Including Images in your Java Project

From Cartoon onwards, you will have the opportunity to include images in your CS15 projects. JavaFX gives you a number of similar ways to do this but we will only be accepting the specific method outlined in this document.

Why?

Eclipse is magical. It provides so many useful features like code autocompletion and debugging. One of the things that Eclipse is **great** at doing is finding files that are referenced in the code. This is because it handles the [Java Classpath](#) for you. However, when TAs grade your project, they run your code in the terminal, which lacks many of Eclipse's path features. Because of this, images that appear when you run your code in Eclipse might not appear when run from the terminal. Keep reading for a bulletproof way to make your images appear.

How to Correctly Source Images

In Eclipse, you can *normally* include an image in your code using `new Image("cool_pic.png")` where cool_pic.png is located inside your project folder (e.g. ~/course/cs0150/Cartoon/cool_pic.png). **This will break when we grade your project.**

To *correctly* source the above image, write the following: `new Image(this.getClass().getResourceAsStream("cool_pic.png"))`, where cool_pic.png is located inside your project folder. You should **not** use the absolute filepath for the image or add "file:" or anything similar before it. And of course, replace the name of the image with whatever file you are trying to display. If you are using a different javafx image class (e.g. `ImageView`), you might have to wrap the above in an Image constructor[1]. **If you do not follow this method, you will receive no credit for your images.**

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[1] I.e. `new ImageView(new Image(this.getClass().getResourceAsStream("cool_pic.png")))`