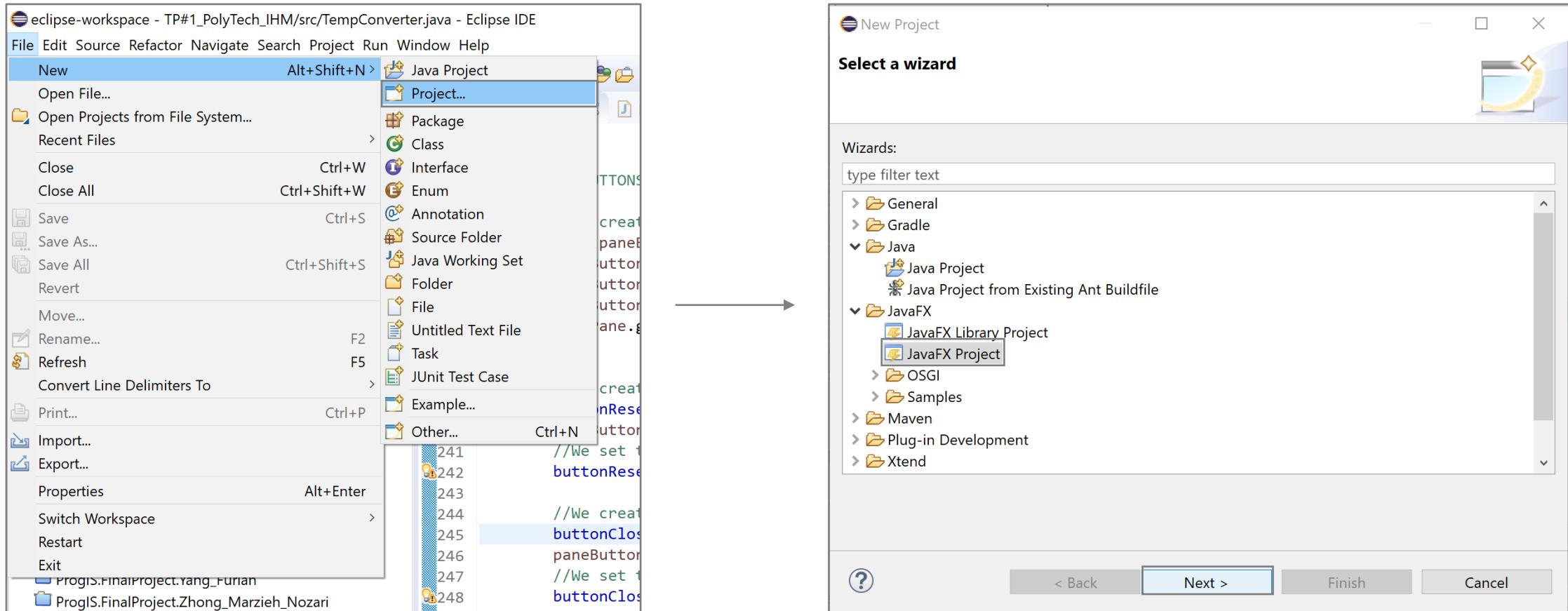
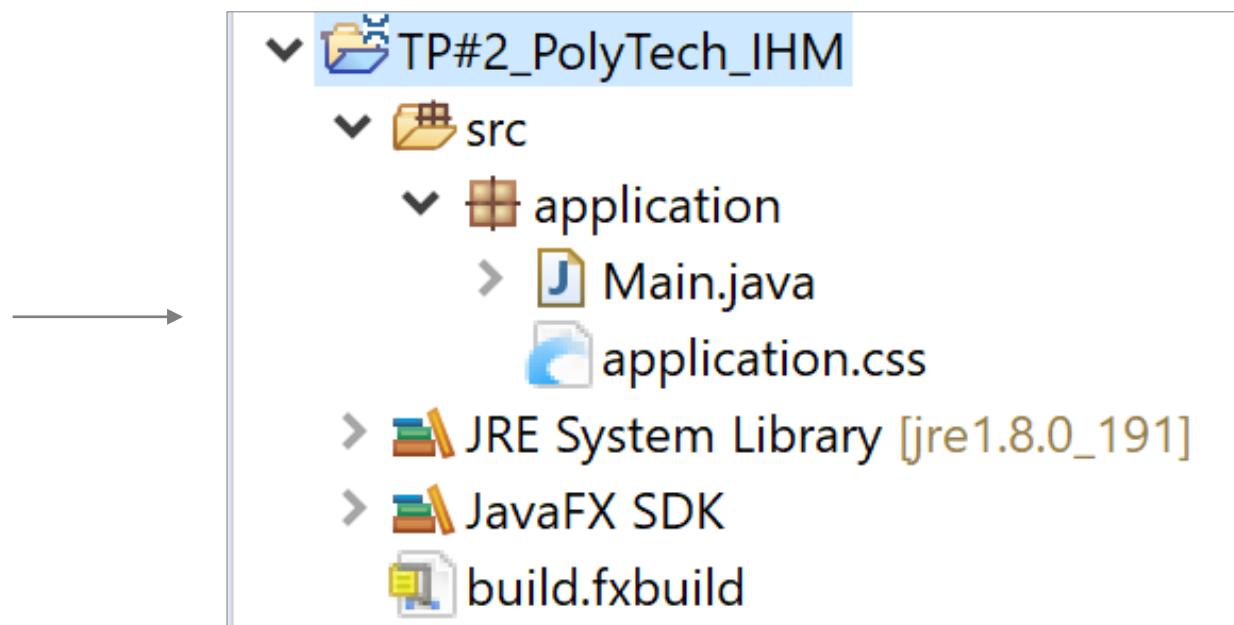
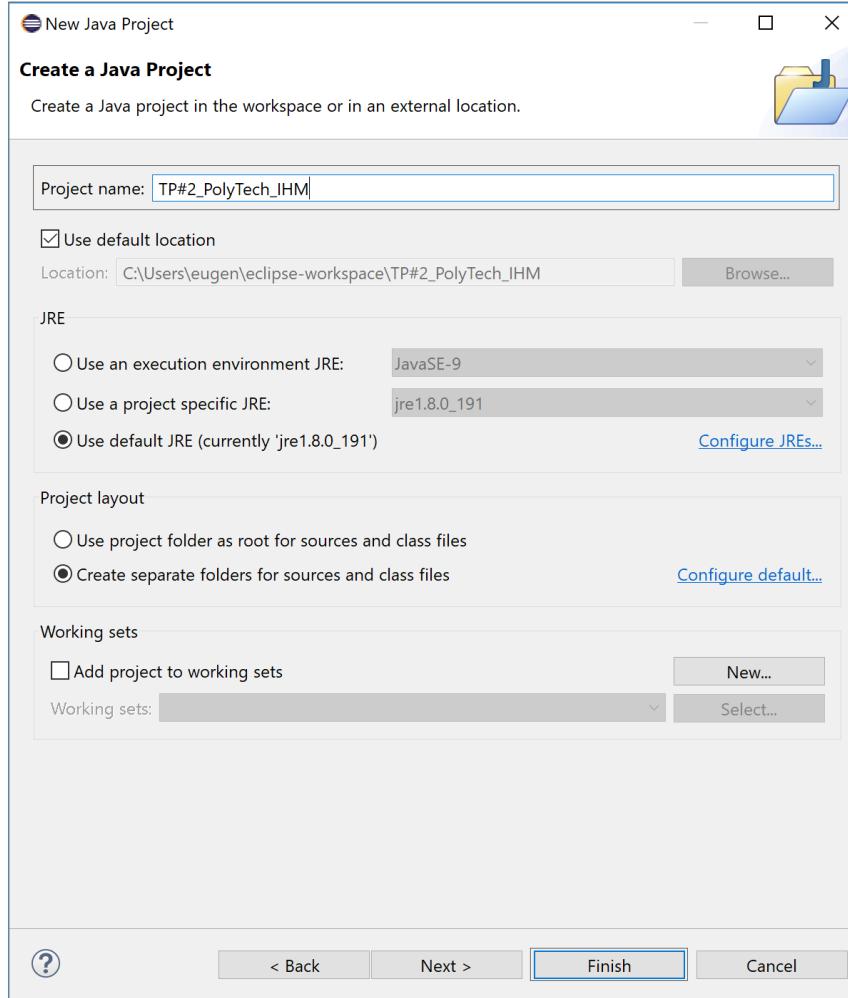


TP2

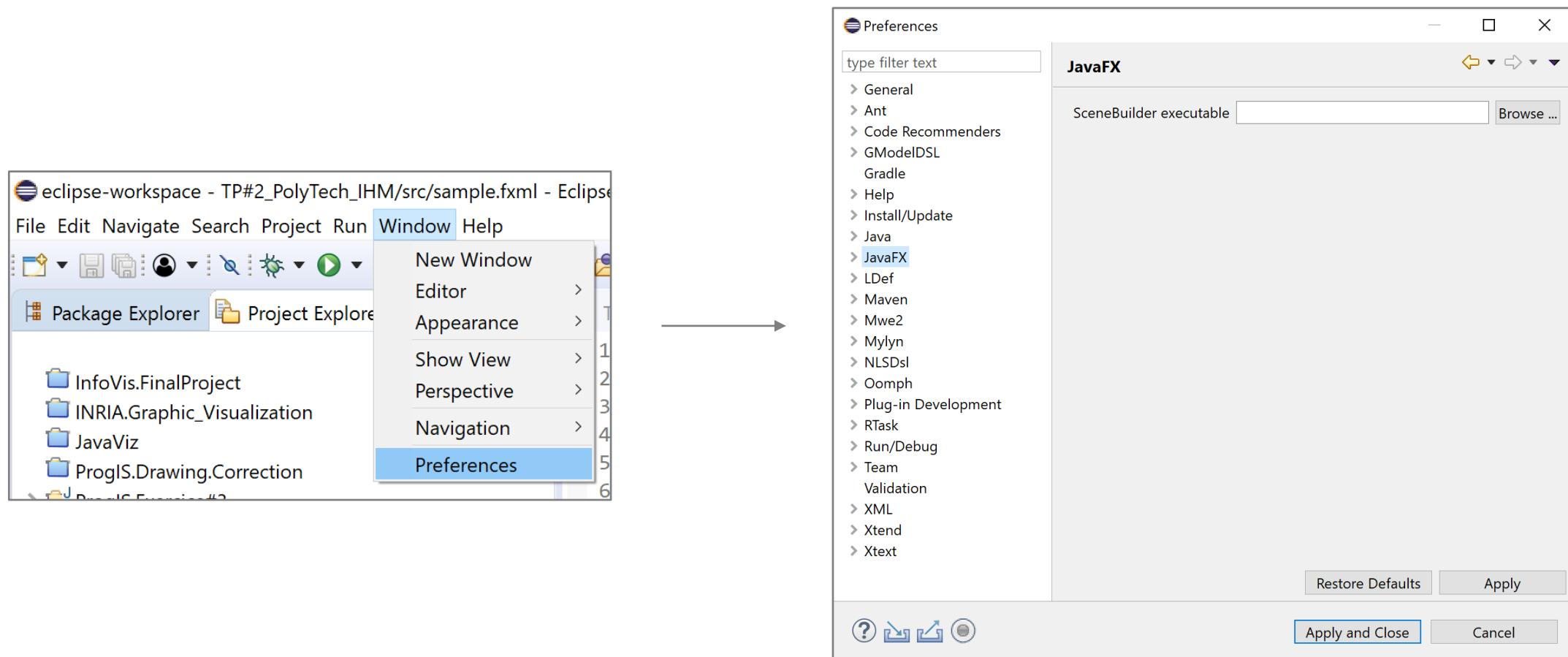
CRÉER UN NOUVEAU PROJET JAVAFX



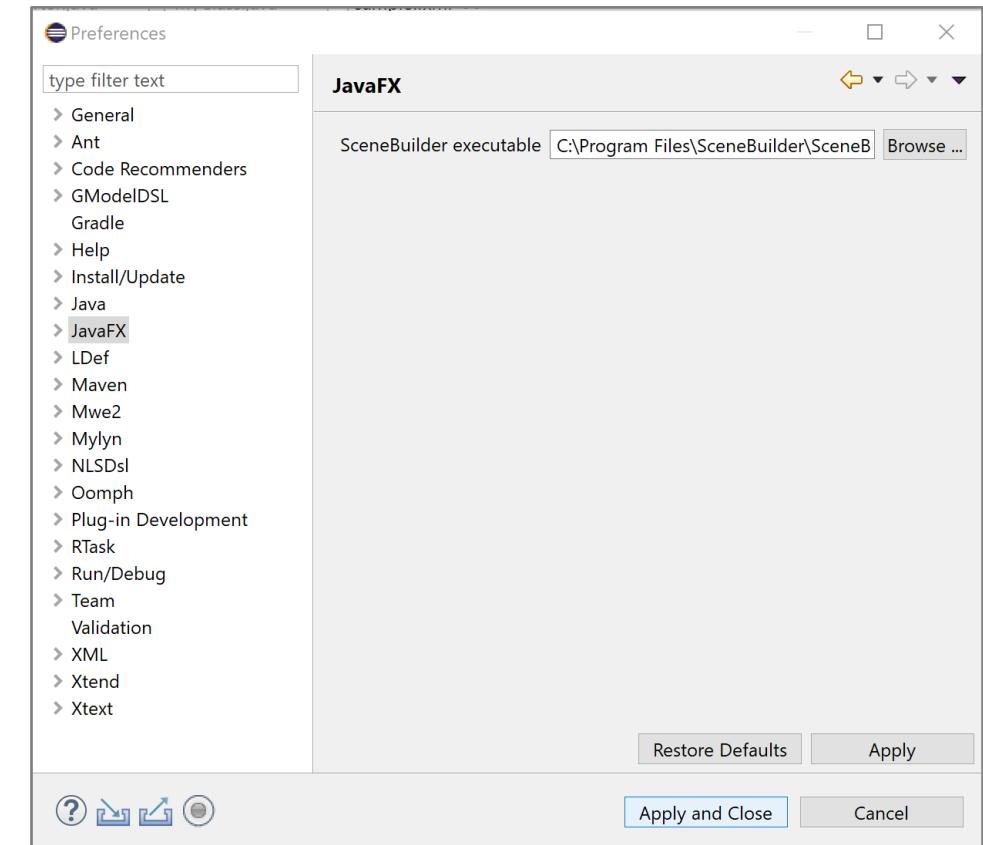
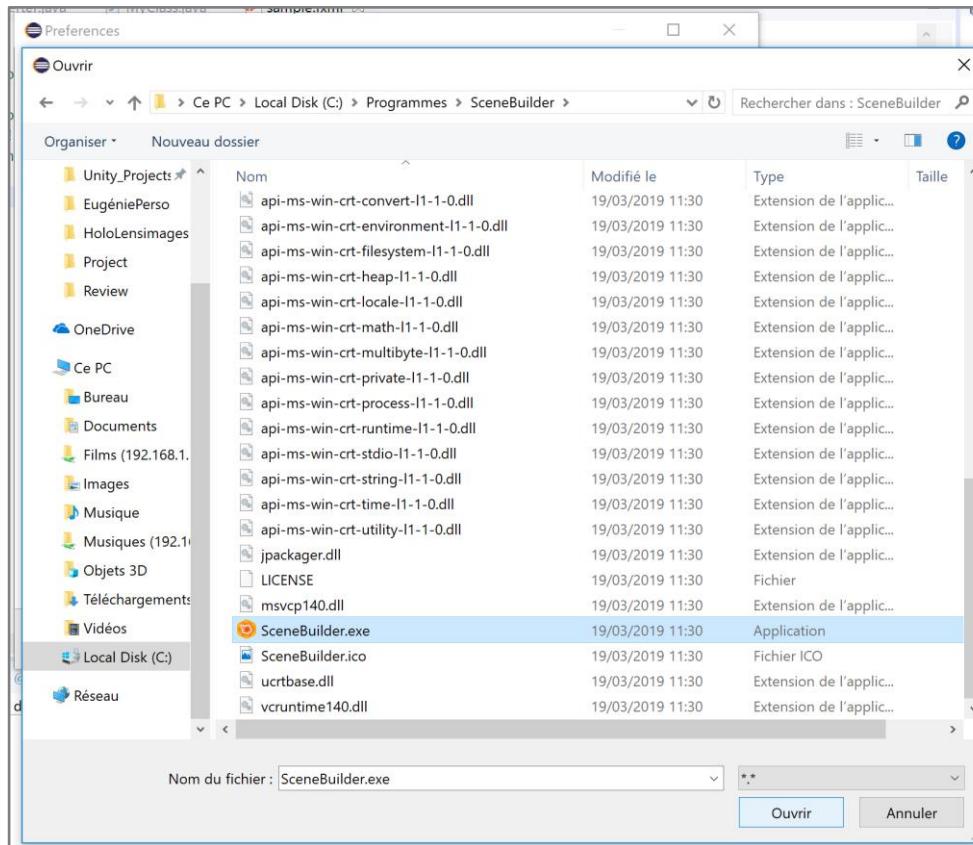
CRÉER UN NOUVEAU PROJET JAVAFX



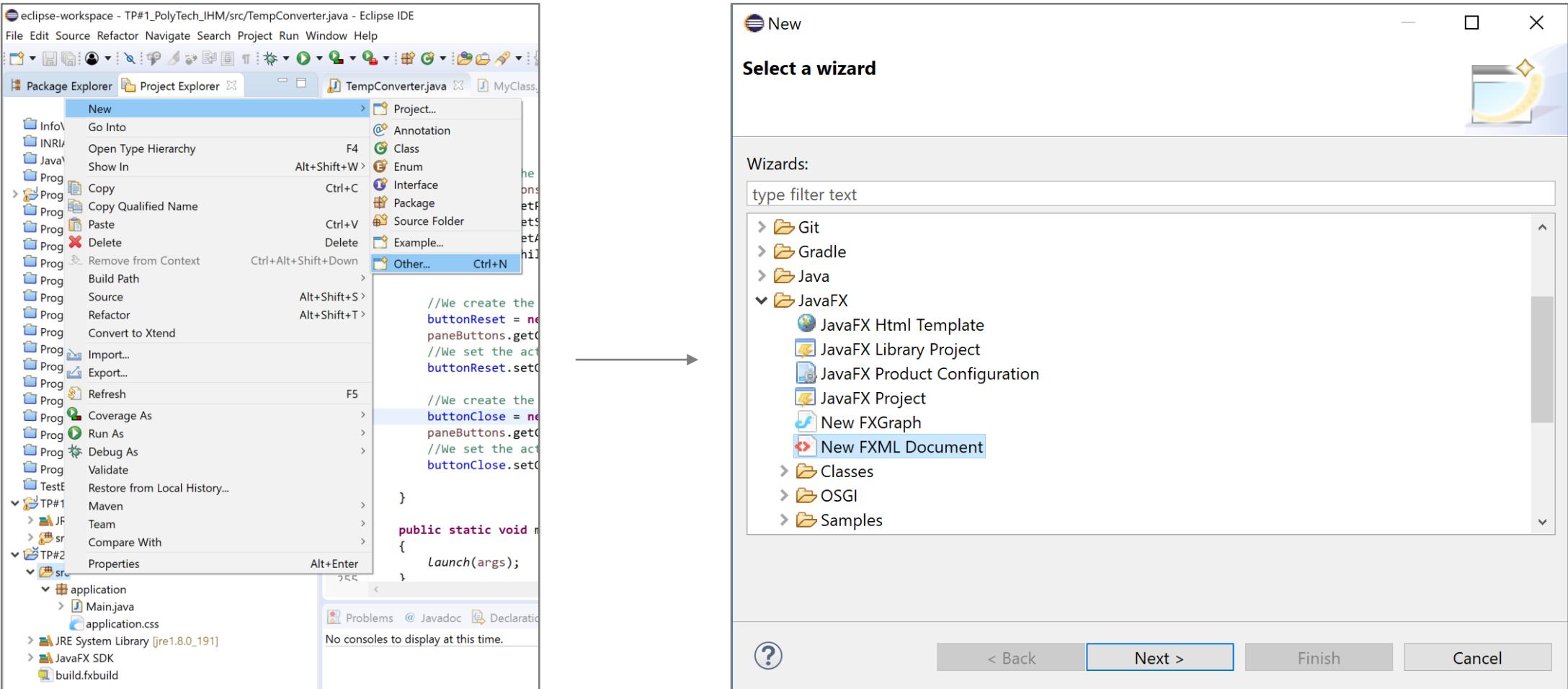
CONFIGURER SCENE BUILDER DANS ECLIPSE



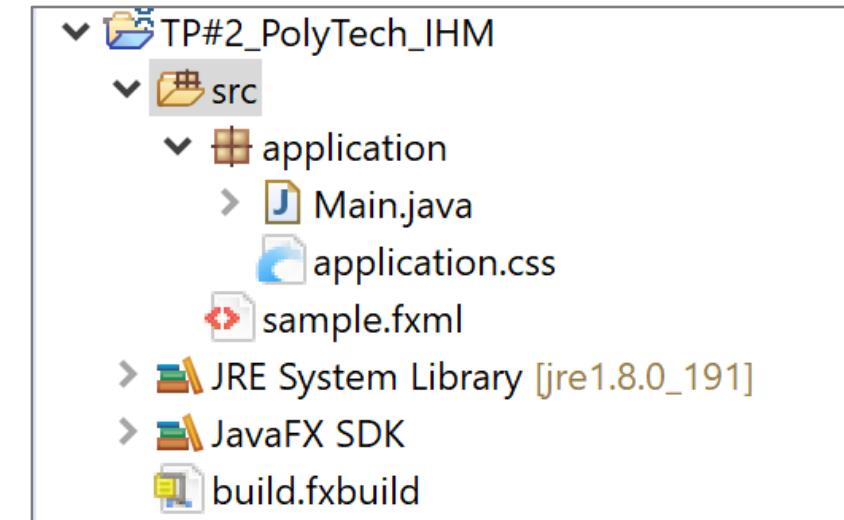
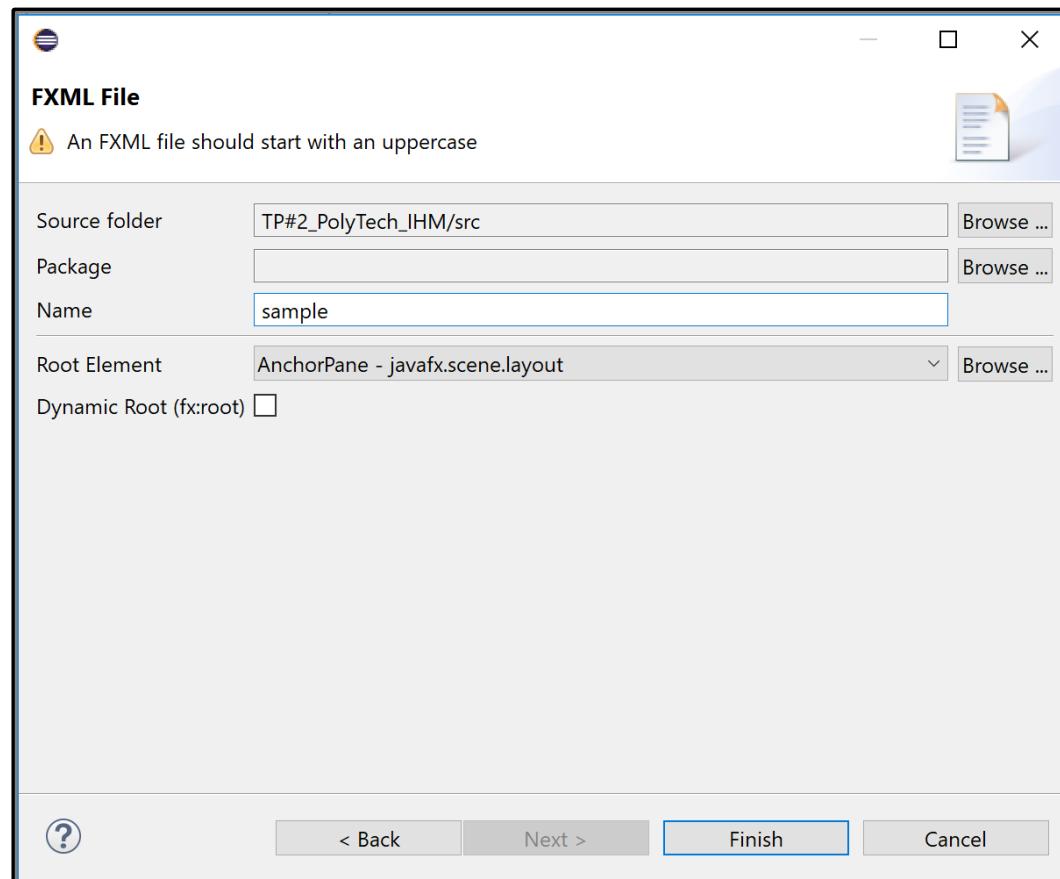
CONFIGURER SCENE BUILDER DANS ECLIPSE



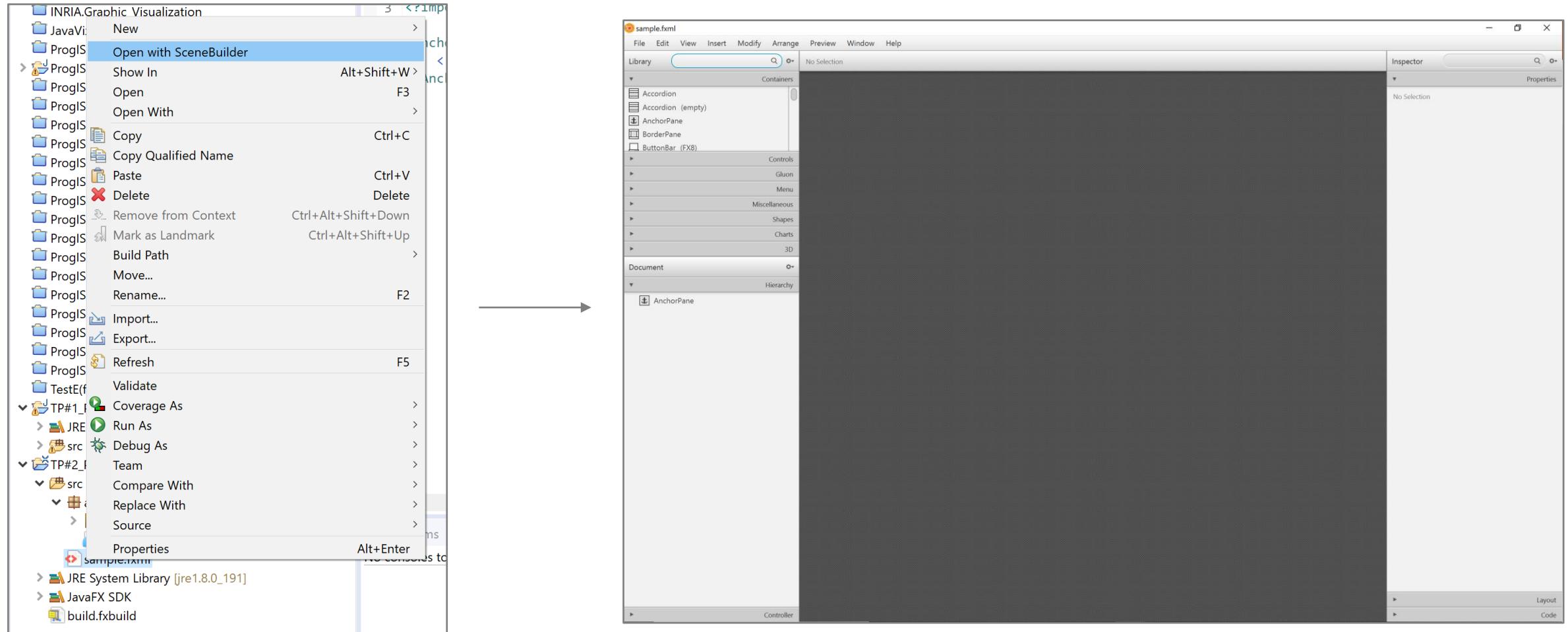
CRÉER UN FICHIER FXML



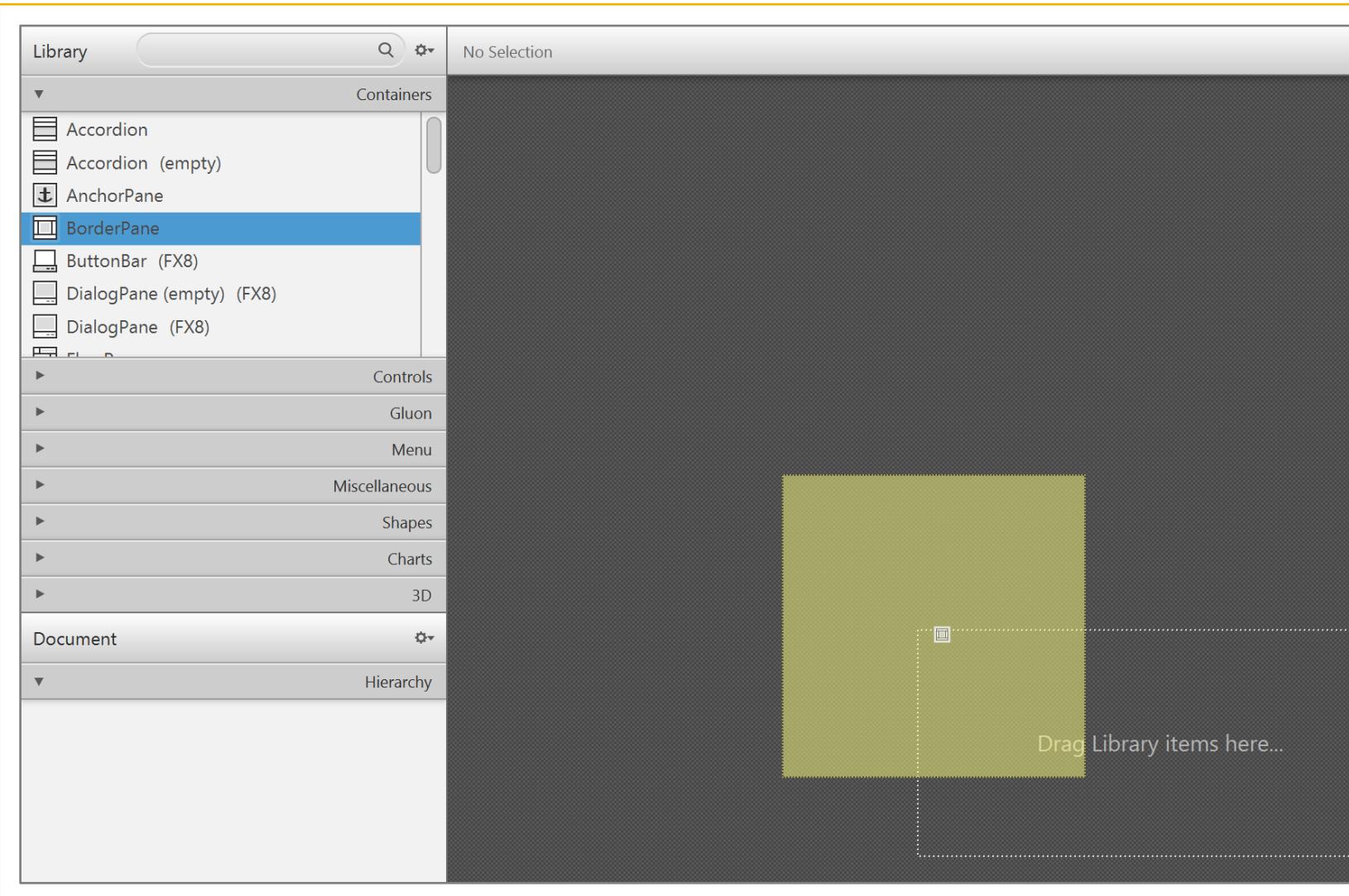
LANCER SCENE BUILDER DEPUIS ECLIPSE



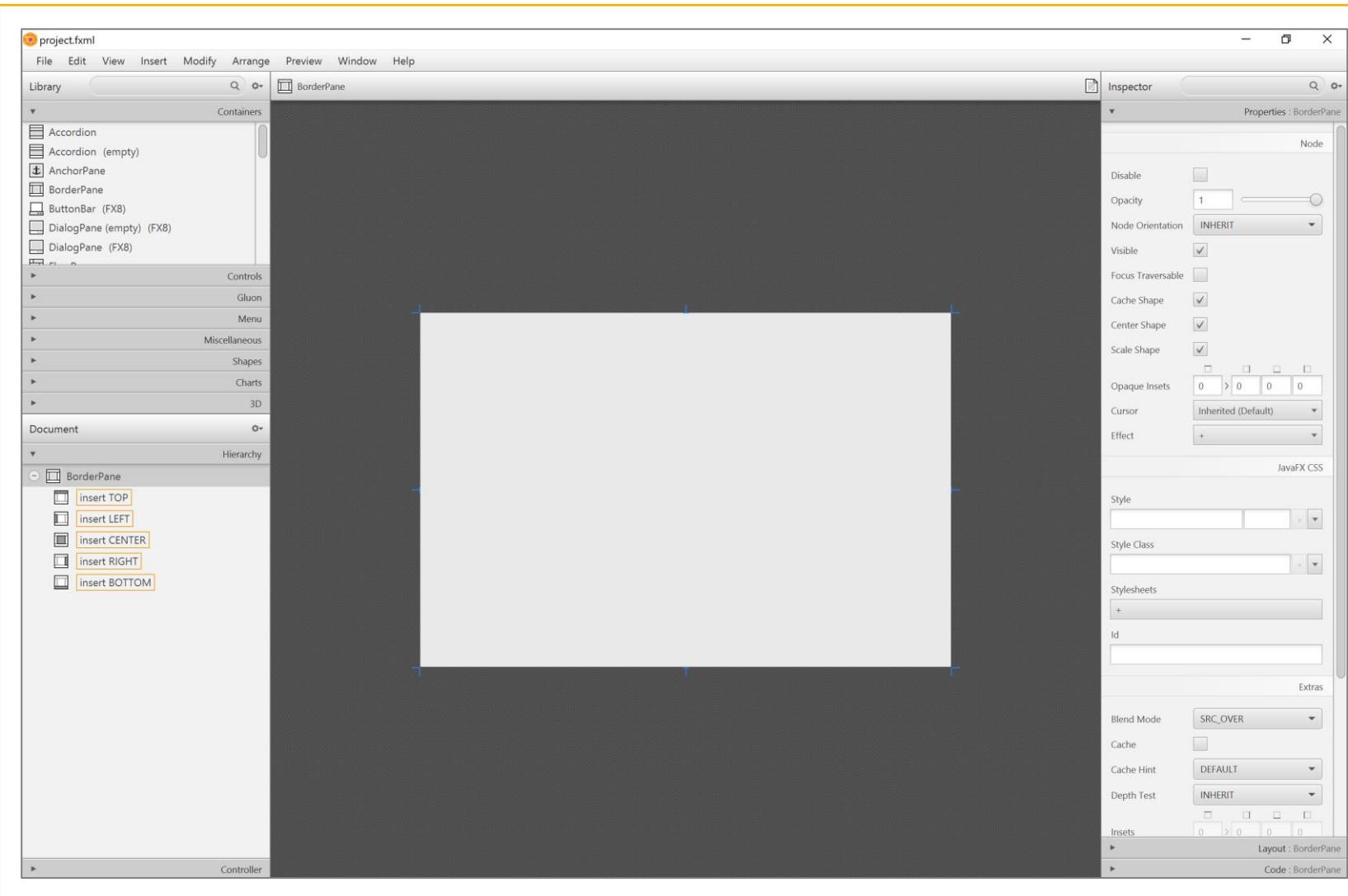
LANCER SCENE BUILDER DEPUIS ECLIPSE



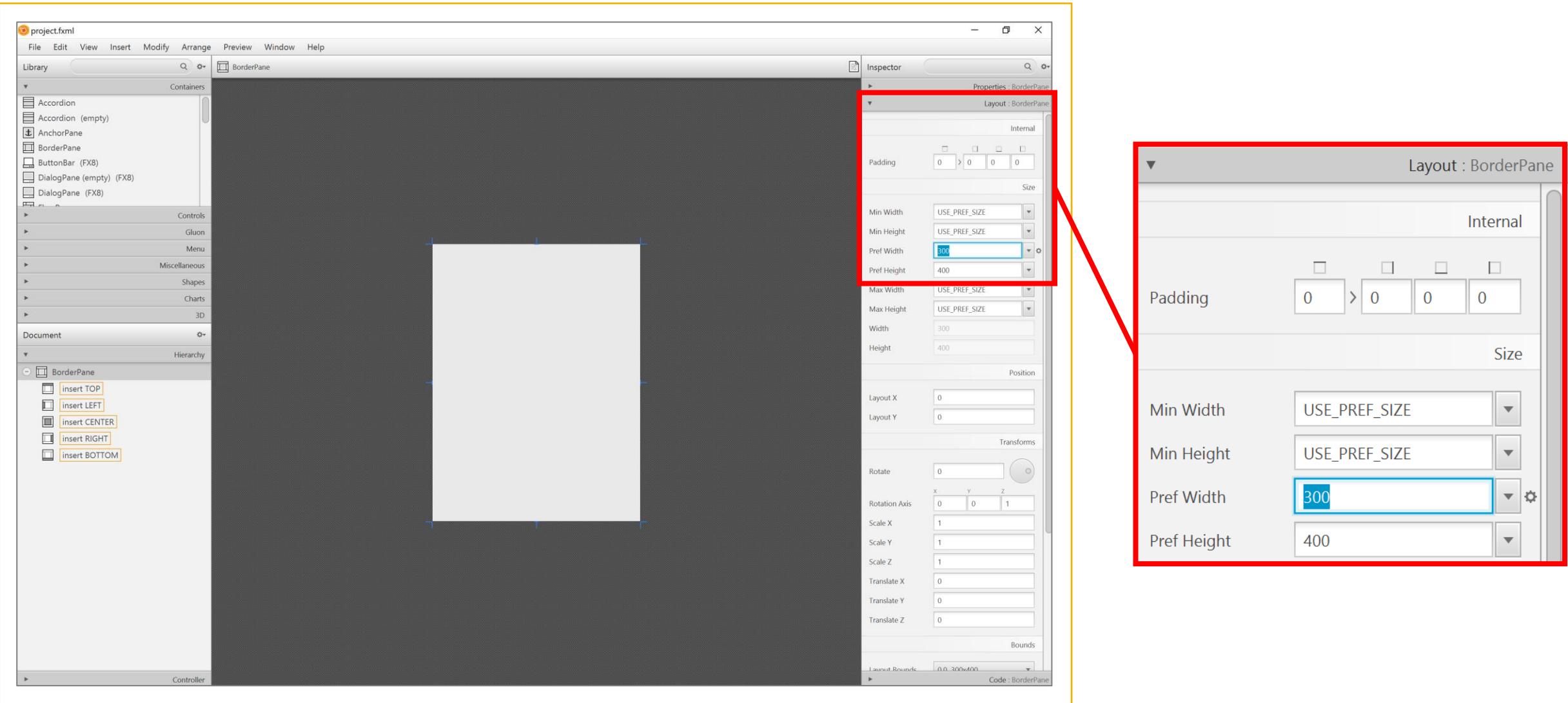
CRÉER UNE INTERFACE AVEC SCENE BUILDER



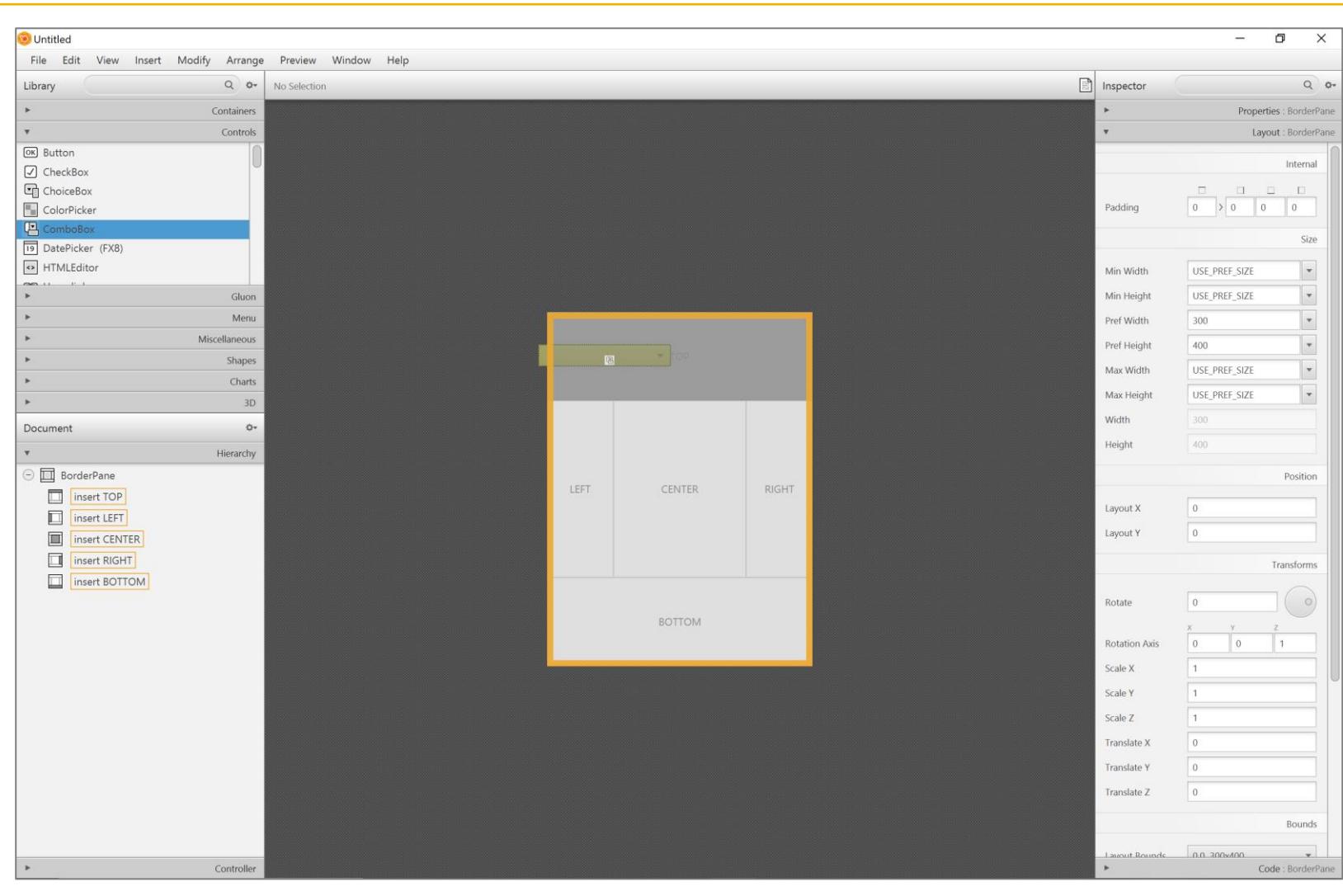
CRÉER UNE INTERFACE AVEC SCENE BUILDER



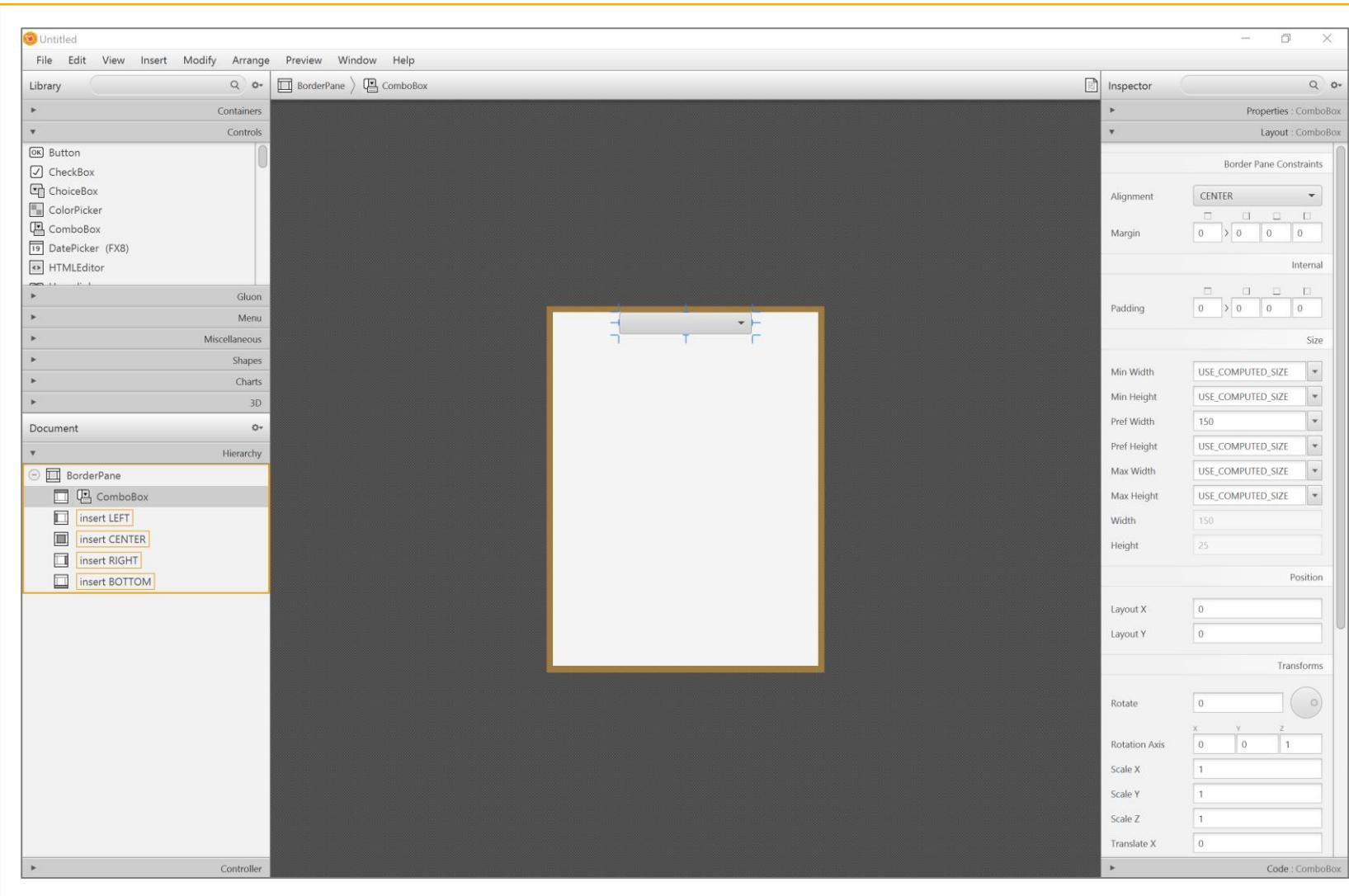
CRÉER UNE INTERFACE AVEC SCENE BUILDER



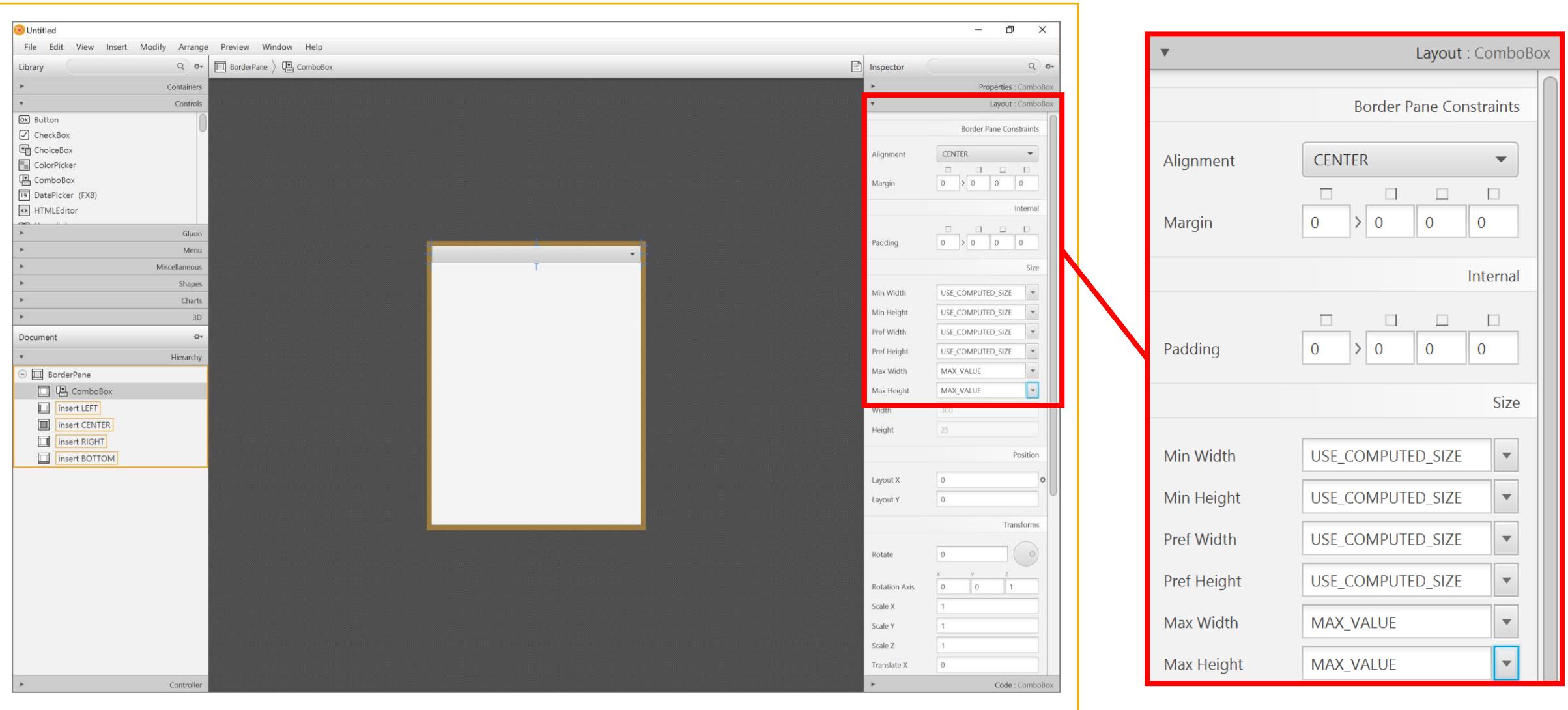
CRÉER UNE INTERFACE AVEC SCENE BUILDER



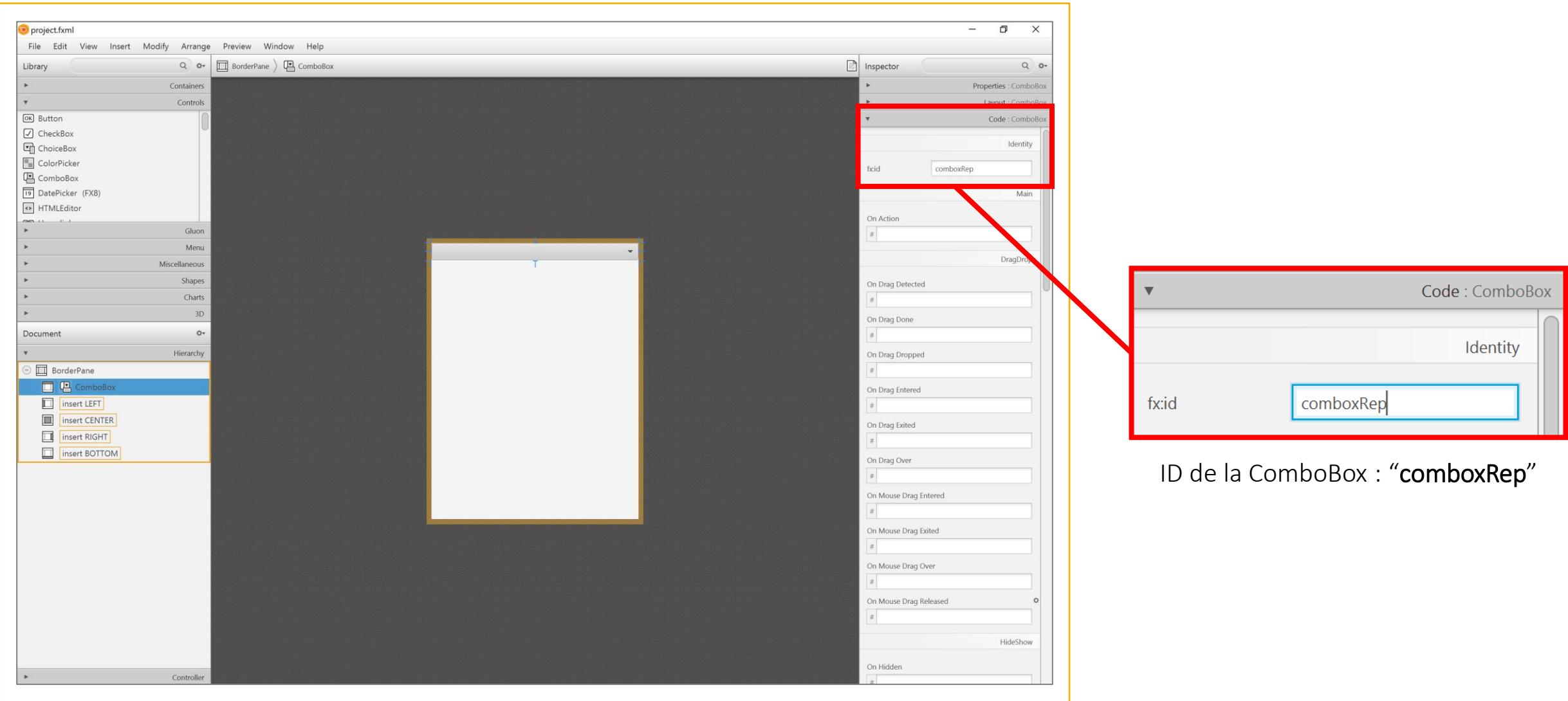
CRÉER UNE INTERFACE AVEC SCENE BUILDER



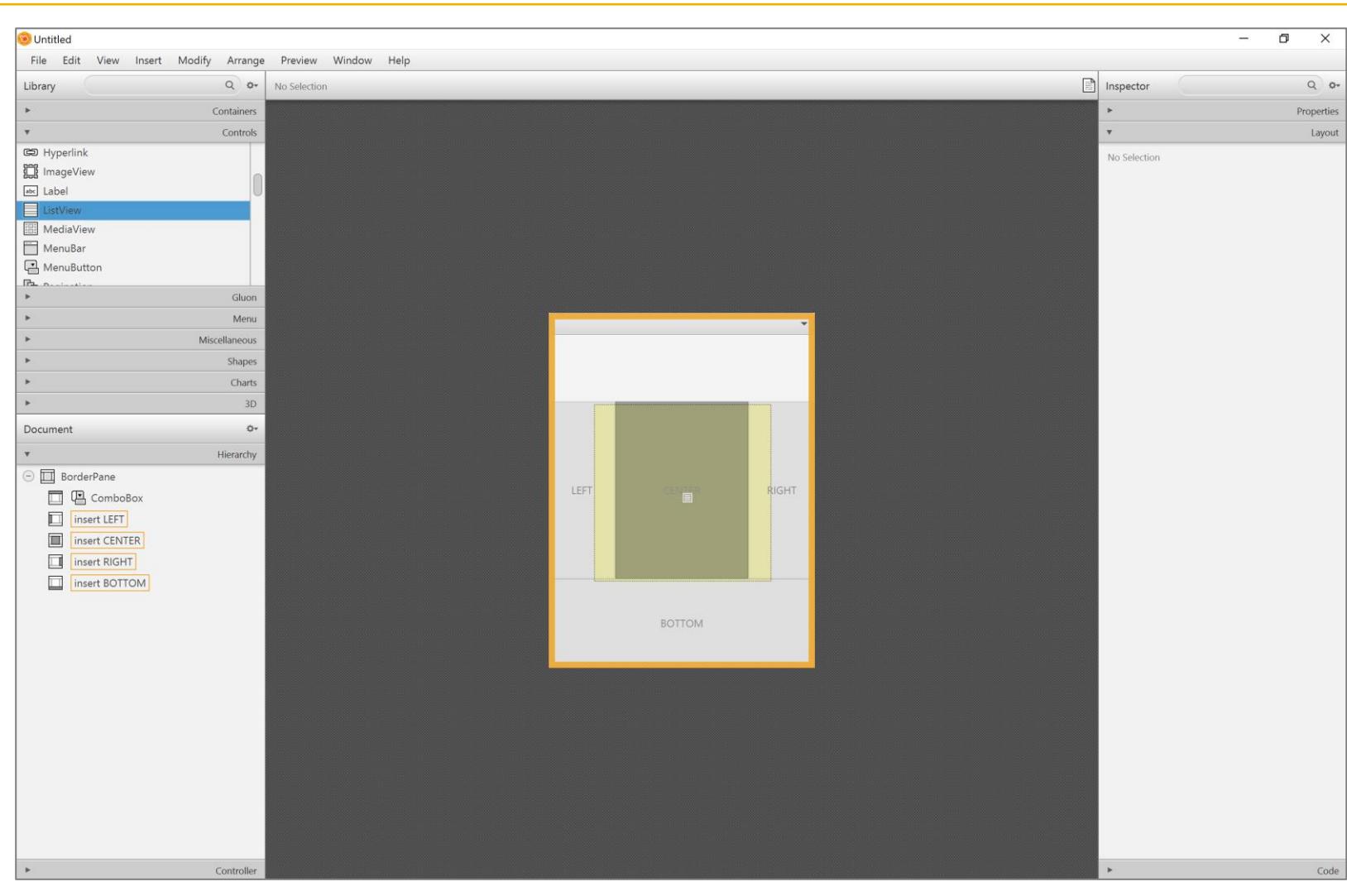
CRÉER UNE INTERFACE AVEC SCENE BUILDER



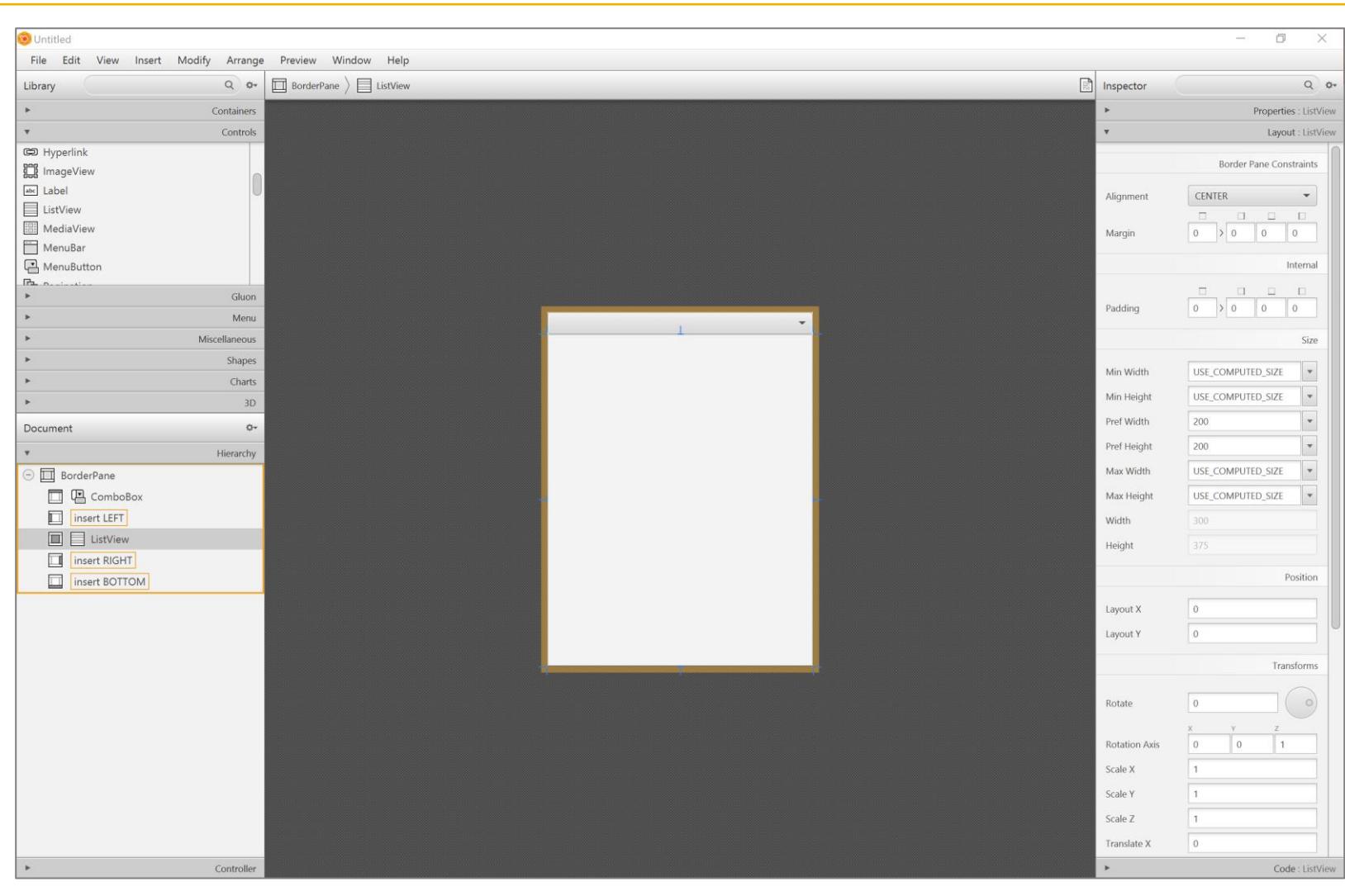
CRÉER UNE INTERFACE AVEC SCENE BUILDER



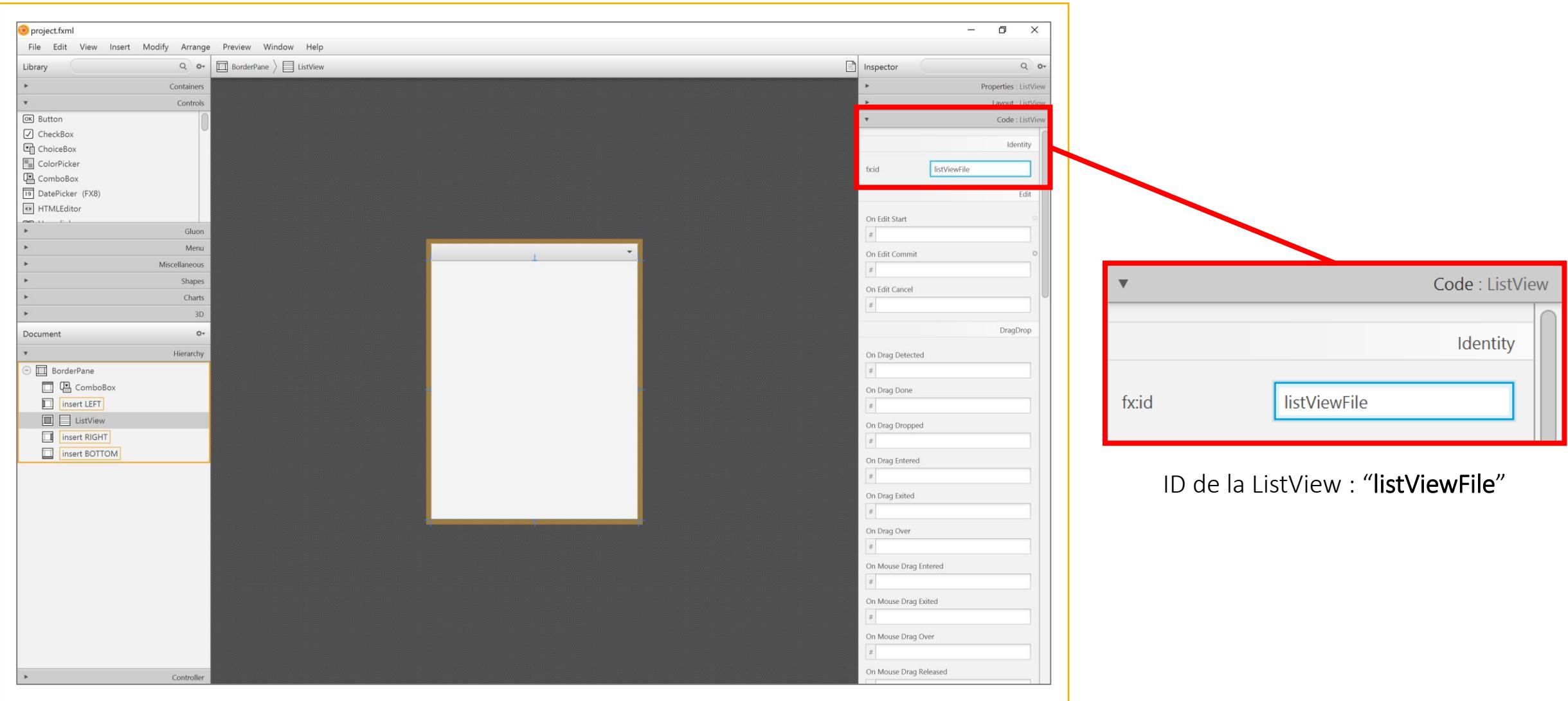
CRÉER UNE INTERFACE AVEC SCENE BUILDER



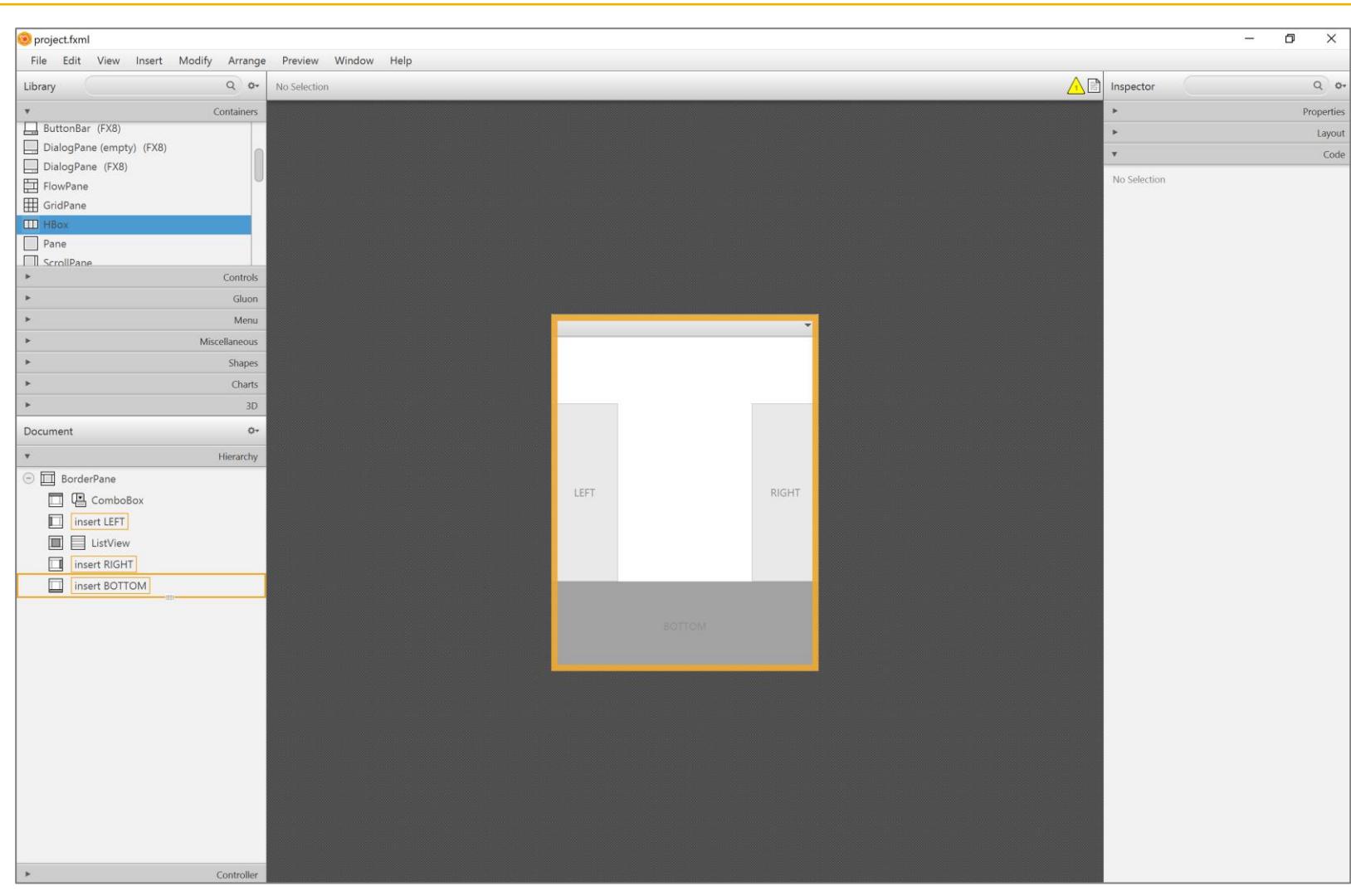
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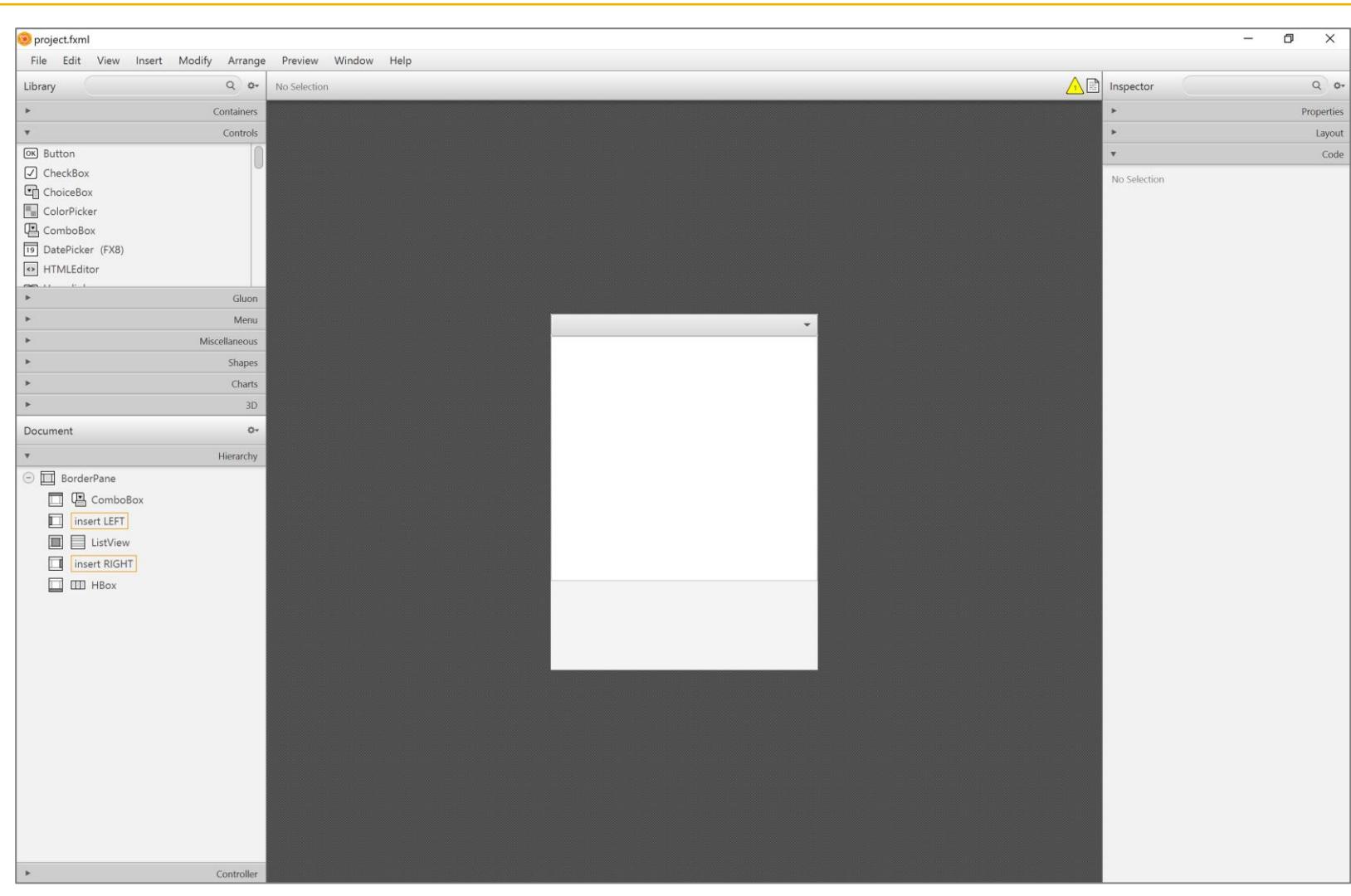
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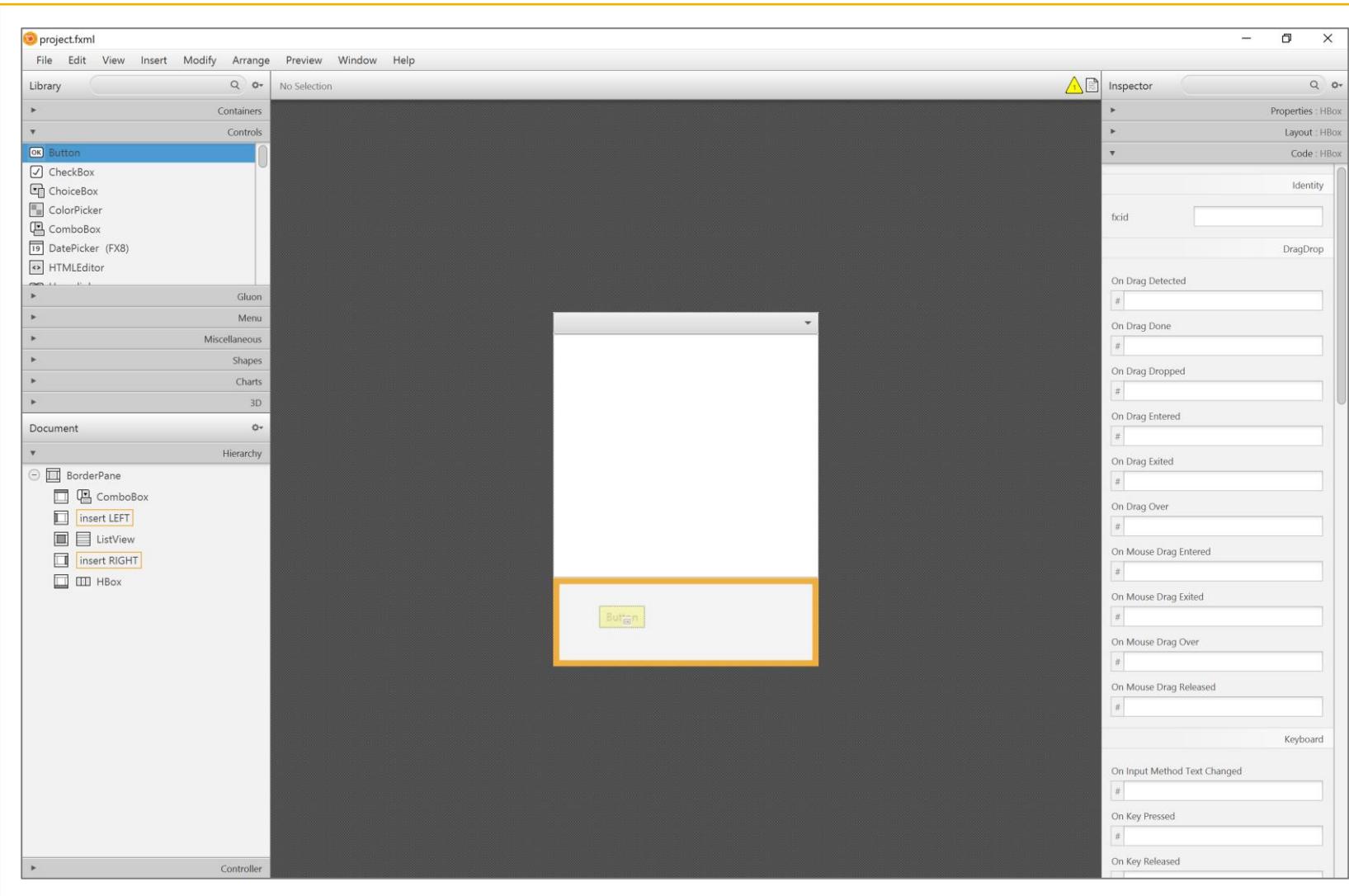
CRÉER UNE INTERFACE AVEC SCENE BUILDER



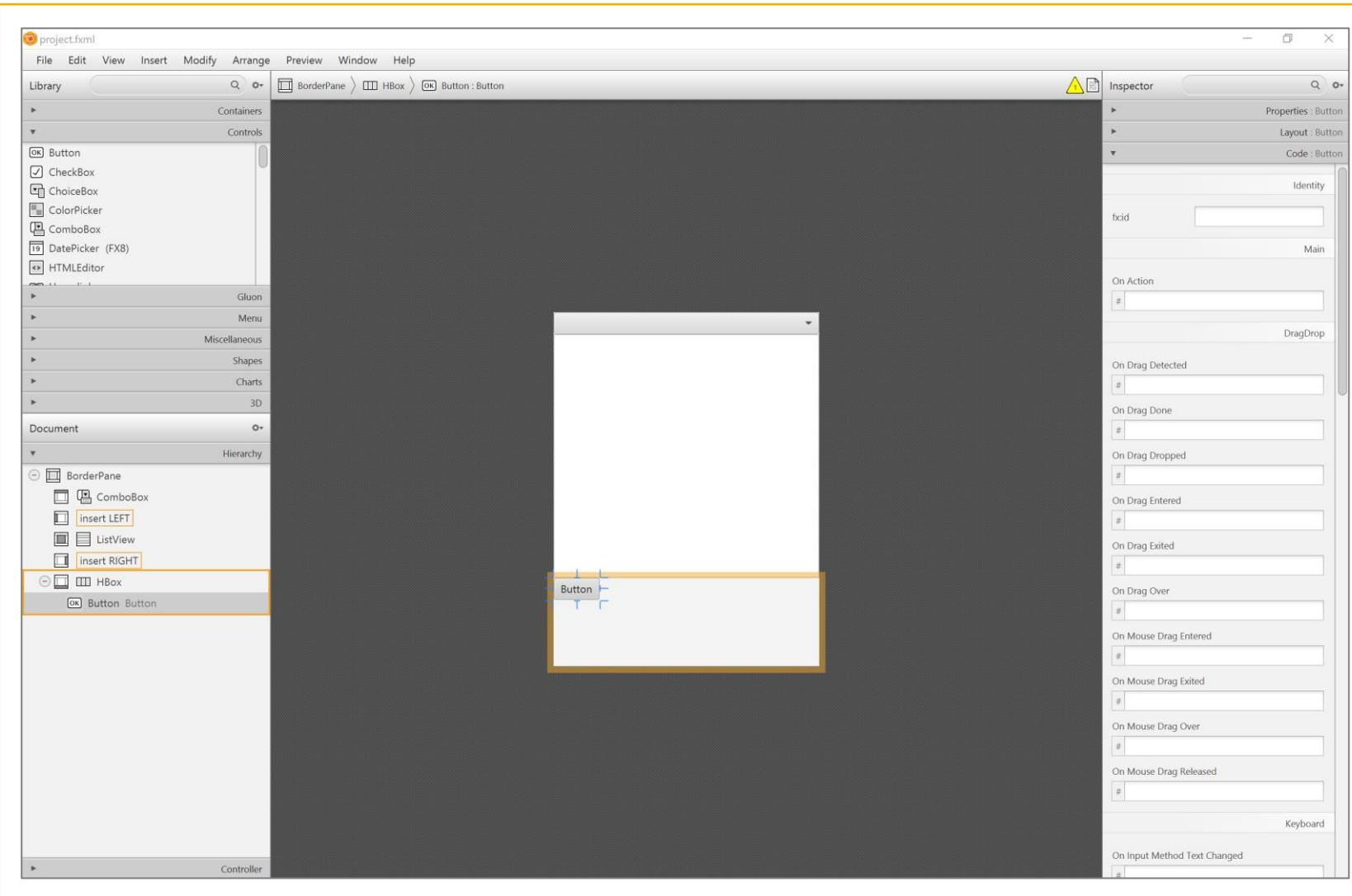
CRÉER UNE INTERFACE AVEC SCENE BUILDER



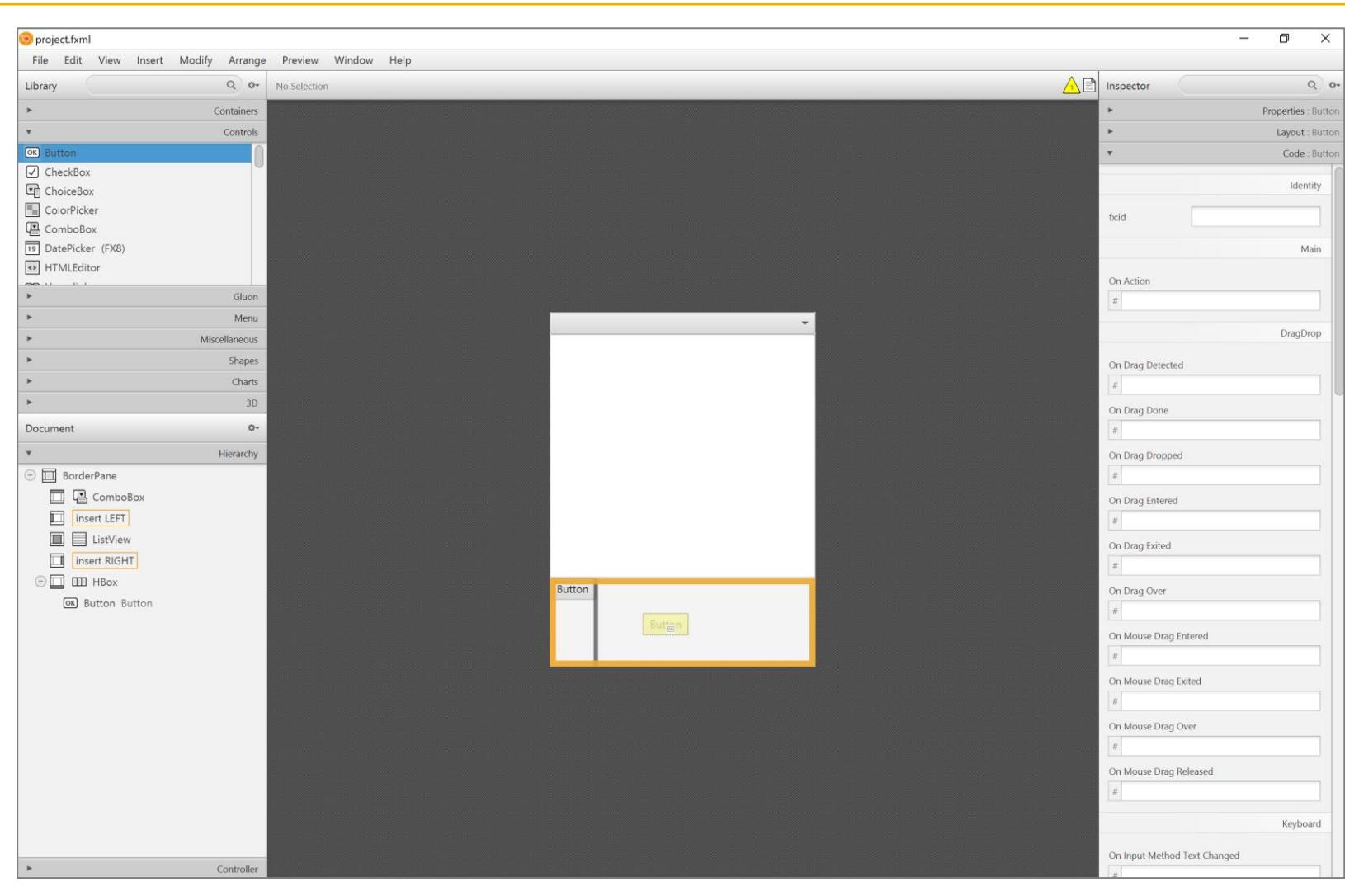
CRÉER UNE INTERFACE AVEC SCENE BUILDER



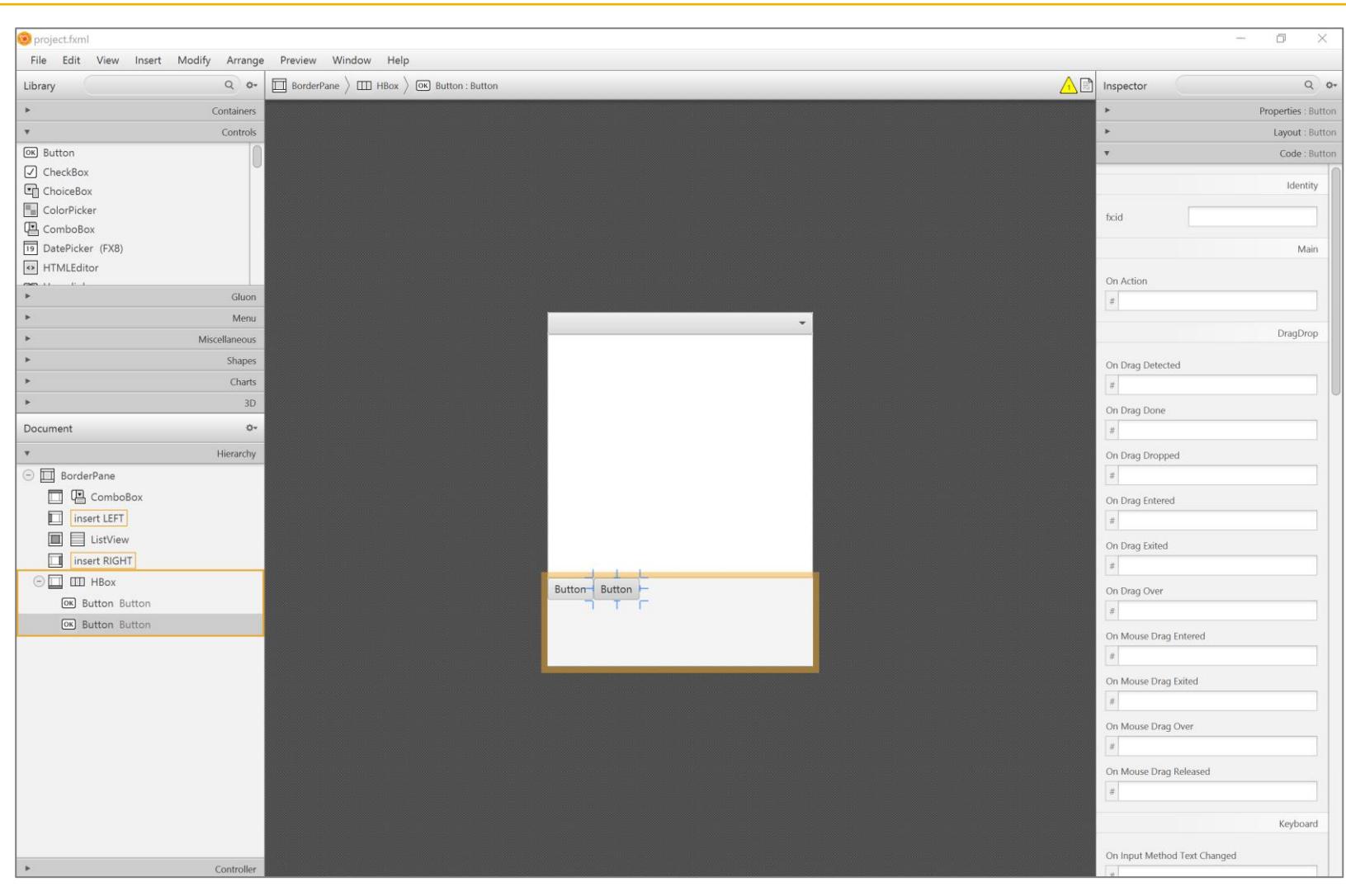
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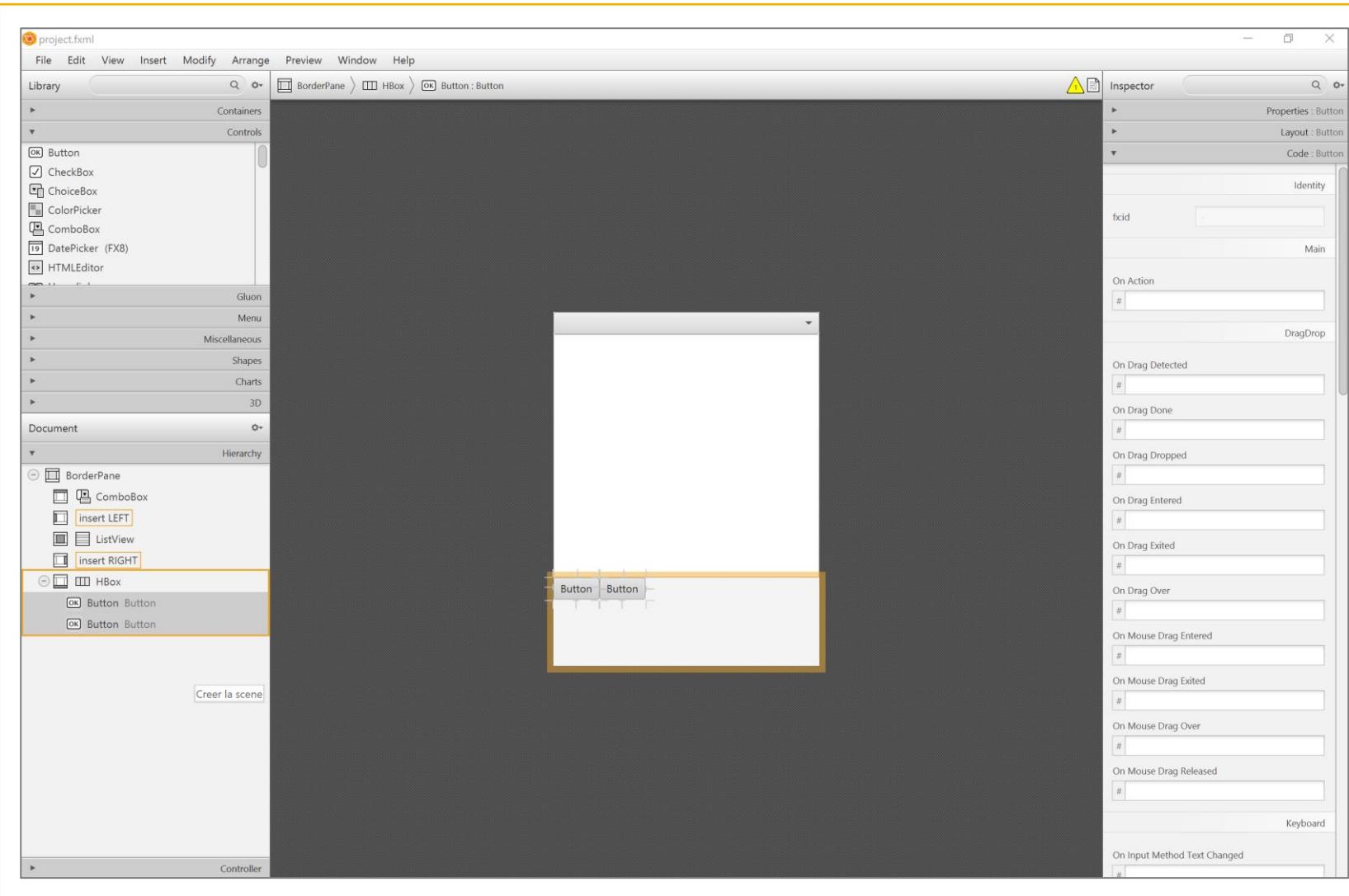
CRÉER UNE INTERFACE AVEC SCENE BUILDER



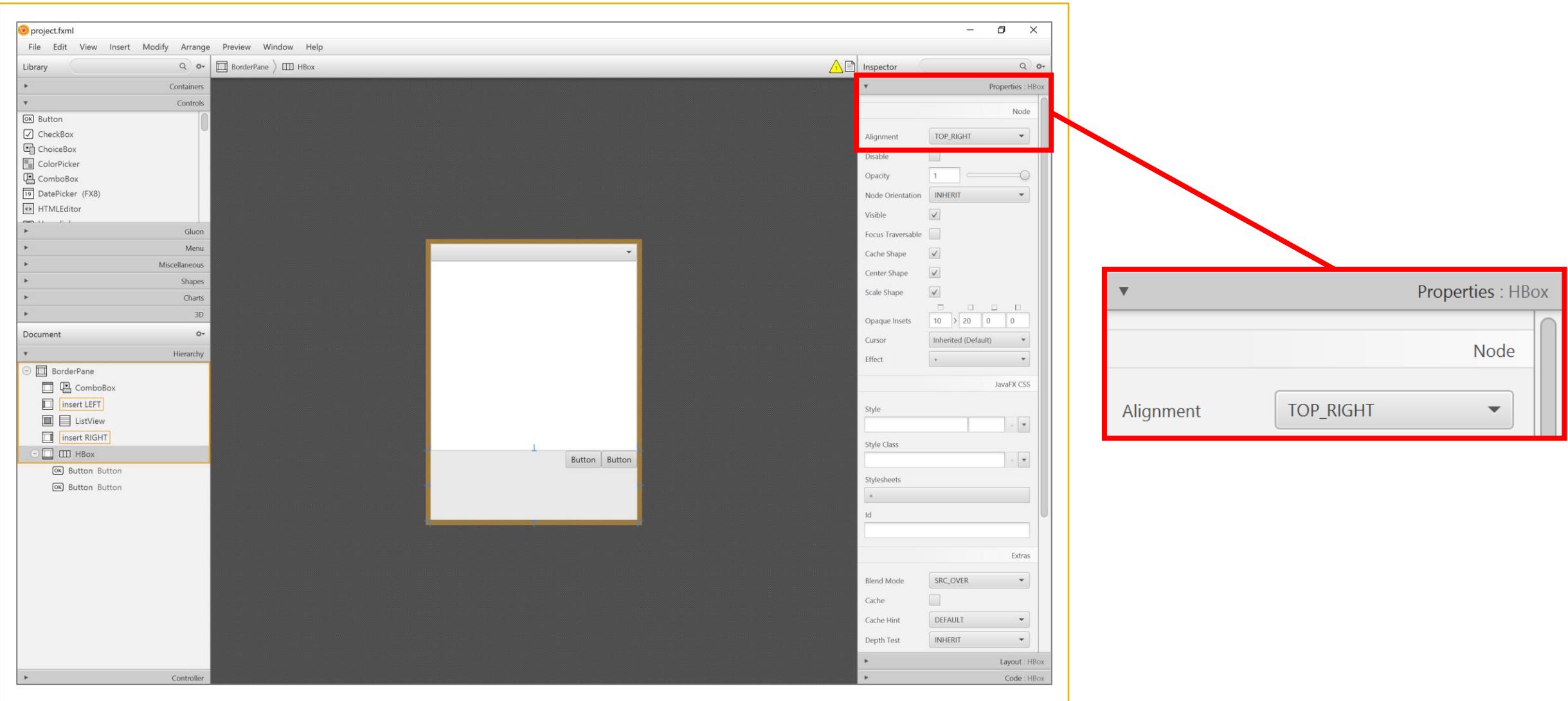
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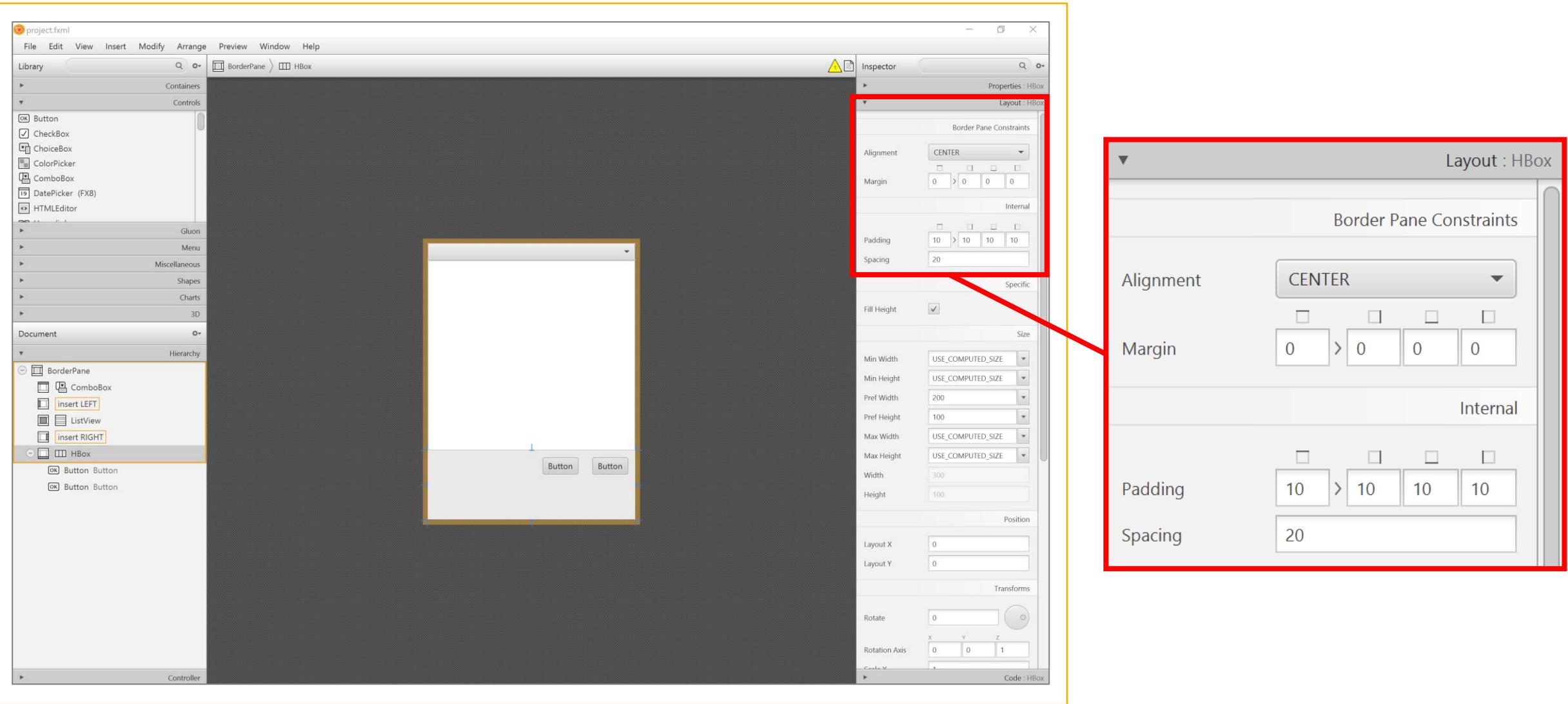
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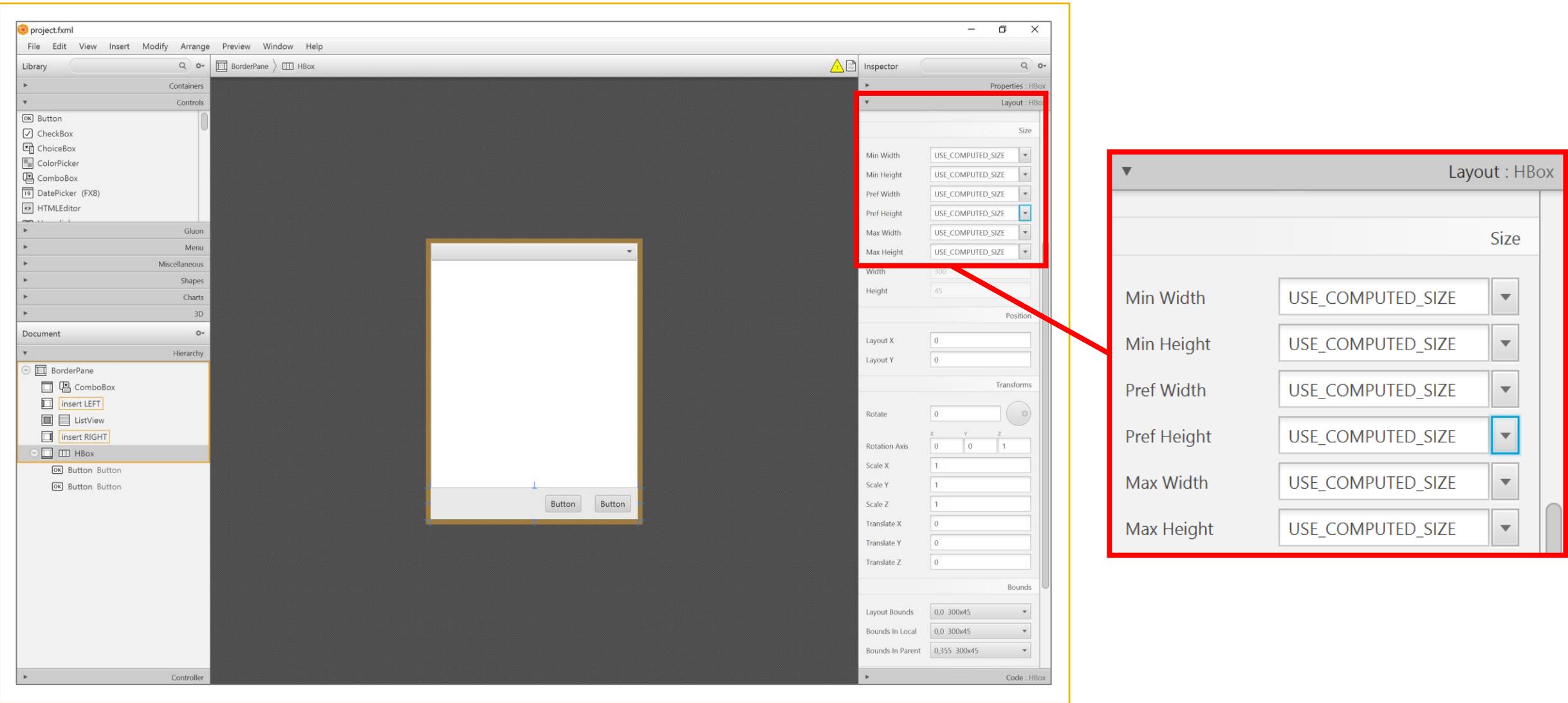
CRÉER UNE INTERFACE AVEC SCENE BUILDER



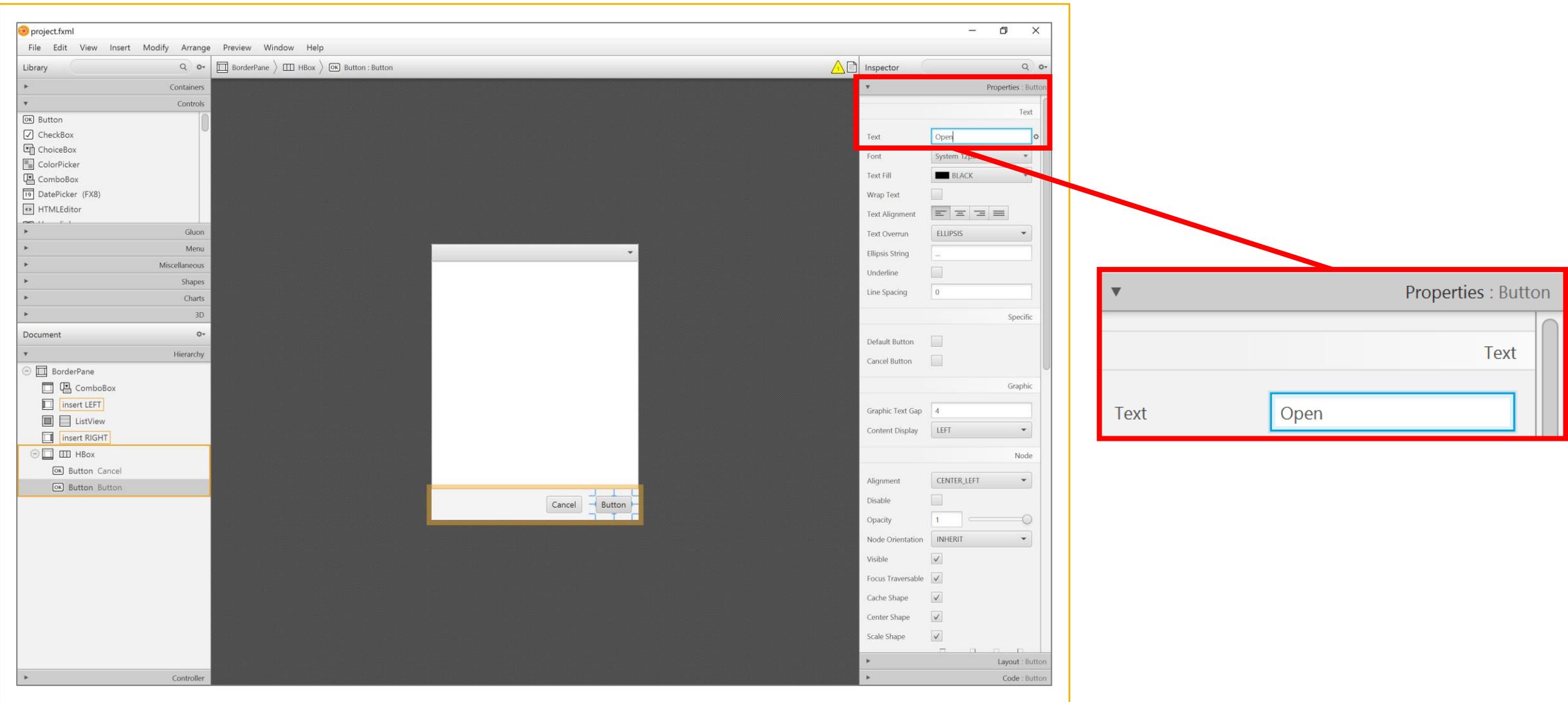
CRÉER UNE INTERFACE AVEC SCENE BUILDER



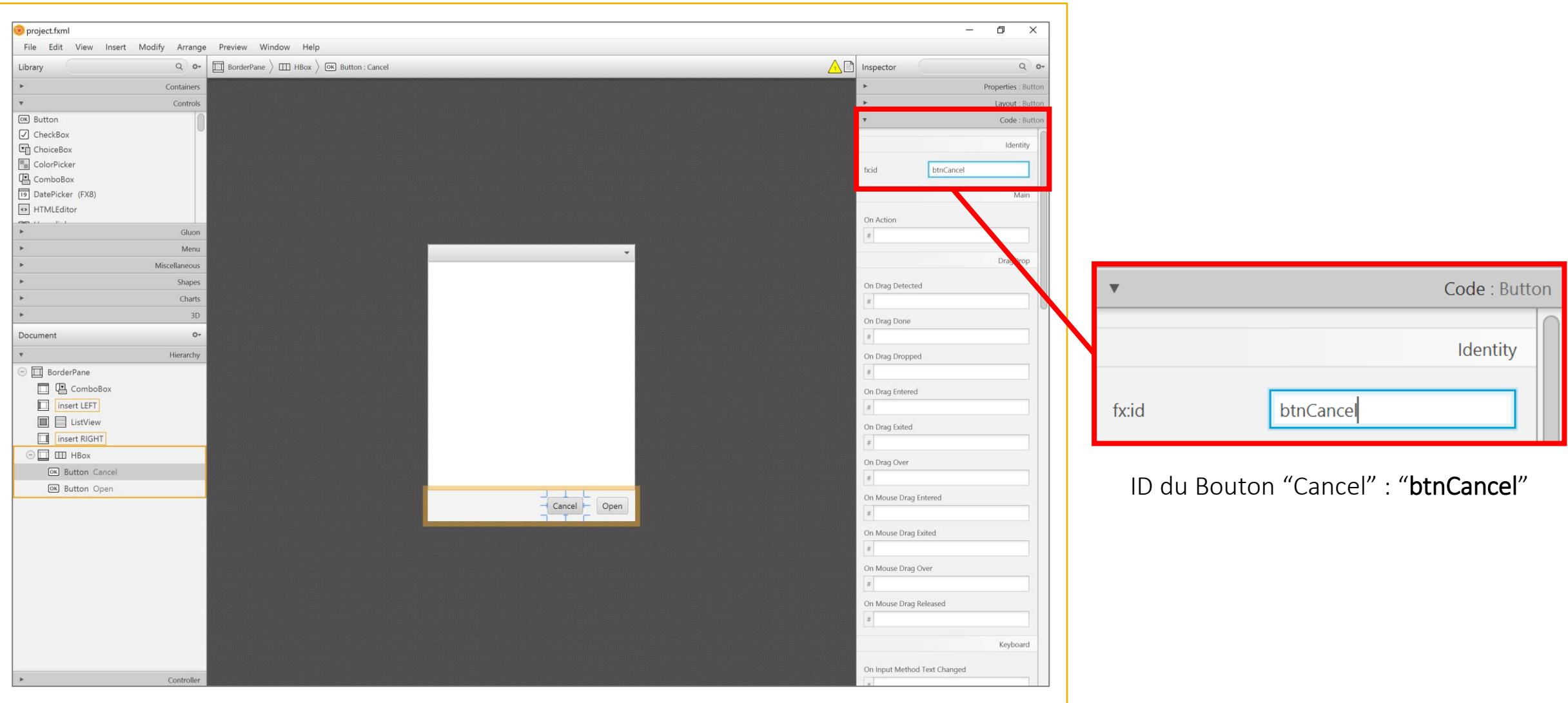
CRÉER UNE INTERFACE AVEC SCENE BUILDER



CRÉER UNE INTERFACE AVEC SCENE BUILDER

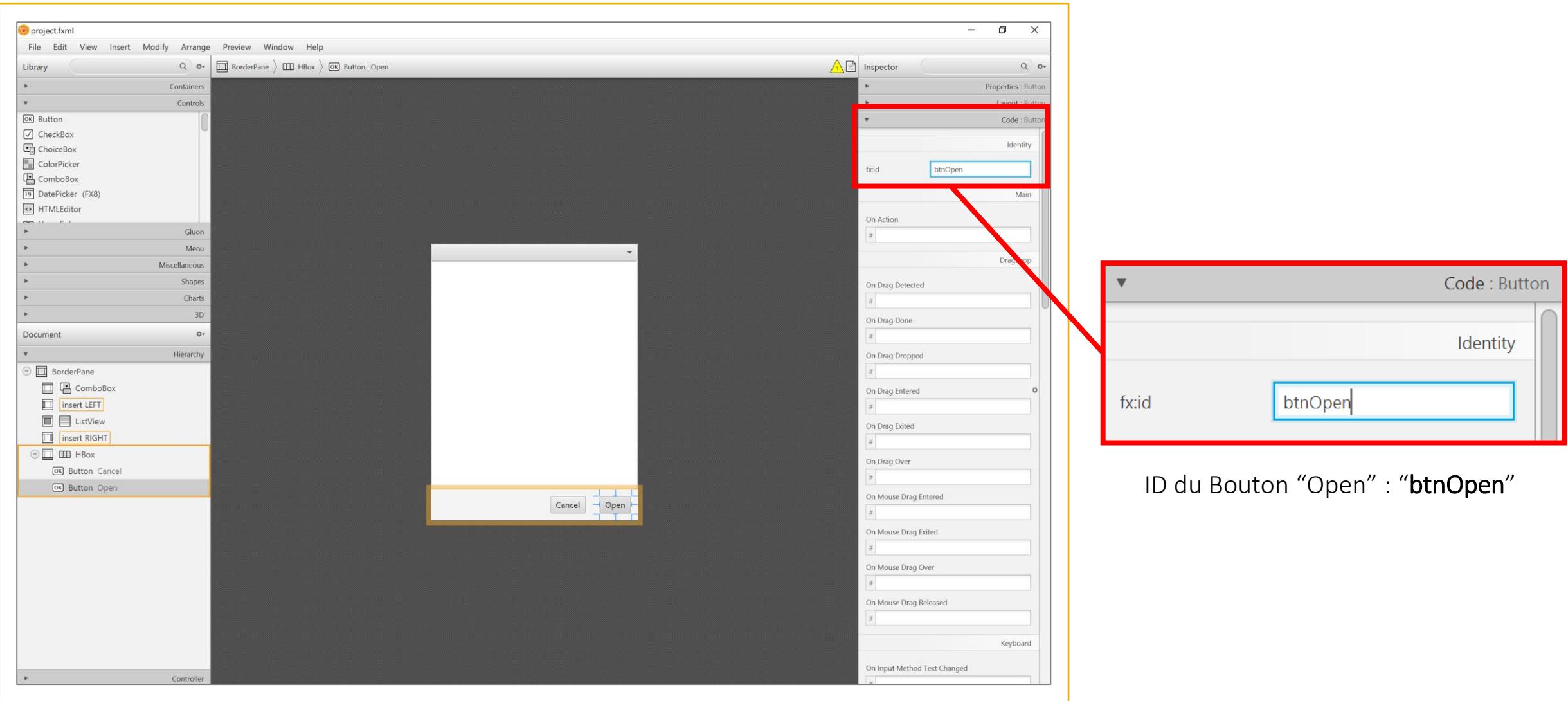


CRÉER UNE INTERFACE AVEC SCENE BUILDER



ID du Bouton “Cancel” : “**btnCancel**”

CRÉER UNE INTERFACE AVEC SCENE BUILDER

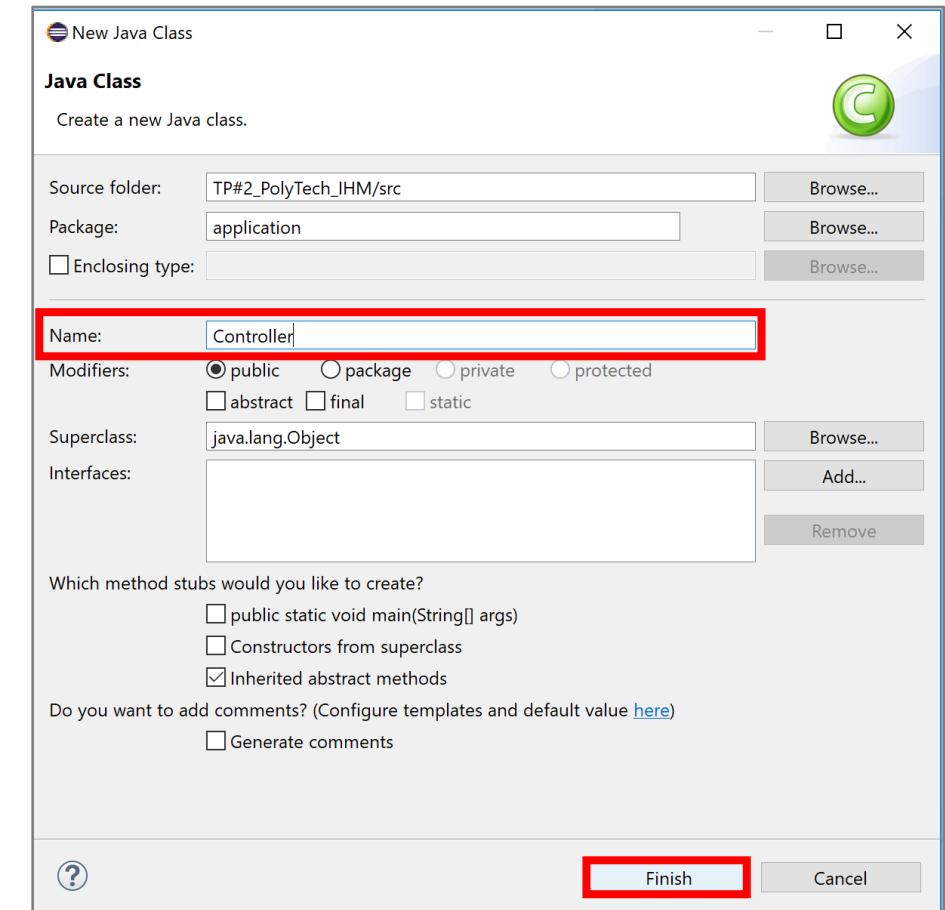
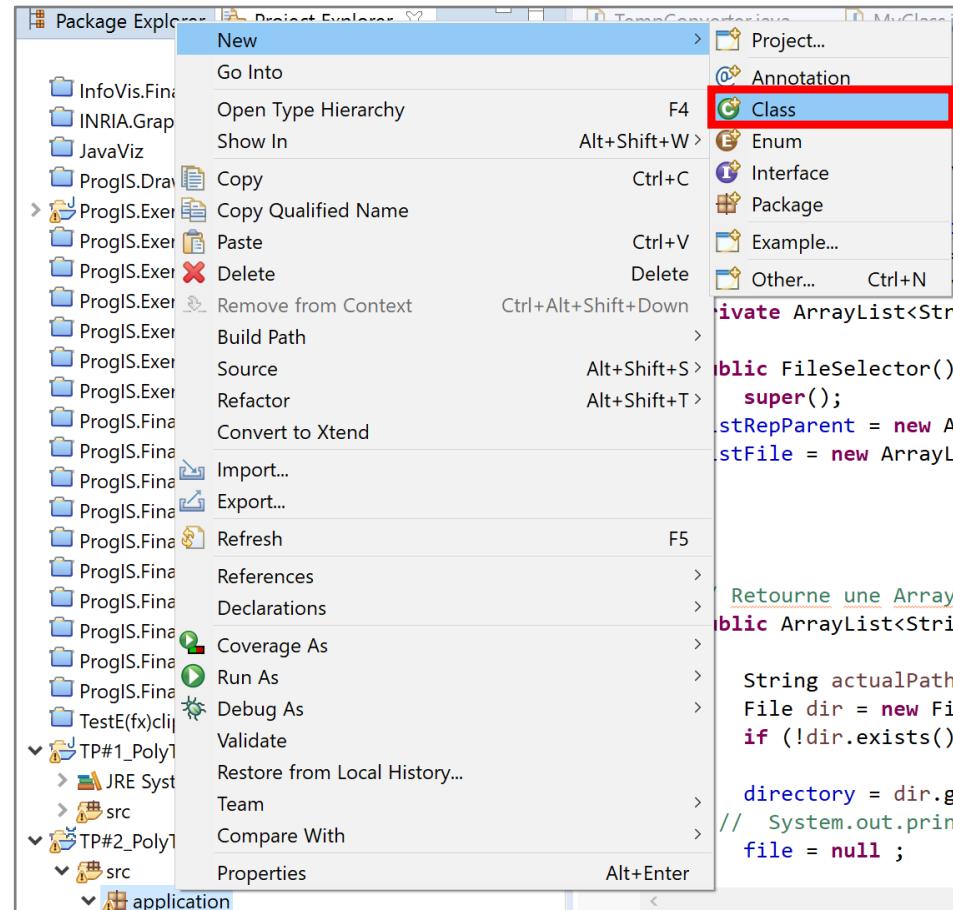


ID du Bouton “Open” : “**btnOpen**”

CHARGER LE FICHIER FXML DANS LE MAIN

```
1 package application;
2
3 import javafx.application.Application;
4 import javafx.fxml.FXMLLoader;
5 import javafx.scene.Parent;
6 import javafx.scene.Scene;
7 import javafx.stage.Stage;
8
9 public class Main extends Application {
10
11    @Override
12    public void start(Stage primaryStage) throws Exception{
13        Parent root = FXMLLoader.load(getClass().getResource("sample.fxml"));
14        primaryStage.setTitle("File selector");
15        primaryStage.setScene(new Scene(root, 300, 400));
16        primaryStage.show();
17    }
18
19
20    public static void main(String[] args)
21    {
22        Launch(args);
23    }
24 }
```

AJOUTER UN CONTROLLEUR AU FICHIER FXML



AJOUTER UN CONTROLEUR AU FICHIER FXML

```
1 <?xml version="1.0" encoding="UTF-8"?>
2
3 <?import javafx.geometry.Insets?>
4 <?import javafx.scene.control.Button?>
5 <?import javafx.scene.control.ComboBox?>
6 <?import javafx.scene.control.ListView?>
7 <?import javafx.scene.layout.BorderPane?>
8 <?import javafx.scene.layout.HBox?>
9
10
11<BorderPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
12 prefHeight="400.0" prefWidth="300.0" xmlns="http://javafx.com/javafx/11.0.1"
13 fx:controller="application.Controller" xmlns:fx="http://javafx.com/fxml/1">
14<top>
15     <ComboBox id="comboxRep" fx:id="comboxRep" maxHeight="1.7976931348623157E308" maxWidth="1.7976931348
16     </top>
17<center>
18     <ListView fx:id="ListViewFile" prefHeight="200.0" prefWidth="200.0" BorderPane.alignment="CENTER" />
19     </center>
20<bottom>
21     <HBox alignment="TOP_RIGHT" spacing="20.0" BorderPane.alignment="CENTER">
22         <children>
23             <Button fx:id="btnCancel" alignment="CENTER" mnemonicParsing="false" text="Cancel" />
```

AJOUTER UN CONTROLEUR AU FICHIER FXML

```
1 package application;  
2  
3 import javafx.fxml.FXML;  
4 import javafx.scene.control.Button;  
5 import javafx.scene.control.ComboBox;  
6 import javafx.scene.control.ListView;  
7  
8 public class Controller  
9 {  
10    @FXML  
11    private Button btnCancel;  
12  
13    @FXML  
14    private Button btnOpen;  
15  
16    @FXML  
17    private ListView listViewFile;  
18  
19    @FXML  
20    private ComboBox<String> comboxRep;  
21  
22    @FXML  
23    public void initialize()  
24    {  
25    }  
26  
27}  
28 }
```

AJOUTER UN CONTROLEUR AU FICHIER FXML

Comment définir un chemin initial ?

`System.getProperty("user.home");`

→ Permet d'accéder au répertoire "home" de l'utilisateur

```
//Obtenir le chemin vers le répertoire "home" de l'utilisateur
String path = System.getProperty("user.home");

//Mettre à jour la ComboBox
majComboBox(path);

//Mettre à jour la ListView
majListView(path);
```

AJOUTER UN CONTROLEUR AU FICHIER FXML

Comment initialiser la ComboBox ?

`fileSelector.getListParentDirectories(path)`

→ Permet d'obtenir la liste des répertoires parents du “path”

```
//Récupérer les répertoires à afficher dans la ComboBox
ObservableList<String> itemsComboRep = FXCollections.observableArrayList(fileSelector.getListParentDirectories(path));

//Changer les items de la ComboBox
comboRep.setItems(itemsComboRep);
```

AJOUTER UN CONTROLLEUR AU FICHIER FXML

Comment initialiser la ListView ?

`fileSelector.getContent(path)`

→ Permet d'obtenir la liste des éléments présents dans le “path”

```
//Récupérer les éléments à afficher dans la ListView
ObservableList<String> itemsListView = FXCollections.observableArrayList(fileSelector.getContent(path));

//Changer les items de la ListView
listViewFile.setItems(itemsListView);
```

Démonstration