLoader;  
import javafx.scene.Scene;  
import javafx.stage.Stage;  
  
  
public class Main1 extends Application {  
  
 @Override  
 public void start(Stage primaryStage) throws Exception{  
 FXMLLoader fxmlLoader = new FXMLLoader(Controller.class.getResource("sample.fxml"));  
 primaryStage.setTitle("Визначення оптимальної кількості засобів протипожежного захисту складських приміщень");  
 primaryStage.setScene(new Scene(fxmlLoader.load(), 1330, 800));  
 primaryStage.setResizable(false);  
 primaryStage.show();  
 }  
  
  
 public static void main(String[] args) {  
  
 *launch*(args);  
 }  
}

Controller.java:

package sample;  
  
import javafx.event.ActionEvent;  
import javafx.fxml.FXML;  
import javafx.scene.control.TextArea;  
import javafx.scene.control.TextField;  
  
public class Controller {  
 @FXML  
 private TextField txt\_b\_3;  
  
 @FXML  
 private TextField txt\_a\_4;  
  
 @FXML  
 private TextField txt\_b\_2;  
  
 @FXML  
 private TextField txt\_a\_3;  
  
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 private TextField txt\_B;  
  
 @FXML  
 private TextField txt\_Zag\_kilk\_prac;  
  
 @FXML  
 private TextField txt\_b\_5;  
  
 @FXML  
 private TextField txt\_b\_4;  
  
 @FXML  
 private TextField txt\_a\_5;  
  
 @FXML  
 private TextField txt\_Npkp;  
  
 @FXML  
 private TextField txt\_square;  
  
 @FXML  
 private TextField txt\_A\_admin;  
  
 @FXML  
 private TextField txt\_S\_zagal;  
  
 @FXML  
 private TextField txt\_Cn;  
  
 @FXML  
 private TextField txt\_B\_admin;  
  
 @FXML  
 private TextField txt\_kilk;  
  
 @FXML  
 private TextField txt\_Kilk\_Evak\_Vyh;  
  
 @FXML  
 private TextField txt\_C0;  
  
 @FXML  
 private TextArea txtArea\_VyhDani;  
  
 double A = 0.0D;  
  
 double B = 0.0D;  
  
 double square = 0.0D;  
  
 double a\_1 = 0.0D;  
  
 double a\_2 = 0.0D;  
  
 double a\_3 = 0.0D;  
  
 double a\_4 = 0.0D;  
  
 double a\_5 = 0.0D;  
  
 double Vt = 0.0D;  
  
 double L = 0.0D;  
  
 double Vl = 0.0D;  
  
 double Nv = 0.0D;  
  
 double Npkp = 0.0D;  
  
 double C0 = 0.0D;  
  
 double Cn = 0.0D;  
  
 double Ai1;  
  
 double Ai2;  
  
 double i\_s\_p\_z;  
  
 double s\_p\_i;  
  
 double s\_p\_g;  
  
 double t\_g\_i;  
  
 double Ni = 0.0D;  
  
 double Ki = 0.0D;  
  
 double Pi;  
  
 double random\_one() {  
 return Math.*random*();  
 }  
  
 double random\_two() {  
 return Math.*random*();  
 }  
  
 double random\_three() {  
 return Math.*random*();  
 }  
  
 double random\_four() {  
 return Math.*random*();  
 }  
  
 double random\_five() {  
 return Math.*random*();  
 }  
  
 double random\_six() {  
 return Math.*random*();  
 }  
  
 double method\_b\_1() {  
 return (int)Math.*round*((this.A \* this.B + this.square) / 49.0D);  
 }  
  
 double method\_b\_2() {  
 return Math.*round*((this.A \* this.B + this.square) / 72.0D);  
 }  
  
 double method\_b\_3() {  
 return Math.*round*(this.A \* this.B / 900.0D + 0.1D);  
 }  
  
 double method\_b\_4() {  
 return Math.*round*(this.A \* this.B / 1600.0D);  
 }  
  
 double method\_b\_5() {  
 return Math.*round*(2.0D \* (this.A + this.B) / 1.5D \* Math.*sqrt*(2.0D \* (this.A + this.B)) + 0.5D);  
 }  
  
 double method\_n\_p\_s\_i() {  
 return this.a\_1 + random\_one() \* (method\_b\_1() - this.a\_1);  
 }  
  
 double method\_n\_p\_o\_i() {  
 return this.a\_2 + random\_two() \* (method\_b\_2() - this.a\_2);  
 }  
  
 double method\_n\_p\_z\_i() {  
 return this.a\_3 + random\_three() \* (method\_b\_3() - this.a\_3);  
 }  
  
 double method\_n\_s\_z\_i() {  
 return this.a\_4 + random\_four() \* (method\_b\_4() - this.a\_4);  
 }  
  
 double method\_n\_e\_d\_i() {  
 return this.a\_5 + random\_five() \* (method\_b\_5() - this.a\_5);  
 }  
  
 double method\_t\_v\_g\_i() {  
 return 60.0D \* this.L / this.Vt + 8.0D + random\_six() \* (28.0D - 60.0D \* this.L / this.Vt + 8.0D);  
 }  
  
 double method\_s\_p\_i() {  
 if (method\_t\_v\_g\_i() > 10.0D)  
 return Math.*PI* \* Math.*pow*(0.5D \* this.Vl \* method\_t\_v\_g\_i() + this.Vl \* (method\_t\_v\_g\_i() - 10.0D), 2.0D);  
 return Math.*PI* \* Math.*pow*(0.5D \* this.Vl \* method\_t\_v\_g\_i(), 2.0D);  
 }  
  
 double method\_s\_p\_g() {  
 return 74.0D \* this.Nv;  
 }  
  
 double method\_t\_g\_i() {  
 return method\_s\_p\_i() / method\_s\_p\_g() \* 6.39D \* Math.*pow*(method\_s\_p\_g(), 0.893D) / 2.0D \* this.Nv;  
 }  
  
 double method\_i\_s\_p\_z() {  
 double i\_s\_p\_z\_2 = 1.0D - this.Npkp / 2.0D \* (1.0D - method\_n\_p\_s\_i() / method\_b\_1()) \* (1.0D - method\_n\_p\_o\_i() / method\_b\_2()) \* (1.0D - method\_n\_p\_z\_i() / method\_b\_3()) \* (1.0D - method\_n\_s\_z\_i() / method\_b\_4()) \* (1.0D - method\_n\_e\_d\_i() / method\_b\_5());  
 this.i\_s\_p\_z = i\_s\_p\_z\_2 - 1.0D;  
 return i\_s\_p\_z\_2;  
 }  
  
 void start\_1() {  
 method\_i\_s\_p\_z();  
 if (this.i\_s\_p\_z > 1.0005D) {  
 while (this.i\_s\_p\_z >= 1.0005D) {  
 this.s\_p\_i = method\_s\_p\_i();  
 this.s\_p\_g = method\_s\_p\_g();  
 this.t\_g\_i = method\_t\_g\_i();  
 this.Ni++;  
 method\_i\_s\_p\_z();  
 }  
 this.Ai1 = this.C0 \* this.s\_p\_i + this.Cn \* this.t\_g\_i;  
 } else {  
 this.s\_p\_i = method\_s\_p\_i();  
 this.s\_p\_g = method\_s\_p\_g();  
 this.t\_g\_i = method\_t\_g\_i();  
 this.Ai1 = this.C0 \* this.s\_p\_i + this.Cn \* this.t\_g\_i;  
 this.Ni++;  
 }  
 }  
  
 void start\_2() {  
 if (this.Ni <= 1.0D) {  
 this.Ai2 = this.Ai1;  
 start\_1();  
 }  
 }  
  
 void start\_3() {  
 if (this.Ai1 < this.Ai2) {  
 this.Ai2 = this.Ai1;  
 } else {  
 this.Ki++;  
 this.Pi = this.Ki / this.Ni;  
 }  
 }  
  
 public void calk() {  
 this.A = Double.*parseDouble*(this.txt\_A.getText());  
 this.B = Double.*parseDouble*(this.txt\_B.getText());  
 this.square = Double.*parseDouble*(this.txt\_S\_zagal.getText());  
 this.a\_1 = Double.*parseDouble*(this.txt\_a\_1.getText());  
 this.a\_2 = Double.*parseDouble*(this.txt\_a\_2.getText());  
 this.a\_3 = Double.*parseDouble*(this.txt\_a\_3.getText());  
 this.a\_4 = Double.*parseDouble*(this.txt\_a\_4.getText());  
 this.a\_5 = Double.*parseDouble*(this.txt\_a\_5.getText());  
 this.Vt = 40.0D;  
 this.L = 3.0D;  
 this.Vl = 0.8D;  
 this.Nv = 6.0D;  
 this.Npkp = Double.*parseDouble*(this.txt\_Npkp.getText());  
 this.C0 = Double.*parseDouble*(this.txt\_C0.getText());  
 this.Cn = Double.*parseDouble*(this.txt\_Cn.getText());  
 this.txt\_b\_1.setText(String.*valueOf*((int)method\_b\_1()));  
 this.txt\_b\_2.setText(String.*valueOf*((int)method\_b\_2()));  
 this.txt\_b\_3.setText(String.*valueOf*((int)method\_b\_3()));  
 this.txt\_b\_4.setText(String.*valueOf*((int)method\_b\_4()));  
 this.txt\_b\_5.setText(String.*valueOf*((int)method\_b\_5()));  
  
 calkResults();  
 }  
  
 public void calkResults(){  
 start\_1();  
 start\_2();  
 start\_3();  
 this.txtArea\_VyhDani.setText("Ймовірність відмови роботи протипожежної системи " + String.*format*("%.6f", new Object[] {Math.*abs*(Double.*valueOf*(this.i\_s\_p\_z)) }) +  
 "\n\n Кількість пожежних сповіщувачів " + (int)method\_n\_p\_s\_i() +  
 "\n\nКількість пожежних оповіщувачів " + (int)method\_n\_p\_o\_i() +  
 "\n\nКількість протидимних пристроїв " + (int)method\_n\_p\_z\_i() +  
 "\n\nКількість евакуаційних виходів " + (int)method\_n\_e\_d\_i() +  
 "\n\nПлоща пожежі, м.кв. " + String.*format*("%.0f", new Object[] { Double.*valueOf*(this.s\_p\_i) }) +  
 "\n\nТривалість гасіння пожежі, хв " + String.*format*("%.0f", new Object[] { Double.*valueOf*(this.t\_g\_i) }) +  
 "\n\nЗбитки внаслідок пожежі, грн " + String.*format*("%.0f", new Object[] { Double.*valueOf*(this.Ai2) }));  
 }  
  
 @FXML  
 void calculate(ActionEvent event) {  
 calk();  
 //calkResults();  
 }  
  
 @FXML  
 void clear(ActionEvent event) {  
 this.txt\_A.setText(null);  
 this.txt\_B.setText(null);  
 this.txt\_b\_3.setText(null);  
 this.txt\_a\_4.setText(null);  
 this.txt\_b\_2.setText(null);  
 this.txt\_a\_3.setText(null);  
 this.txt\_b\_1.setText(null);  
 this.txt\_a\_2.setText(null);  
 this.txt\_a\_1.setText(null);  
 this.txt\_A.setText(null);  
 this.txt\_B.setText(null);  
 this.txt\_Zag\_kilk\_prac.setText(null);  
 this.txt\_b\_5.setText(null);  
 this.txt\_b\_4.setText(null);  
 this.txt\_a\_5.setText(null);  
 this.txt\_Npkp.setText(null);  
 this.txt\_square.setText(null);  
 this.txt\_A\_admin.setText(null);  
 this.txt\_S\_zagal.setText(null);  
 this.txt\_Cn.setText(null);  
 this.txt\_B\_admin.setText(null);  
 this.txt\_kilk.setText(null);  
 this.txt\_Kilk\_Evak\_Vyh.setText(null);  
 this.txt\_C0.setText(null);  
 this.txtArea\_VyhDani.setText(null);  
 }  
  
 @FXML  
 void example(ActionEvent event) {  
 this.txt\_A.setText("162");  
 this.txt\_B.setText("36");  
 this.txt\_a\_4.setText("0");  
 this.txt\_a\_3.setText("0");  
 this.txt\_a\_2.setText("0");  
 this.txt\_a\_1.setText("194");  
 this.txt\_Zag\_kilk\_prac.setText("142");  
 this.txt\_a\_5.setText("2");  
 this.txt\_Npkp.setText("1");  
 this.txt\_square.setText("5832");  
 this.txt\_A\_admin.setText("18");  
 this.txt\_S\_zagal.setText("1166");  
 this.txt\_Cn.setText("70");  
 this.txt\_B\_admin.setText("36");  
 this.txt\_kilk.setText("2");  
 this.txt\_Kilk\_Evak\_Vyh.setText("2");  
 this.txt\_C0.setText("2100");  
 calk();  
 }  
}