

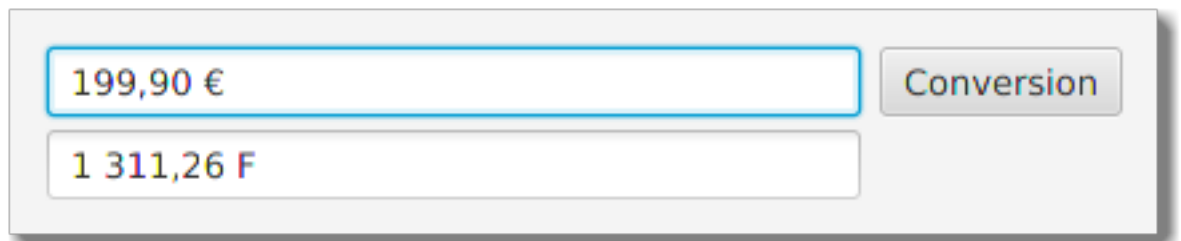
```
/home/manu/CloudStation/ProjetsJAVA/ConversionFXML/src/fx/ConversionFXML.java
```

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package fx;

import javafx.application.Application;
import javafx.fxml.FXMLLoader;
import javafx.scene.Parent;
import javafx.scene.Scene;
import javafx.stage.Stage;

/**
 *
 * @author manu
 */
public class ConversionFXML extends Application {

    @Override
    public void start(Stage fenêtre) throws Exception {
        Parent root = FXMLLoader.load(getClass().getResource("Conversion.fxml"));
        Scene scene = new Scene(root);
        fenêtre.setTitle("Conversion entre les €uros et les francs");
        fenêtre.setResizable(false);
        fenêtre.setScene(scene);
        fenêtre.show();
    }
}
```



/home/manu/CloudStation/ProjetsJAVA/ConversionFXML/src/fx/Conversion.fxml

```
<?xml version="1.0" encoding="UTF-8"?>

<?import java.lang.*?>
<?import java.util.*?>
<?import javafx.scene.*?>
<?import javafx.scene.control.*?>
<?import javafx.scene.layout.*?>

<AnchorPane prefHeight="84.0" prefWidth="430.0" xmlns="http://javafx.com/javafx/8" xmlns:fx="http://javafx.com/fxml/1" fx:controller="fx.ConversionController">
  <children>
    <Button fx:id="button" layoutX="326.0" layoutY="14.0" onAction="#calculerFrancs" text="Conversion" />
    <TextField fx:id="euros" layoutX="14.0" layoutY="14.0" onAction="#calculerFrancs" prefHeight="25.0" prefWidth="305.0" promptText="€uros" text="0,00 €" />
    <TextField fx:id="francs" editable="false" layoutX="14.0" layoutY="45.0" prefHeight="25.0" prefWidth="305.0" promptText="Francs" text="0,00 F" />
  </children>
</AnchorPane>
```

/home/manu/CloudStation/ProjetsJAVA/ConversionFXML/src/fx/ConversionController.java

```
/*
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 */
package fx;

import java.net.URL;
import java.text.*;
import java.util.ResourceBundle;
import javafx.event.ActionEvent;
import javafx.fxml.*;
import javafx.scene.control.*;
import javafx.util.converter.NumberStringConverter;

/**
 *
 * @author manu
 */
public class ConversionController implements Initializable {

    @FXML
    private TextField euros, francs;
    private final double TAUX = 6.55957;
    private NumberStringConverter valeurEnEuro = new NumberStringConverter(NumberFormat.getCurrencyInstance());
    private NumberStringConverter valeurEnFranc = new NumberStringConverter(new DecimalFormat("#,##0.00 F"));

    @FXML
    private void calculerFrancs(ActionEvent event) {
        Number valeur = valeurEnEuro.fromString(euros.getText());
        francs.setText(valeurEnFranc.toString(valeur.doubleValue()*TAUX));
    }

    @Override
    public void initialize(URL url, ResourceBundle rb) {
        // TODO
    }
}
```