

Chapter 15 Event-Driven Programming



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Procedural vs. Event-Driven Programming

- *Procedural programming* is executed in procedural order.
- In event-driven programming, code is executed upon activation of events.

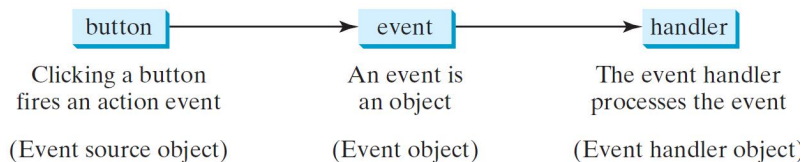


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Handling GUI Events

Source object (e.g., button)

Listener object contains a method for processing the event.



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Trace Execution

```
public class HandleEvent extends Application {  
    public void start(Stage primaryStage) {  
        ...  
        OKHandlerClass handler1 = new OKHandlerClass();  
        btOK.setOnAction(handler1);  
        CancelHandlerClass handler2 = new CancelHandlerClass();  
        btCancel.setOnAction(handler2);  
        ...  
        primaryStage.show(); // Display the stage  
    }  
}
```

1. Start from the main method to create a window and display it



```
class OKHandlerClass implements EventHandler<ActionEvent> {  
    @Override  
    public void handle(ActionEvent e) {  
        System.out.println("OK button clicked");  
    }  
}
```



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Trace Execution

```
public class HandleEvent extends Application {
    public void start(Stage primaryStage) {
        ...
        OKHandlerClass handler1 = new OKHandlerClass();
        btOK.setOnAction(handler1);
        CancelHandlerClass handler2 = new CancelHandlerClass();
        btCancel.setOnAction(handler2);
        ...
        primaryStage.show(); // Display the stage
    }
}

class OKHandlerClass implements EventHandler<ActionEvent> {
    @Override
    public void handle(ActionEvent e) {
        System.out.println("OK button clicked");
    }
}
```

2. Click OK



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Trace Execution

```
public class HandleEvent extends Application {
    public void start(Stage primaryStage) {
        ...
        OKHandlerClass handler1 = new OKHandlerClass();
        btOK.setOnAction(handler1);
        CancelHandlerClass handler2 = new CancelHandlerClass();
        btCancel.setOnAction(handler2);
        ...
        primaryStage.show(); // Display the stage
    }
}

class OKHandlerClass implements EventHandler<ActionEvent> {
    @Override
    public void handle(ActionEvent e) {
        System.out.println("OK button clicked");
    }
}
```

3. The JVM invokes the listener's handle method



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Taste of Event-Driven Programming

The example displays a button in the frame. A message is displayed on the console when a button is clicked.

HandleEvent Run



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```
public class HandelEvnts extends Application implements EventHandler<ActionEvent> {
    Button btOK, btCancel;

    @Override // Override the start method
    public void start(Stage primaryStage) {
        // Create a pane and set its properties
        HBox pane = new HBox(10);
        pane.setAlignment(Pos.CENTER);
        btOK = new Button("OK");
        btCancel = new Button("Cancel");

        btOK.setOnAction(this);

        btCancel.setOnAction(this);

        pane.getChildren().addAll(btOK, btCancel);

        // Create a scene and place it in the stage
        Scene scene = new Scene(pane);
        primaryStage.setTitle("HandleEvent"); // Set the stage title
        primaryStage.setScene(scene); // Place the scene in the stage
        primaryStage.show(); // Display the stage
    }

    public static void main(String[] args) {
        launch(args);
    }

    @Override
    public void handle(ActionEvent event) {
        if(event.getSource() == btOK) {
            System.out.println("OK Button");
        }

        else if (event.getSource() == btCancel) {
            System.out.println("Candle Button");
        }
    }
}
```



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```

public class HandelEvnts extends Application {
    @Override // Override the start method in the Application class
    public void start(Stage primaryStage) {
        // Create a pane and set its properties
        HBox pane = new HBox(10);
        pane.setAlignment(Pos.CENTER);
        Button btOK = new Button("OK");
        Button btCancel = new Button("Cancel");

```

```

        btOK.setOnAction(new EventHandler<ActionEvent>() {

```

```

            @Override

```

```

            //Anonymous Inner Class

```

```

            public void handle(ActionEvent e) {
                System.out.println("Cancel button clicked");
            }

```

```

        });

```

```

        btCancel.setOnAction(new EventHandler<ActionEvent>() {

```

```

            @Override

```

```

            public void handle(ActionEvent e) {
                System.out.println("Cancel button clicked");
            }

```

```

        });

```

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```

        pane.getChildren().addAll(btOK, btCancel);

```

```

        // Create a scene and place it in the stage
        Scene scene = new Scene(pane);
        primaryStage.setTitle("HandleEvent"); // Set the stage title
        primaryStage.setScene(scene); // Place the scene in the stage
        primaryStage.show(); // Display the stage
    }

```

```

    public static void main(String[] args) {
        launch(args);
    }

```



```

public class HandleEvent extends Application {
    @Override // Override the start method in the Application class
    public void start(Stage primaryStage) {
        // Create a pane and set its properties
        HBox pane = new HBox(10);
        pane.setAlignment(Pos.CENTER);
        Button btOK = new Button("OK");
        Button btCancel = new Button("Cancel");
        OKHandlerClass handler1 = new OKHandlerClass();
        btOK.setOnAction(handler1);
        CancelHandlerClass handler2 = new CancelHandlerClass();
        btCancel.setOnAction(handler2);
        pane.getChildren().addAll(btOK, btCancel);

```

```

        // Create a scene and place it in the stage
        Scene scene = new Scene(pane);
        primaryStage.setTitle("HandleEvent"); // Set the stage title
        primaryStage.setScene(scene); // Place the scene in the stage
        primaryStage.show(); // Display the stage
    }

```

```

    public static void main(String[] args) {
        launch(args);
    }

```

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```

class OKHandlerClass implements EventHandler<ActionEvent> {
    @Override
    public void handle(ActionEvent e) {
        System.out.println("OK button clicked");
    }
}

class CancelHandlerClass implements EventHandler<ActionEvent> {
    @Override
    public void handle(ActionEvent e) {
        System.out.println("Cancel button clicked");
    }
}

```



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```

public class HandelEvnts extends Application {
    Button btOK, btCancel ;
    @Override // Override the start method in the Application class
    public void start(Stage primaryStage) {
        // Create a pane and set its properties
        HBox pane = new HBox(10);
        pane.setAlignment(Pos.CENTER);
        btOK = new Button("OK");
        btCancel = new Button("Cancel");

        btOK.setOnAction(e->{System.out.println("OK Button");});
        btCancel.setOnAction(e->{System.out.println("Candle Button");});

        pane.getChildren().addAll(btOK, btCancel);

        // Create a scene and place it in the stage
        Scene scene = new Scene(pane);
        primaryStage.setTitle("HandleEvent"); // Set the stage title
        primaryStage.setScene(scene); // Place the scene in the stage
        primaryStage.show(); // Display the stage
    }

    public static void main(String[] args) {launch(args); }}

```



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Event Information

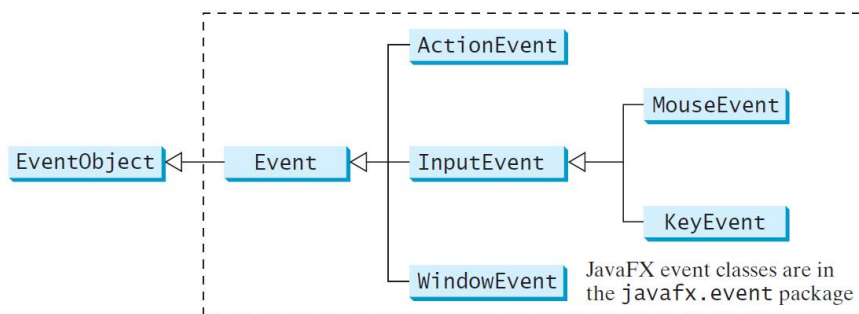
An event object contains whatever properties are pertinent to the event. You can identify the source object of the event using the `getSource()` instance method in the `EventObject` class.

The subclasses of `EventObject` deal with special types of events, such as **button actions**, **window events**, **mouse movements**, and **keystrokes**.

Table 15.1 lists external user actions, source objects, and event types generated.



Event Classes



Events

- ❑ An *event* can be defined as a type of signal to the program that something has happened.
- ❑ The event is generated by external user actions such as mouse movements, mouse clicks, or keystrokes.



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Selected User Actions and Handlers

User Action	Source Object	Event Type Fired	Event Registration Method
Click a button	Button	ActionEvent	setOnAction(EventHandler<ActionEvent>)
Press Enter in a text field	TextField	ActionEvent	setOnAction(EventHandler<ActionEvent>)
Check or uncheck	RadioButton	ActionEvent	setOnAction(EventHandler<ActionEvent>)
Check or uncheck	CheckBox	ActionEvent	setOnAction(EventHandler<ActionEvent>)
Select a new item	ComboBox	ActionEvent	setOnAction(EventHandler<ActionEvent>)
Mouse pressed	Node, Scene	MouseEvent	setOnMousePressed(EventHandler<MouseEvent>)
Mouse released			setOnMouseReleased(EventHandler<MouseEvent>)
Mouse clicked			setOnMouseClicked(EventHandler<MouseEvent>)
Mouse entered			setOnMouseEntered(EventHandler<MouseEvent>)
Mouse exited			setOnMouseExited(EventHandler<MouseEvent>)
Mouse moved			setOnMouseMoved(EventHandler<MouseEvent>)
Mouse dragged			setOnMouseDragged(EventHandler<MouseEvent>)
Key pressed		KeyEvent	setOnKeyPressed(EventHandler<KeyEvent>)
Key released			setOnKeyReleased(EventHandler<KeyEvent>)
Key typed			setOnKeyTyped(EventHandler<KeyEvent>)



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Example: First Version for ControlCircle (no listeners)

Now let us consider to write a program that uses two buttons to control the size of a circle.



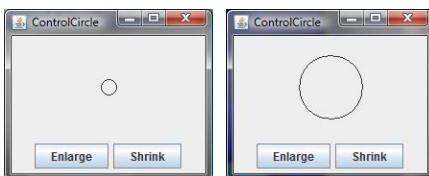
ControlCircleWithoutEventHandling Run

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Example: Second Version for ControlCircle (with listener for Enlarge)

Now let us consider to write a program that uses two buttons to control the size of a circle.



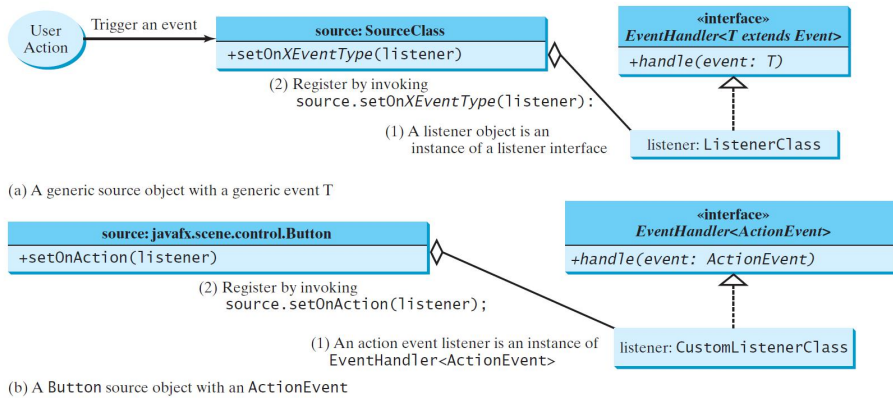
```
public void enlarge()
{ circle.setRadius(circle.getRadius() + 2);
}
public void shrink()
{ circle.setRadius(circle.getRadius() > 2 ? circle.getRadius() - 2 : circle.getRadius()); }
```

ControlCircle Run

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The Delegation Model



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Inner Class Listeners

A listener class is designed specifically to create a listener object for a GUI component (e.g., a button).

It will **not be shared by other applications**. So, it is appropriate to define the listener class inside the frame class **as an inner class**.



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Inner Classes

Inner class: A class is a member of another class.

Advantages: In some applications, you can use an inner class to make programs simple.

An inner class can reference the data and methods defined in the outer class in which it nests, **so you do not need to pass the reference** of the outer class to the constructor of the inner class.

ShowInnerClass

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Inner Classes, cont.

```
public class Test {  
    ...  
    public class A {  
        ...  
    }  
}
```

(a)

```
public class Test {  
    ...  
    // Inner class  
    public class A {  
        ...  
    }  
}
```

(b)

```
// OuterClass.java: inner class demo  
public class OuterClass {  
    private int data;  
  
    /** A method in the outer class */  
    public void m() {  
        // Do something  
    }  
  
    // An inner class  
    class InnerClass {  
        /** A method in the inner class */  
        public void mi() {  
            // Directly reference data and method  
            // defined in its outer class  
            data++;  
            m();  
        }  
    }  
}
```

(c)

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Inner Classes (cont.)

Inner classes can make programs **simple and concise**.

An inner class supports the work of its containing outer class and is compiled into a class named

OuterClassName\$InnerClassName.class. For example, the inner class InnerClass in OuterClass is compiled into

OuterClass\$InnerClass.class.



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23

Inner Classes (cont.)

- ☐ An inner class can be declared public, protected, or private subject to the same visibility rules applied to a member of the class.
- ☐ An inner class can be declared static. A static inner class can be accessed using the outer class name.
- ☐ A static inner class cannot access nonstatic members of the outer class



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24

Anonymous Inner Classes

- ❑ An anonymous inner class must always extend a superclass or implement an interface, but it cannot have an explicit extends or implements clause.
- ❑ An anonymous inner class must implement all the abstract methods in the superclass or in the interface.
- ❑ An anonymous inner class always uses the no-arg constructor from its superclass to create an instance. If an anonymous inner class implements an interface, the constructor is Object().
- ❑ An anonymous inner class is compiled into a class named OuterClassName\$n.class. For example, if the outer class Test has two anonymous inner classes, these two classes are compiled into **Test\$1.class** and **Test\$2.class**.



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Anonymous Inner Classes (cont.)

Inner class listeners can be shortened using anonymous inner classes.

An anonymous inner class is an inner class without a name.

It combines declaring an inner class and creating an instance of the class in one step. An anonymous inner class is declared as follows:

```
new SuperClassName/InterfaceName() {  
    // Implement or override methods in superclass or interface  
    // Other methods if necessary  
}
```



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Anonymous Inner Classes (cont.)

```
public void start(Stage primaryStage) {
    // Omitted

    btEnlarge.setOnAction(
        new EnlargeHandler());
}

class EnlargeHandler
    implements EventHandler<ActionEvent> {
    public void handle(ActionEvent e) {
        circlePane.enlarge();
    }
}
```

(a) Inner class EnlargeListener

```
public void start(Stage primaryStage) {
    // Omitted

    btEnlarge.setOnAction(
        new class EnlargeHandler
            implements EventHandler<ActionEvent> {
                public void handle(ActionEvent e) {
                    circlePane.enlarge();
                }
            });
}
```

(b) Anonymous inner class



AnonymousHandlerDemo

Run

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27

```
public class AnonymousHandlerDemo extends Application {
```

```
    @Override // Override the start method in the Application class
```

```
    public void start(Stage primaryStage) {
```

```
        Text text = new Text(40, 40, "Programming is fun");
```

```
        Pane pane = new Pane(text);
```

```
        // Hold four buttons in an HBox
```

```
        Button btUp = new Button("Up");
```

```
        Button btDown = new Button("Down");
```

```
        Button btLeft = new Button("Left");
```

```
        Button btRight = new Button("Right");
```

```
        HBox hBox = new HBox(btUp, btDown, btLeft, btRight);
```

```
        hBox.setSpacing(10);
```

```
        hBox.setAlignment(Pos.CENTER);
```

```
        BorderPane borderPane = new BorderPane(pane);
```

```
        borderPane.setBottom(hBox);
```

```
        // Create and register the handler
```

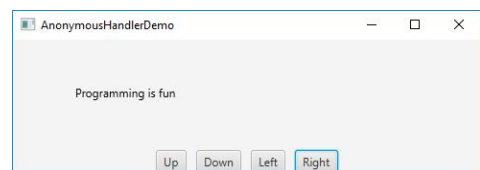
```
        btUp.setOnAction(new EventHandler<ActionEvent>() {
```

```
            @Override // Override the handle method
```

```
            public void handle(ActionEvent e) {
```

```
                text.setY(text.getY() > 10 ? text.getY() - 5 : 10);
            }
        });
```

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28

```
btDown.setOnAction(new EventHandler<ActionEvent>() {
    @Override // Override the handle method
    public void handle(ActionEvent e) {
        text.setY(text.getY() < pane.getHeight() ?
            text.getY() + 5 : pane.getHeight());
    }
});
```

```
btLeft.setOnAction(new EventHandler<ActionEvent>() {
    @Override // Override the handle method
    public void handle(ActionEvent e) {
        text.setX(text.getX() > 0 ? text.getX() - 5 : 0);
    }
});
```

```
btRight.setOnAction(new EventHandler<ActionEvent>() {
    @Override // Override the handle method
    public void handle(ActionEvent e) {
        text.setX(text.getX() < pane.getWidth() - 100 ?
            text.getX() + 5 : pane.getWidth() - 100);
    }
});
```

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Simplifying Event Handling Using Lambda Expressions

Lambda expression is a new feature in Java 8. Lambda expressions can be viewed as an anonymous method with a concise syntax. For example, the following code in (a) can be greatly simplified using a lambda expression in (b) in three lines.

```
btEnlarge.setOnAction(
    new EventHandler<ActionEvent>() {
        @Override
        public void handle(ActionEvent e) {
            // Code for processing event e
        }
    }
);
```

(a) Anonymous inner class event handler

```
btEnlarge.setOnAction(e -> {
    // Code for processing event e
});
```

(b) Lambda expression event handler

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Basic Syntax for a Lambda Expression

The basic syntax for a lambda expression is either

`(type1 param1, type2 param2, ...) -> expression`

or

`(type1 param1, type2 param2, ...) -> { statements; }`

The data type for a parameter may be explicitly declared or implicitly inferred by the compiler. The parentheses can be omitted if there is only one parameter without an explicit data type.



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```
(p1, p2) -> System.out.println("Multiple parameters: " + p1 + ", " + p2);
```

```
(Car car) -> System.out.println("The car is: " + car.getName());
```



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Single Abstract Method Interface (SAM)

The statements in the lambda expression is all for that method. **If it contains multiple methods, the compiler will not be able to compile the lambda expression.** So, for the compiler to understand lambda expressions, the interface must contain **exactly one abstract method**. Such an interface is known as a *functional interface*, or a *Single Abstract Method (SAM)* interface.

AnonymousHandlerDemo

Run

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The MouseEvent Class

javafx.scene.input.MouseEvent

```
+getButton(): MouseButton  
+getClickCount(): int  
+getX(): double  
+getY(): double  
+getSceneX(): double  
+getSceneY(): double  
+getScreenX(): double  
+getScreenY(): double  
+isAltDown(): boolean  
+isControlDown(): boolean  
+isMetaDown(): boolean  
+isShiftDown(): boolean
```

Indicates which mouse button has been clicked.
Returns the number of mouse clicks associated with this event.
Returns the x-coordinate of the mouse point in the event source node.
Returns the y-coordinate of the mouse point in the event source node.
Returns the x-coordinate of the mouse point in the scene.
Returns the y-coordinate of the mouse point in the scene.
Returns the x-coordinate of the mouse point in the screen.
Returns the y-coordinate of the mouse point in the screen.
Returns true if the `Alt` key is pressed on this event.
Returns true if the `Control` key is pressed on this event.
Returns true if the mouse `Meta` button is pressed on this event.
Returns true if the `Shift` key is pressed on this event.

MouseEventDemo

Run

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The KeyEvent Class

javafx.scene.input.KeyEvent

```
+getCharacter(): String  
+getCode(): KeyCode  
+getText(): String  
+isAltDown(): boolean  
+isControlDown(): boolean  
+isMetaDown(): boolean  
+isShiftDown(): boolean
```

Returns the character associated with the key in this event.
Returns the key code associated with the key in this event.
Returns a string describing the key code.
Returns true if the **Alt** key is pressed on this event.
Returns true if the **Control** key is pressed on this event.
Returns true if the mouse **Meta** button is pressed on this event.
Returns true if the **Shift** key is pressed on this event.

KeyEventDemo

Run

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The KeyCode Constants

Constant	Description	Constant	Description
HOME	The Home key	CONTROL	The Control key
END	The End key	SHIFT	The Shift key
PAGE_UP	The Page Up key	BACK_SPACE	The Backspace key
PAGE_DOWN	The Page Down key	CAPS	The Caps Lock key
UP	The up-arrow key	NUM_LOCK	The Num Lock key
DOWN	The down-arrow key	ENTER	The Enter key
LEFT	The left-arrow key	UNDEFINED	The <code>keyCode</code> unknown
RIGHT	The right-arrow key	F1 to F12	The function keys from F1 to F12
ESCAPE	The Esc key	0 to 9	The number keys from 0 to 9
TAB	The Tab key	A to Z	The letter keys from A to Z

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Problem: Loan Calculator

LoanCalculator

Run



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```
public class LoanCalculator extends Application {  
    private TextField tfAnnualInterestRate = new TextField();  
    private TextField tfNumberOfYears = new TextField();  
    private TextField tfLoanAmount = new TextField();  
    private TextField tfMonthlyPayment = new TextField();  
    private TextField tfTotalPayment = new TextField();  
    private Button btCalculate = new Button("Calculate");
```

@Override // Override the start method in the Application class

```
public void start(Stage primaryStage) {
```

```
    // Create UI
```

```
    GridPane gridPane = new GridPane();
```

```
    gridPane.setHgap(5);
```

```
    gridPane.setVgap(5);
```

```
    gridPane.add(new Label("Annual Interest Rate:"), 0, 0);
```

```
    gridPane.add(tfAnnualInterestRate, 1, 0);
```

```
    gridPane.add(new Label("Number of Years:"), 0, 1);
```

```
    gridPane.add(tfNumberOfYears, 1, 1);
```

```
    gridPane.add(new Label("Loan Amount:"), 0, 2);
```

```
    gridPane.add(tfLoanAmount, 1, 2);
```

```
    gridPane.add(new Label("Monthly Payment:"), 0, 3);
```

```
    gridPane.add(tfMonthlyPayment, 1, 3);
```

```
    gridPane.add(new Label("Total Payment:"), 0, 4);
```

```
    gridPane.add(tfTotalPayment, 1, 4);
```

```
    gridPane.add(btCalculate, 1, 5);
```

Annual Interest Rate:	4.5
Number of Years:	4
Loan Amount:	5000
Monthly Payment:	\$114.02
Total Payment:	\$5472.84
<button>Calculator</button>	



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```

// Set properties for UI
gridPane.setAlignment(Pos.CENTER);
tfAnnualInterestRate.setAlignment(Pos.BOTTOM_RIGHT);
tfNumberOfYears.setAlignment(Pos.BOTTOM_RIGHT);
tfLoanAmount.setAlignment(Pos.BOTTOM_RIGHT);
tfMonthlyPayment.setAlignment(Pos.BOTTOM_RIGHT);
tfTotalPayment.setAlignment(Pos.BOTTOM_RIGHT);
tfMonthlyPayment.setEditable(false);
tfTotalPayment.setEditable(false);
GridPane.setHalignment(btCalculate, HPos.RIGHT);

// Process events
btCalculate.setOnAction(e -> calculateLoanPayment());

// Create a scene and place it in the stage
Scene scene = new Scene(gridPane, 400, 250);
primaryStage.setTitle("LoanCalculator"); // Set title
primaryStage.setScene(scene); // Place the scene in the stage
primaryStage.show(); // Display the stage
}

```



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```

private void calculateLoanPayment() {
    // Get values from text fields
    double interest =
        Double.parseDouble(tfAnnualInterestRate.getText());
    int year = Integer.parseInt(tfNumberOfYears.getText());
    double loanAmount = Double.parseDouble(tfLoanAmount.getText());

    // Create a loan object. Loan defined in Listing 10.2
    Loan loan = new Loan(interest, year, loanAmount);

    // Display monthly payment and total payment
    tfMonthlyPayment.setText(String.format("%.2f",
        loan.getMonthlyPayment()));
    tfTotalPayment.setText(String.format("%.2f",
        loan.getTotalPayment()));
}

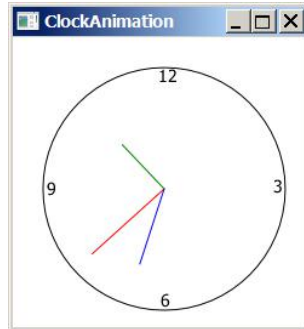
/**
 * The main method is only needed for the IDE with limited
 * JavaFX support. Not needed for running from the command line.
 */
public static void main(String[] args) {
    launch(args);
}
}

```



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Clock Animation



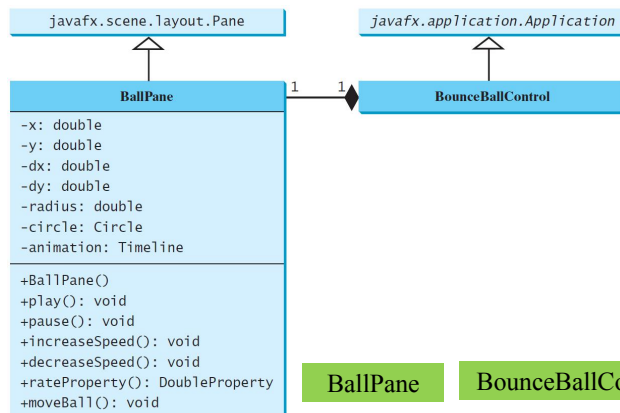
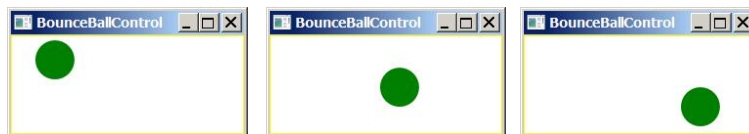
ClockAnimation

Run

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Case Study: Bouncing Ball



BallPane

BounceBallControl

Run

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Show Coc



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