Program #2 Helper

Prof Bill - Jan 2017

Let me clarify some of the requirements for Program #2.
- Yes. You should read and save a file of the things in your list, ala Program #1.
- There should be no javaFX gui code in your list. Your gui should use your list, not vise versa.

thanks… yow, bill

Changes to Program #2

We discussed this in lecture. I'm moving the deadline for Program #2 and making a couple of other changes to accommodate the midterm next week.
- ➢ **Due** - Program #2 is due Mon Feb 6 at the beginning of class
- ➢ **Points** - Program #2 is now worth 7 points
- ➢ **Avalanche** - Please add an avalanche command to your gui
- ➢ **Creativity** - Please include 1 big or 2 small creative gui things to your solution
- ➢ **Code** - Please code up your javaFX, rather than using a GUI builder or FXML

If you have any questions, please email or piazza me.

You, me and javaFX

I've used Swing plenty, but never the new kid on the block, javaFX. If you're in the same boat, then here are some goodies.
- The javaFX api is here: http://docs.oracle.com/javase/8/javafx/api/toc.htm
- I did a couple of the Muganda examples from Ch 15. Hello world. And then RadioButtons because that what I want to use on my P2.
- If you're using NetBeans, it complains every time you use a new javaFX class (as it should, you need to import). You can click on the light bulb to ask NetBeans to import the appropriate package. Make sure you choose javafx because a lot of these classes (like Label and Button) are also available in Swing.

Please check out **my javaFX demo code** on the k: drive:
common_area/program2/JavafxFun

thanks… yow, bill