1 **import** javafx.application.Application;

2 **import** javafx.scene.Scene;

3 **import** javafx.scene.canvas.\*;

4 **import** javafx.scene.layout.Pane;

5 **import** javafx.scene.paint.Color;

6 **import** javafx.stage.Stage;

7

8 **public** **class** Animation1

9 {

10 **private** SnowManOnACanvas sm1;

11

12 **public** **void** **start**(Stage primaryStage)

13 {

14

15 //Step1: declare the components, Step2: set their properties

16 sm1 = **new** SnowManOnACanvas(280, 40, Color.BLUE);

17

18 // Step 3: Declare the container and set its properties

19 Pane root = **new** Pane();

20

21 // Step 4: Add the components to the component container

22 root.getChildren().addAll(sm1.getCanvas());

23

24 Scene scene = **new** Scene(root, 600, 300, Color.LIGHTGRAY);

25 scene.setOnKeyPressed((e) -> keyEventHandler(e)); //any key

26

27 primaryStage.setTitle("A~~n~~nimation Using the Keyboard");

28 primaryStage.setScene(scene);

29 primaryStage.show();

30 }

31

32 **public** **void** keyEventHandler(KeyEvent e)

33 {

34 **int** speed = 4;

35

36 **if**(e.getCode() == KeyCode.RIGHT)

37 {

38 sm1.getCanvas().setTranslateX(sm1.getCanvas().getTranslateX() + speed);

39 }

40 **else** **if**(e.getCode() == KeyCode.LEFT)

41 {

42 sm1.getCanvas().setTranslateX(sm1.getCanvas().getTranslateX() - speed);

43 }

44 }

45

46 **public** **static** **void** main(String[] args)

47 {

48 launch(args);

49 }

50 }

**Figure 11.25**

The application Animation1.