Lecture 8
Graphics Part I
Intro to JavaFX

Initial Survey Responses
How much programming experience do you have?
359 responses

Initial Survey Responses
In which programming languages do you feel comfortable programming, if any?
351 responses
Initial Survey Responses

How familiar were you with object-oriented concepts (before starting the course)?

- 360 responses

- Not at all but excited to learn!
- I have heard a few terms.
- Super duper familiar, I love objects

This Lecture

- GUIs and JavaFX
- JavaFX Scene Graph Hierarchy
  - Aside: VBox
  - Example: ColorChanger
    - Event Handling
    - Private inner classes
    - Random number generation
    - javafx.scene.paint.Colors
  - Logical vs. Graphical Containment with JavaFX

Pixels and Coordinate System

- Screen is a grid of pixels (tiny squares, each with RGB components)

  - Cartesian plane with:
    - origin in upper-left corner
    - x-axis increasing left to right
    - y-axis increasing top to bottom
    - corresponds to English writing order

- Each graphical element is positioned at specific pixel
What is JavaFX?

• Usually don’t want to program at the pixel level – far too tedious!

• JavaFX is a set of graphics and media packages enabling developers to design, create, and test powerful graphical applications for desktop, web, and mobile devices

• JavaFX is an API (Application Programming Interface) to a graphics and media library: a collection of useful classes and interfaces and their methods (with suitable documentation) – no internals accessible!

Creating Applications from Scratch

• Until now, TAs took care of graphical components for you
  o our support code defined the relevant classes

• From now on, you are in charge of this!

• JavaFX is quite powerful but can be a bit tricky to wrap your head around because of the size of the JavaFX library
  o not to fear, all JavaFX packages, classes, and method descriptions can be found in the JavaFX guide on our website!

Graphical User Interface (GUIs)

• GUIs provide user-controlled (i.e., graphical) way to send messages to a system of instances, typically your app

• Use JavaFX to create your own GUIs throughout the semester
Components of JavaFX application

- **Stage**
  - Location (or "window") where all graphic elements will be displayed

- **Scene**
  - Container for all UI elements to be displayed on a stage (blue border with "Stage" label)
  - UI elements include Panes, Labels, Shapes, etc.
  - Like the Button shown
  - Scene must be on a stage to be visible (grey interior portion)

- **Scene Graph**
  - Family tree of graphical elements

- **Nodes**
  - All elements of the Scene Graph
  - Graphical representation called a UI element, widget, or control (synonyms)

Creating GUIs With JavaFX: Stage (1/2)

- **App** class for JavaFX application extends imported abstract class `javafx.application.Application`

- From now on, begin every project by implementing `Application` & abstract `start()` method
  - `start()` is called automatically by JavaFX to launch program

- Java automatically creates a `Stage` using the imported `javafx.stage.Stage` class, which is passed into `start()`
  - When `start()` calls `stage.show()`, stage becomes a window for the application

```java
public class App extends Application {
    //mainline provided by TAs elided
    @Override
    public void start() {
        stage.show();
    }
}
```

Creating GUIs With JavaFX: Scene (2/2)

- In order for our application to provide content for what to show on the stage, must first set (specify) a scene before showing it on (in) the stage

- `javafx.scene.Scene` is the top-level container for all UI elements
  - First instantiate `Scene` within App class' `start` method
  - Then pass that `Scene` into Stage's `setScene(Scene scene)` method to set the scene!

- In CS15, only specify 1 `Scene` – though JavaFX does permit creation of applications with multiple `Scenes`
  - ex: A gaming application where you could select to play either DoodleJump, Tetris, or Pacman from the main screen might utilize multiple `Scenes` – one for each subgame

- So what exactly is a `javafx.scene.Scene`?
JavaFX Scene Graph Hierarchy (1/3)

- In JavaFX, contents of the Scene (UI elements) are represented as a hierarchical tree, known as the Scene Graph
  - you are familiar with some other hierarchies already - containment and inheritance

JavaFX Scene Graph Hierarchy: Nodes (2/3)

- Think of the Scene Graph as a family tree of visual elements
  - javafx.scene.Node is the abstract superclass for all UI elements that can be added to the Scene, such as a Button or a Label.
    - all UI elements are concrete subclasses of Node (Button, Label, Pane, etc.)
  - Each UI component that is added to the Scene Graph as a Node gets displayed graphically

JavaFX Scene Graph Hierarchy: Node Properties (3/3)

- Each Node can have multiple children but at most one parent
  - child nodes are almost always graphically contained in their parent node
  - more on graphical containment later!
- The Node at the top of the Scene Graph is called the root Node
  - the root Node has no parent
The root of the Scene

- Root Node will always be a `javafx.scene.layout.Pane` or one of `Pane`'s subclasses.
- Different Panes have different built-in layout capabilities to allow easy positioning of UI elements — see inheritance tree below for flavors
- For now, use a `VBox` as the root of the Scene — more on `VBox` later

```
public class App extends Application {
    @Override
    public void start(Stage stage) {
        // code to populate Scene Graph
        VBox root = new VBox();
        Scene scene = new Scene(root);
        stage.setScene(scene);
        stage.show();
    }
}
```

Constructing the Scene Graph (1/3)

- Instantiate root Node

```
public class App extends Application {
    @Override
    public void start(Stage stage) {
        VBox root = new VBox();
        Scene scene = new Scene(root);
    }
}
```

Constructing the Scene Graph (2/3)

- Instantiate root Node
- Pass it into Scene constructor to construct Scene Graph

```
public class App extends Application {
    @Override
    public void start(Stage stage) {
        VBox root = new VBox();
        Scene scene = new Scene(root);
    }
}
```
Constructing the Scene Graph (3/3)

• Once we `setScene()` and `show()` on Stage, we begin populating the Scene Graph

```java
public class App extends Application {
    @Override
    public void start(Stage stage) {
        // code to populate Scene Graph
        VBox root = new VBox();
        Scene scene = new Scene(root);
        stage.setScene(scene);
        stage.show();
    }
}
```

Adding UI Elements to the Scene (1/2)

• How to add more Nodes to the Scene Graph?
• Adding UI elements as children of root Node adds them to Scene and makes them appear on Stage!
• Calling `getChildren()` method on a Node returns a list of that Node's children
  - by adding/removing nodes from a Node's list of children, we can add/remove nodes from the Scene Graph!
  - later we'll see how Java supports Lists as a type

Adding UI Elements to the Scene (2/2)

• `getChildren()` returns a list of child Nodes
  - in example on right, `root.getChildren()` returns a list holding three `Buttons` (assuming we created them previously -- next slide)
• To add a `Node` to this list of children, call `add(Node node)` on that returned `List`!
  - can also use `addAll(Nodes... node1, node2, ...)` which takes in any number of nodes
  - allowing any number of arguments is a new capability of parameter lists
• To remove a `Node` from this list of children, call `remove(Node node)` on that returned `List`
**root.getChildren().add(…)** in action

- Add 3 Buttons to the Scene by adding them as children of the root Node. (no children before this)
- First create buttons
- Then add buttons to Scene Graph

```java
@override
public void start(Stage stage) {
    Button b1 = new Button("Button 1");
    Button b2 = new Button("Button 2");
    Button b3 = new Button("Button 3");
    root.getChildren().addAll(b1, b2, b3);
}
```

Remember double dot method call shorthand?

root.getChildren() returns a List of root’s children. Rather than storing that returned list in a variable and calling add(…) on that variable, we can simplify our code by calling add(…) directly on the returned list of children!

**Removing UI Elements from the Scene**

- Similarly, remove a UI element by removing it from the list of its parent’s children.
- Note: order of children doesn’t matter when removing elements since you specify their variable names

```java
@override
public void start(Stage stage) {
    Button b1 = new Button("Button 1");
    Button b2 = new Button("Button 2");
    Button b3 = new Button("Button 3");
    root.getChildren().addAll(b1, b2, b3);
    root.getChildren().remove(b3);
}
```

*Note: not a typical design choice to add and then remove a Node in the same code block!

**Populating the Scene Graph (1/3)**

- What if we want to make more complex applications?
- Add specialized layout containers, called **Panes**
- Add another Pane as child of root Node, then add more UI elements as child Nodes of this Pane
- This will continue to populate the scene graph!
Populating the Scene Graph (2/3)

• First, instantiate another VBox and add it as child of root Node
  - Note: VBox is a pure container without graphical shape

```java
/* Within App class */
@Override
public void start(Stage stage) {
//code for setting scene elided
Button b1 = new Button(); //no label
Button b2 = new Button(); //no label
root.getChildren().add(b1, b2);
VBox holder = new VBox();
root.getChildren().add(holder);
}
```

Populating the Scene Graph (3/3)

• Next, add Label to Scene as child of new VBox

```java
/* Within App class */
@Override
public void start(Stage stage) {
//code for setting scene elided
Button b1 = new Button();
Button b2 = new Button();
root.getChildren().add(b1, b2);
VBox holder = new VBox();
root.getChildren().add(holder);
Label text = new Label("I live in the VBox!");
holder.getChildren().add(text);
}
```

Removing a Node with children (1/3)

• Removing a Node with no children simply removes that Node...
  - `root.getChildren().remove(b2);`
to remove second `Button`
Removing a Node with children (2/3)

- Note that removing a Node with no children simply removes that Node...
  - root.getChildren().remove(b2); to remove second Button
- Removing a Node with children removes all of its children as well
  
  ```java
  root.getChildren().remove(b2);
  ```

Removing a Node with children (3/3)

- Note that removing a Node with no children simply removes that Node...
  - root.getChildren().remove(b2); to remove second Button
- Removing a Node with children removes all of its children as well
  - root.getChildren().remove(holder); makes both VBox and its Label disappear

Lecture Question

Given this code:
```java
public void start(Stage stage) {
    //code for setting scene elided
    //parallel code for setting up root elided
    Button b1 = new Button();
    Button b2 = new Button();
    root.getChildren().addAll(b1, b2);
    VBox holder = new VBox();
    root.getChildren().add(holder);
    Label removeLabel = new Label("remove me!");
    holder.getChildren().add(removeLabel);
}
```

Which of the following correctly would next remove `removeLabel` from the VBox `holder`?

A. root.remove(removeLabel);
B. holder.remove(removeLabel);
C. root.getChildren().remove(removeLabel);
D. holder.getChildren().remove(removeLabel);
VBox layout pane (1/5)

- So what exactly is a VBox?
- VBox layout Pane creates an easy way for arranging a series of children in a single vertical column
- We can customize vertical spacing between children using VBox’s setSpacing(double) method
  - the larger the double passed in, the more space between the child UI elements

VBox layout pane (2/5)

- Can also set positioning of entire vertical column of children
- Default positioning for the vertical column is in TOP_LEFT of VBox (Top Vertically, Left Horizontally)
  - can change Vertical/Horizontal positioning of column using VBox's setAlignment(Pos position) method, passing in a javafx.geometry.Pos constant – javafx.geometry.Pos is a class of enums, a fixed set of values, to describe vertical and horizontal positioning, use these values just like a constants class that you would write yourself
  - Pos options are in the form Pos.<vertical position>_<horizontal position>
    - e.g. Pos.BOTTOM_RIGHT represents positioning on the bottom vertically, right horizontally
    - full list of Pos constants can be found [here](#)

VBox layout pane (3/5)

- The following code produces the example on the right:

  ```java
  VBox root = new VBox();
  Button b1 = new Button("Top");
  Button b2 = new Button("Middle");
  Button b3 = new Button("Bottom");
  root.getChildren().addAll(b1,b2,b3);
  Scene scene = new Scene(root, 200, 200);
  stage.setTitle("Sample VBox");
  stage.setScene(scene);
  stage.show();
  ```
**VBox layout pane (4/5)**

- Adding spacing between children

```java
VBox root = new VBox();
Button b1 = new Button("Top");
Button b2 = new Button("Middle");
Button b3 = new Button("Bottom");
root.getChildren().addAll(b1, b2, b3);
root.setSpacing(8);
```

//code for setting the Scene elided

**VBox layout pane (5/5)**

- Setting alignment property to configure children in TOP (vertically) CENTER (horizontally) of the VBox

```java
VBox root = new VBox();
Button b1 = new Button("Top");
Button b2 = new Button("Middle");
Button b3 = new Button("Bottom");
root.getChildren().addAll(b1, b2, b3);
root.setSpacing(8);
root.setAlignment(Pos.TOP_CENTER);
```

//code for setting the Scene elided

---

**CS15 PaneOrganizer Class (1/2)**

- Until now, all code dealing with the Scene has been inside Application’s start method; adding more nodes will clutter it up...
- Write a PaneOrganizer class where all graphical application logic will live – an example of “delegation” pattern
- Delegation removes application-dependent code from App class, which only creates scene and instantiates a PaneOrganizer – another example of “divide et impera”
- PaneOrganizer will instantiate root Pane, and provide a public getRoot() method that returns this root
  - App class can now access root Pane through PaneOrganizer’s public getRoot() method and pass root into Scene constructor
- We’ll do this together soon!
CS15 PaneOrganizer Class (2/2)

Pattern

1. App class instantiates a PaneOrganizer, which creates root

2. App class passes return value from getRoot() to Scene constructor, so Scene has a root

3. Top-level PaneOrganizer class instantiates JavaFX UI components (Button, Label, Pane...)

4. These UI components are added to root Pane (and therefore to the Scene, indirectly) using root.getChildren().add(...); or root.getChildren().addAll(...);

Our First JavaFX Application: ColorChanger

• Spec: App that contains text reading "CS15 Rocks!" and a Button that randomly changes text's color with every click

• Useful classes: Stage, Scene, VBox, Label, Button, EventHandler

Process: ColorChanger

1. Create App class that extends javafx.application.Application and implements start (where you set Scene) – the standard pattern

2. Create PaneOrganizer class that instantiates root Pane and provides public getRoot() method to return the Pane. In PaneOrganizer, instantiate a Label and Button and add them as children of root Pane

3. Set up a custom EventHandler that changes Label's color each time Button is clicked, and register Button with this new ClickHandler
Andries van Dam © 2021 02/18/21

ColorChanger: App class (1/3)

1. To implement start:
   A. Instantiate a PaneOrganizer and store it in the local variable organizer

   ```java
   public class App extends Application {
       @Override
       public void start(Stage stage) {
           PaneOrganizer organizer = new PaneOrganizer();
           /*write our PaneOrganizer class later, where we will instantiate the root Pane*/
       }
   }
   ```

ColorChanger: App class (2/3)

1. To implement start:
   A. Instantiate a PaneOrganizer and store it in the local variable organizer
   B. Instantiate a new Scene, passing in:
      o root Pane, accessed through organizer's public getRoot() method
      o along with desired width and height of Scene

   ```java
   public class App extends Application {
       @Override
       public void start(Stage stage) {
           PaneOrganizer organizer = new PaneOrganizer();
           Scene scene = new Scene(organizer.getRoot(), 80, 80);
           stage.setScene(scene);
           stage.setTitle("Color Changer!");
           stage.show();
       }
   }
   ```

ColorChanger: App class (3/3)

1. To implement start:
   A. Instantiate a PaneOrganizer and store it in the local variable organizer
   B. Instantiate a new Scene, passing in:
      o root Pane, accessed through organizer's public getRoot() method
      o along with desired width and height of Scene
   C. Set the Scene, title the Stage, and show the Stage
Process: ColorChanger

1. Create an `App` class that extends `javafx.application.Application` and implements `start` (where you set `Scene`)

2. Create a `PaneOrganizer` class that instantiates root `Pane` and provides a public `getRoot()` method to return the `Pane`. In `PaneOrganizer`, instantiate a `Label` and a `Button` and add them as children of root `Pane`.

3. Set up a custom `EventHandler` that changes `Label`'s color each time `Button` is clicked, and register `Button` with this new `ClickHandler`.

ColorChanger: Our `PaneOrganizer` Class (1/4)

2. To write `PaneOrganizer` class:
   A. Instantiate root `VBox` and store it in instance variable `_root`

```
public class PaneOrganizer {
    private VBox _root;

    public PaneOrganizer() {
        _root = new VBox();
    }
}
```

ColorChanger: Our `PaneOrganizer` Class (2/4)

2. To write `PaneOrganizer` class:
   A. Instantiate root `VBox` and store it in instance variable `_root`
   B. Create a public `getRoot()` method that returns `_root`

```
public class PaneOrganizer {
    private VBox _root;

    public PaneOrganizer() {
        _root = new VBox();
    }

    public VBox getRoot() {
        return _root;
    }
}
```
ColorChanger: Our PaneOrganizer Class (3/4)

2. To write PaneOrganizer class:
   C. Instantiate Label and Button, passing in String representations of text we want displayed
      - _label is an instance variable because need to access it elsewhere in P.O. to change its color
      - btn is a local variable because only need to access it from within constructor
   D. Add Label and Button as children of root
      - root.setSpacing(8) is optional but creates a nice vertical distance between Label and Button

```java
public class PaneOrganizer {
    private VBox _root;
    private Label _label;

    public PaneOrganizer() {
        _root = new VBox();
        _label = new Label("CS15 Rocks!");
        Button btn = new Button("Random Color");
        _root.getChildren().addAll(_label, btn);
        _root.setSpacing(8);
    }

    public VBox getRoot() {
        return _root;
    }
}
```

ColorChanger: Our PaneOrganizer Class (4/4)

2. To write PaneOrganizer class:
   C. Instantiate Label and Button, passing in String representations of text we want displayed
      - _label is an instance variable because need to access it elsewhere in P.O. to change its color
      - btn is a local variable because only need to access it from within constructor
   D. Add Label and Button as children of root
      - root.setSpacing(8) is optional but creates a nice vertical distance between Label and Button

```java
public class PaneOrganizer {
    private VBox _root;
    private Label _label;

    public PaneOrganizer() {
        _root = new VBox();
        _label = new Label("CS15 Rocks!");
        Button btn = new Button("Random Color");
        _root.getChildren().addAll(_label, btn);
        _root.setSpacing(8);
    }

    public VBox getRoot() {
        return _root;
    }
}
```

Process: ColorChanger

1. Create App class that extends javafx.application.Application and implements start (where you set Scene)
2. Create PaneOrganizer class that instantiates root Pane and provides public getRoot() method to return the Pane. In PaneOrganizer, instantiate a Label and Button and add them as children of root Pane
3. Set up a custom EventHandler that changes Label's color each time Button is clicked, and register Button with this new ClickHandler
Responding to User Input

* Need a way to respond to stimulus of Button being clicked

* We refer to this as Event Handling
  
  - a source (Node), such as a Button, generates an Event (such as a mouse click) and notifies all registered instances of EventHandler
  
  - EventHandler is an interface, so all classes that implement EventHandler must implement handle(Event event) method, which defines response to event
  
  - note that handle(event event) is called by JavaFX, not the programmer

EventHandlers (1/3)

* Button click causes JavaFX to generate a javafx.event.ActionEvent
  
  - ActionEvent is only one of many JavaFX EventTypes that are subclasses of event class

* Classes that implement EventHandler interface can polymorphically handle any subclass of Event
  
  - when a class implements EventHandler interface, it must specify what type of Event it should know how to handle
  
  - how do we do this?

  * EventHandler interface declared as: public interface EventHandler<T extends Event>...
    
    - the code inside literal < > is known as a "generic parameter" – this is magic for now
    
    - lets you specialize the interface to deal in all its methods only with a specialized subclass of Event
    
    - forces you to replace what is inside the literal < > with some subclass of Event, such as ActionEvent, whenever you write a class that implements EventHandler interface

EventHandlers (2/3)

* We can create an EventHandler and call it ClickHandler

  
  - This EventHandler will handle an ActionEvent, meaning that
  
  - ClickHandler will implement the "EventHandler<ActionEvent>" interface
  
  - literally, "< >", included!
**EventHandlers (3/3)**

- Our `ClickHandler` must implement the `handle(ActionEvent e)` method of the `EventHandler` interface, which will specify the response to the `ActionEvent` (in this case, a click on a button).
  - for now, you most likely won't need to use the parameter `e`.
- To tell this new `ClickHandler` to listen for the Button’s `ActionEvent`, register Button with the `ClickHandler` by calling `btn.setOnAction`, passing in an instance of our `ClickHandler` class.
  - the mechanics of handing off the event to the handler happen under the hood of JavaFX.

```
public class ClickHandler implements EventHandler<ActionEvent> {
    public ClickHandler() { //code elided }
    @Override
    public void handle(ActionEvent e) {
        //code to change _label
    }
}
```

```
Back to Process: ColorChanger
```

1. Create `App` class that extends `javafx.application.Application` and implements `start` (where you set `Scene`!)

2. Create `PaneOrganizer` class that instantiates root `Pane` and provides `public getRoot()` method to return the `Pane`. In `PaneOrganizer`, instantiate a `Label` and Button and add them as children of root `Pane`.

3. Define a custom `EventHandler` that changes Label’s color each time Button is clicked, and register Button with this new `ClickHandler`.

```
public class ClickHandler implements EventHandler<ActionEvent> {
    private Label _myLabel;
    public ClickHandler() { //code elided }
    @Override
    public void handle(ActionEvent e) {
        //code to change _myLabel label
    }
}
```

```
ColorChanger: ClickHandler class
```

3. Defining our custom `EventHandler`, `ClickHandler`:
   - `ClickHandler` must listen for click event and respond to it by changing the color of “CS15 Rocks” Label.
   - How will `ClickHandler` access `Label`?
     - multiple ways to do this:
       - could have `ClickHandler` constructor take in a `Label` as a parameter:
         - this works, but is there a better way?
     - `ClickHandler` could hold a reference to a `Label` - this might work.
     - another way to do this:
       - create a new `ClickHandler` each time you need it.
         - this might work, but is there a better way?

```
public class ClickHandler implements EventHandler<ActionEvent> {
    private Label _myLabel;
    public ClickHandler() { //code elided }
    @Override
    public void handle(ActionEvent e) {
        //code to change _myLabel label
    }
}
```
Aside: Private Inner Classes (1/2)

• Until now, all classes we have created have been public
  o live in their own file
  o can be accessed from within any class

• Introducing private inner classes!
  o useful when there is a class, such as an EventHandler, for which you only need to create a single instance, from within a single class
  o private inner classes have access to instance variables/methods of the class that contains them (that declared them)
  o inner classes are a convenient and safe shortcut -- don't require a file

Aside: Private Inner Classes (2/2)

• Rather than making the ClickHandler class a public class in its own file, we can make it a private inner class of the PaneOrganizer class

• Our ClickHandler will then have access to PaneOrganizer's _label instance variable

• Can then set _label's text color from within ClickHandler's handle(ActionEvent) method, without needing to deal with any unnecessary passing around of references to Label

ColorChanger: ClickHandler Private Inner Class (1/2)

3. Defining our custom EventHandler, ClickHandler:

   In order to make ClickHandler a private inner class of PaneOrganizer, we simply declare ClickHandler as a private class and place it within braces of public PaneOrganizer class
ColorChanger: ClickHandler Private Inner Class (2/2)

3. Defining our custom EventHandler, ClickHandler:

   • Now must implement handle method
   • How will ClickHandler generate a random color whenever btn’s ActionEvent is detected?

   private class ClickHandler implements EventHandler<ActionEvent> {
      public ClickHandler() { //simple code elided}
      public void handle(ActionEvent event) {
         //implementation elided for now
      }
   }

Generating javafx.scene.paint.Colors

   • We can generate most colors of visible color spectrum by additive mixtures of Red, Green and Blue "primaries" generated by display hardware
   - each display pixel has a R,G, and B sub-pixels to do this color mixing

   • javafx.scene.paint.Color has static method rgb(int red, int green, int blue)
      that returns a custom color according to specific passed-in Red, Green, and Blue integer values in [0-255]
      - ex: Color.WHITE can be expressed as Color.rgb(255,255,255)

   • Math.random() returns a random double between 0 inclusive and 1 exclusive

   • Multiplying this value by 256 turns [0, 1) double into a [0, 256) int by using (int) cast operator

   • Use these ints as Red, Green, and Blue RGB values for a custom javafx.scene.paint.Color

   • Call setTextFill on _label, passing in new random Color we’ve created

   private class ClickHandler implements EventHandler<ActionEvent> {
      public ClickHandler() {
         //code elided
      }
      @Override
      public void handle(ActionEvent event) {
         int red = (int) (Math.random()*256);
         int green = (int) (Math.random()*256);
         int blue = (int) (Math.random()*256);
         Color customColor = Color.rgb(red,green,blue);
         _label.setTextFill(customColor);
      }
   }
ColorChanger: Back to our PaneOrganizer Class

public class PaneOrganizer {
    private VBox _root;
    private Label _label;
    public PaneOrganizer() {
        _root = new VBox();
        _label = new Label("CS15 Rocks!");
        _root.getChildren().addAll(_label, btn);
        _root.setSpacing(8);
        btn.setOnAction(new ClickHandler());
    }

    public VBox getRoot() {
        return _root;
    }
}

private class ClickHandler implements EventHandler<ActionEvent> {
    // code on previous slide
}

The Whole App: ColorChanger

public class App extends Application {
    @Override
    public void start(Stage stage) {
        PaneOrganizer organizer = new PaneOrganizer();
        Scene scene = new Scene(organizer.getRoot(), 80, 80);
        stage.setScene(scene);
        stage.setTitle("Color Changer");
        stage.show();
    }
}

Putting It All Together
Logical vs. Graphical Containment/Scene Graph

- Graphically, VBox is a pane contained within Scene, but logically, VBox is contained within PaneOrganizer.
- Graphically, Button and Label are contained within VBox, but logically, Button and Label are contained within PaneOrganizer, which has no graphical appearance.
- Logical containment is based on where instances are instantiated, while graphical containment is based on JavaFX elements being added to other JavaFX elements via `getChildren.add(...)` method, and on the resulting scene graph.

Announcements

- Fruit Ninja deadlines:
  - Early: Friday, 2/19 at 11:59pm
  - On-time: Sunday, 2/21 at 11:59pm
  - Late: Tuesday, 2/23 at 11:59pm
- Sections will be a Design Discussion this week!
- Mentorship form is out! Please fill this out by tomorrow at midnight!
- Please spend some time reviewing these slides on your own to make sure you fully understand them.
  - JavaFX is a dense topic that will be essential to all future assignments.
  - There is a JavaFX guide on the website!
  - All remaining material will be covered by Graphics II and III.
  - You get to exercise your creativity in making a simple interactive cartoon of your own design! 😊

IT in the News

ft. Socially Responsible Computing!
Algorithms & Decision Making: Vaccines (1/2)

- December 2020: Stanford used algorithm to allocate vaccines – left out medical residents who treat COVID patients

How did this happen?

- Use of allocation algorithm based on inaccurate assumptions
  - Weighted age highly, despite older clinicians using telemedicine
  - Based on pre-pandemic job responsibilities, not reflective of current situation
- Lack of thorough critical thinking

“Algorithms are made by people and the results ... were reviewed multiple times by people. The ones who ultimately approved the decisions are responsible.”

– Stanford medical resident

Algorithms & Decision Making: Medical Care (2/2)

- Larger problem: bias in the way US healthcare is allocated: documented racial bias, gender bias, fatphobia...
- Proposed solution: use algorithms based on existing data
  - Increasing use of AI/ML to allocate care, assign risk scores

But...
- Proven bias against Black patients — worse health outcomes
- Patients are unaware, do not consent to use of algorithms

How did this happen?

- Profit-based healthcare — need to cut costs: algorithms cheaper than humans
- Naive trust in algorithms and data to be “neutral” or “unbiased”

Takeaways:

- Data-based algorithms reproduce existing bias, rather than reducing it.
- Trust in neutrality of algorithms — difficult to challenge biased decisions.