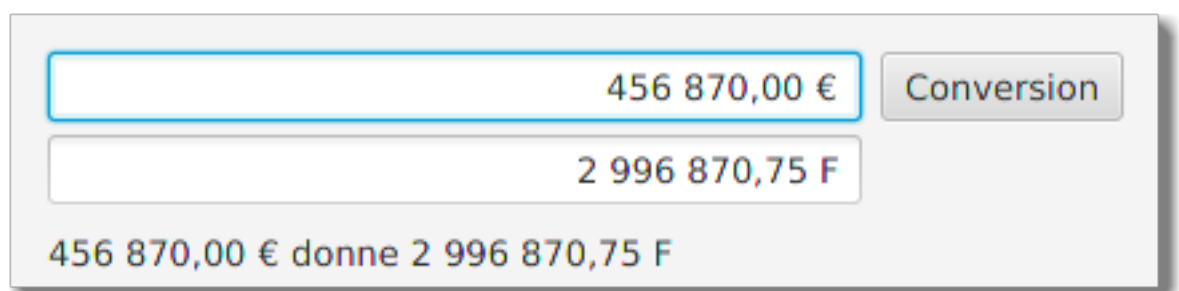


```
/home/manu/CloudStation/ProjetsJAVA/MonnaieFXML/src/fx  
/ConversionFXML.java
```

```
/*  
 * 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/MonnaieFXML/src/fx/Conversion.fxml

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

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

<AnchorPane prefHeight="102.0" prefWidth="430.0" xmlns="http://javafx.com/javafx/8" xmlns:fx="http://javafx.com/fxml/1" fx:controller="fx.ConversionCont
<children>
  <Button fx:id="button" layoutX="326.0" layoutY="14.0" onAction="#calculerFrancs" text="Conversion" />
  <fx.Monnaie fx:id="euros" layoutX="14.0" layoutY="14.0" onAction="#calculerFrancs" prefWidth="305.0" promptText="€uros" text="0,00 €" />
  <fx.Monnaie fx:id="francs" editable="false" layoutX="14.0" layoutY="45.0" prefWidth="305.0" promptText="Francs" symbole="F" />
  <Label fx:id="barreEtat" layoutX="14.0" layoutY="81.0" />
</children>
</AnchorPane>
```

```
/home/manu/CloudStation/ProjetsJAVA/MonnaieFXML/src/fx/ConversionController.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 java.net.URL;
import java.text.*;
import java.util.ResourceBundle;
import javafx.event.ActionEvent;
import javafx.fxml.*;
import javafx.scene.control.*;

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

    @FXML
    private Monnaie euros, francs;
    private final double TAUX = 6.55957;

    @FXML
    private Label barreEtat;

    @FXML
    private void calculerFrancs(ActionEvent event) throws ParseException {
        francs.setValeur(euros.getValeur()*TAUX);
    }

    @Override
    public void initialize(URL url, ResourceBundle rb) {
        barreEtat.textProperty().bind(euros.textProperty().concat(" donne ").concat(francs.textProperty()));
    }
}
```

```
/home/manu/CloudStation/ProjetsJAVA/MonnaieFXML/src/fx/Monnaie.java
```

```
package fx;

import javafx.beans.property.*;
import javafx.geometry.Pos;
import javafx.scene.control.TextField;
import javafx.util.converter.CurrencyStringConverter;

public class Monnaie extends TextField {
    private final StringProperty symbole = new SimpleStringProperty("€");
    private final DoubleProperty valeur = new SimpleDoubleProperty(0.0);
    private CurrencyStringConverter valeurMonnaie = new CurrencyStringConverter();

    public Monnaie() { setAlignment(Pos.CENTER_RIGHT); }

    public double getValeur() {
        setValeur(valeurMonnaie.fromString(getText()).doubleValue());
        return valeur.get();
    }

    public void setValeur(double nombre) {
        valeur.set(nombre);
        setText(valeurMonnaie.toString(nombre));
    }

    public String getSymbole() { return symbole.get(); }

    public void setSymbole(String monnaie) {
        symbole.set(monnaie);
        valeurMonnaie = new CurrencyStringConverter("#,##0.00 "+monnaie);
        setText(valeurMonnaie.toString(valeur.get()));
    }

    public DoubleProperty valeurProperty() { return valeur; }
    public StringProperty symboleProperty() { return symbole; }
}
```