Oh and that sample code from <http://tutorials.jenkov.com/javafx/your-first-javafx-application.html>

To get it to work follow these steps:

1) Open terminal, go to where you want this file to be, and create a file called MyFxApp.java (one way to do this would be typing "emacs MyFxApp.java", this will create the file and open it in emacs)

2) Copy and paste this (you don't want to use the first line saying "package..." from the website example, so just copy the code below and not from the website):

import javafx.application.Application;  
import javafx.stage.Stage;  
public class MyFxApp extends Application {  
 @Override  
 public void start(Stage primaryStage) throws Exception {  
 primaryStage.setTitle("My First JavaFX App");  
 primaryStage.show();  
 } **public static void main(String[] args) {  
 Application.launch(args);  
 }**  
}

3) In terminal while in the folder where that MyFxApp.java file is, type this command to compile the code:

javac MyFxApp.java

(If you have emacs still pulled up just click your terminal, hit Crtl + Z, and then "bg" to put emacs in the background and allow you to keep editing it)

4) Then just type into terminal to run it:

java MyFxApp

Boom shakalaka.