

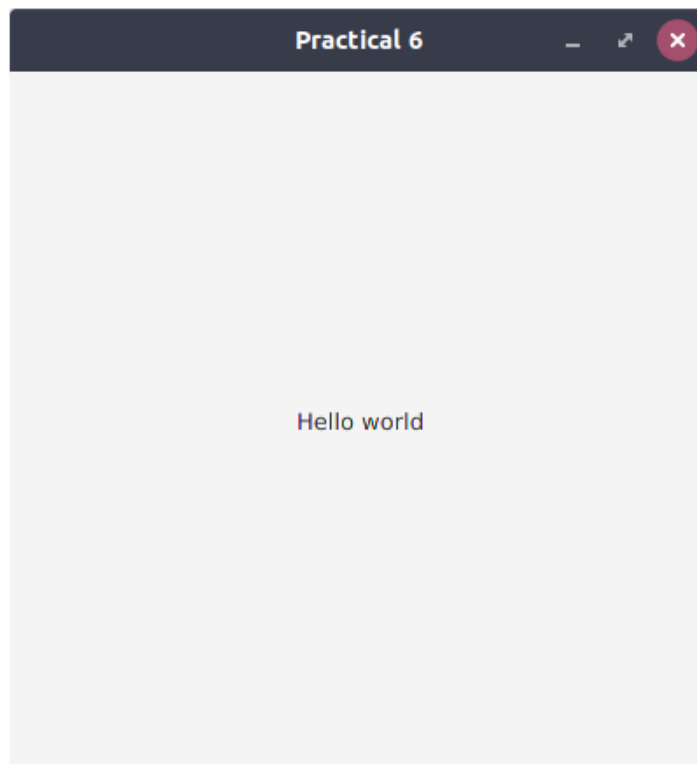
Object-Oriented Analysis & Java

Practical 6: Java classes

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Exercise:

1. Edit the sample code (found in the lecture or when creating a new JavaFX project) to name your window “Practical 6” and set its dimension to 400x400.
2. Open your FXML file and right-click on the GridPane, select “Wrap in” and “Pane”.
3. Right-click again on the GridPane and select “Delete”.
4. Click on the Pane and set the min width and min height to 400.
5. Add a label in the middle of your pane by drag-and-dropping the Label element from the left sidebar (under “Controls”).
6. Set the text of the label to “Hello world” by clicking on it and changing the text property in the right sidebar.
7. Inside your `Main` class remove the dimensions from the `Scene` constructor.
8. Run your program. Your window should look like this:



9. Add a button under the label in your window using the FXML.
10. Create a method `newWindow(ActionEvent event)` in your `Controller` class to create a new window. Add the `@FXML` annotation before your method declaration.
 - a. First, create a new `Pane` object.

- b. Create a new **Stage** object.
 - c. Create a **Scene** object with the **Pane** object and dimensions (300x200) as parameters.
 - d. Use the method `setFill()` on your **Scene** object to change the background color of the window.
 - e. Use the method `setScene()` on your **Stage** object to link your scene and stage.
 - f. Use the method `setTitle()` to set the title of your window.
 - g. Finally, show your window with the method `show()`.
11. On your FXML file, click on your button and set the “On Action” value (under “Code”) to “newWindow”.
 12. Run your program and test that the button is working.