

# 5강 EVENT

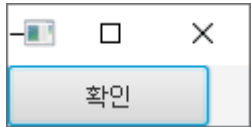




# EventHandler



# 이벤트 이해하기



```
EventHandler<ActionEvent> eh =  
new EventHandler<ActionEvent>() {  
    public void handle(ActionEvent event) {  
        System.out.println("확인 버튼 클릭");  
    }  
};  
setOnAction(eh);
```

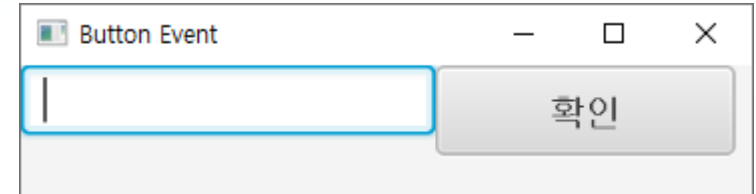
```
setOnAction(event->System.out.println("확인 버튼 클릭"))
```



실습



```
HBox hb = new HBox();  
TextField tf = new TextField();  
Button btn = new Button("확인");
```

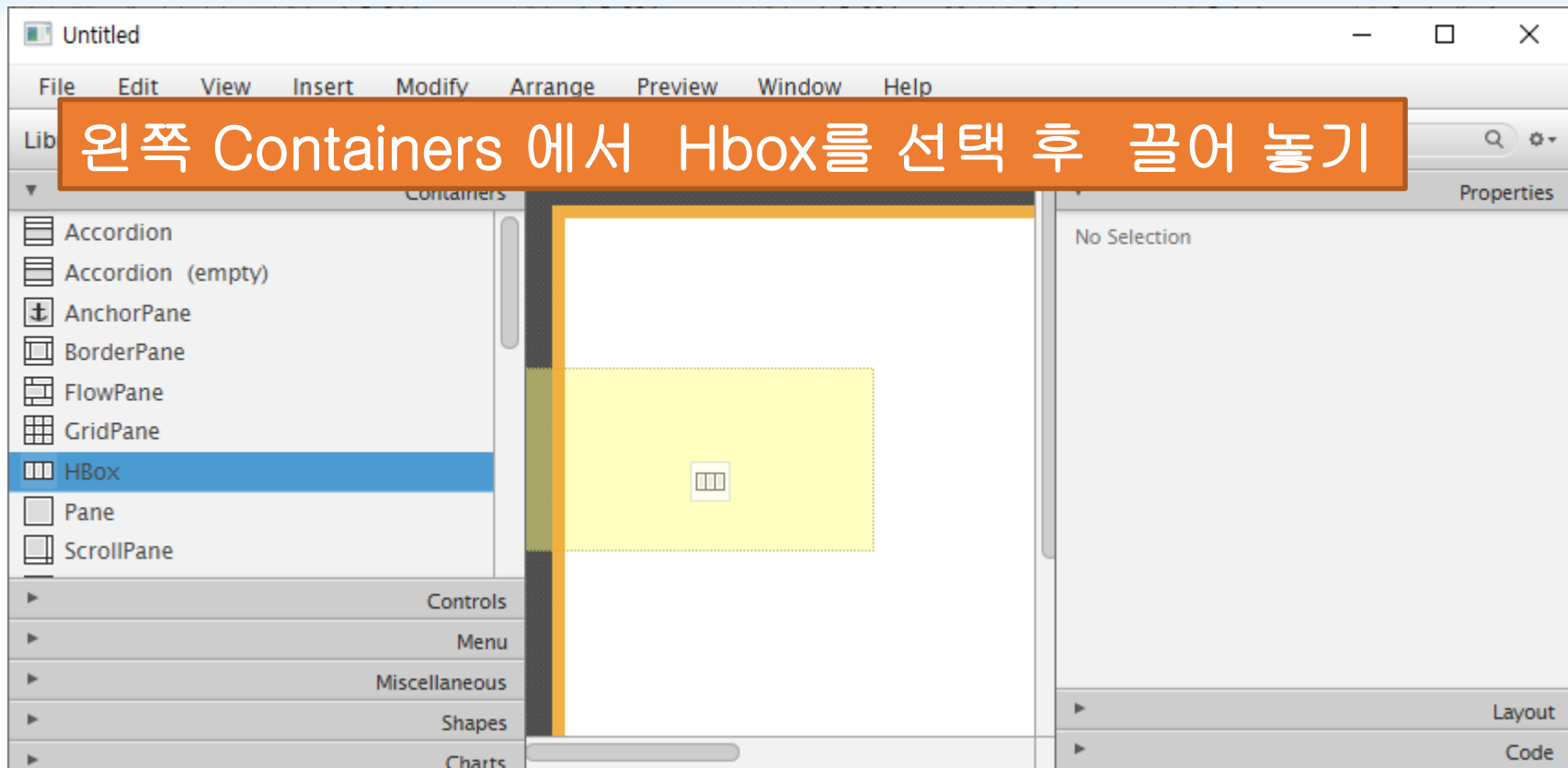


```
btn.setPrefSize(100, 30);  
btn.setOnAction(event -  
>System.out.println(tf.getText()));
```

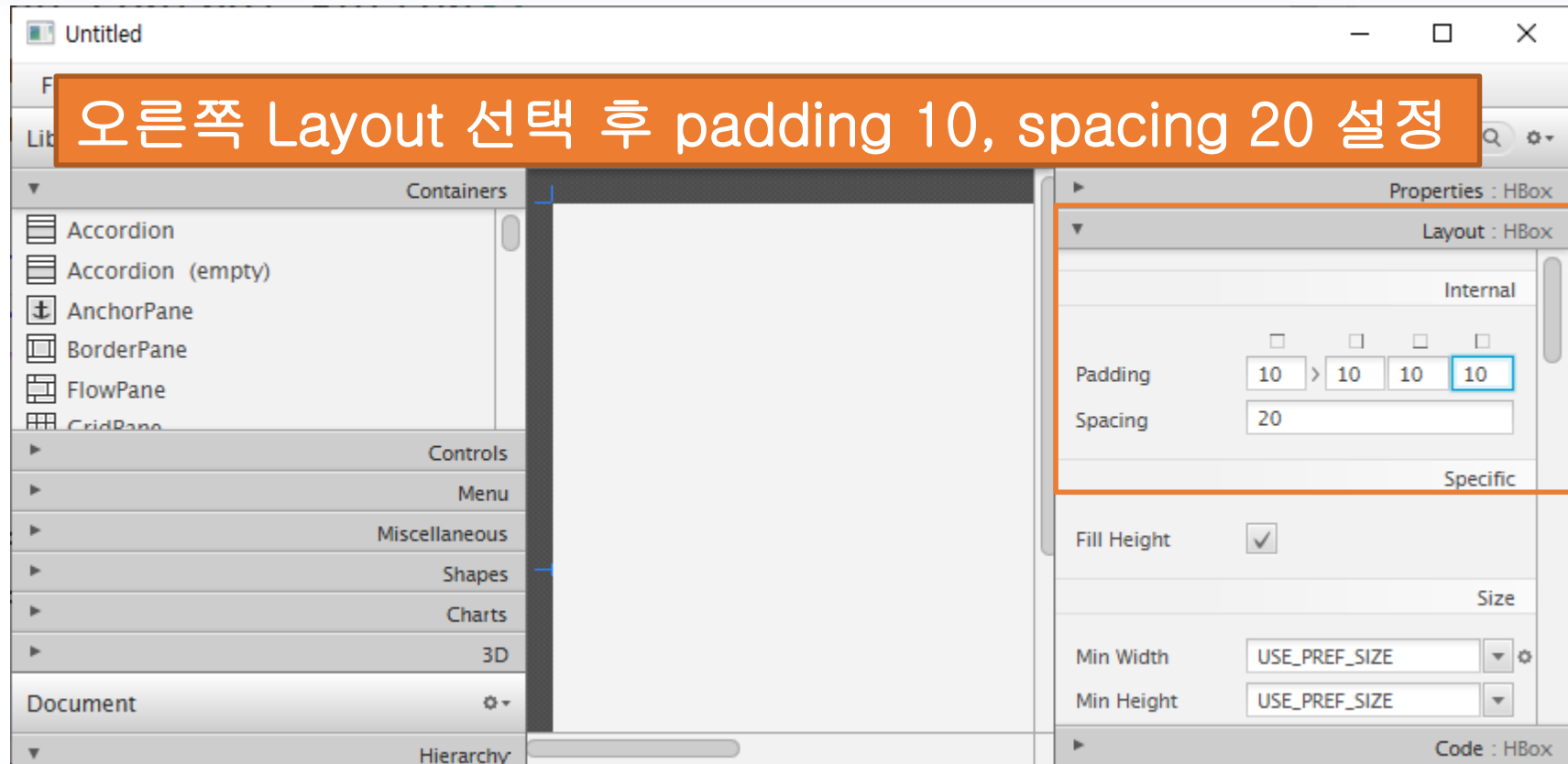
```
hb.getChildren().addAll(tf, btn);  
Scene scene = new Scene(hb);  
primaryStage.setTitle("Button Event");  
primaryStage.setScene(scene);  
primaryStage.show();
```

# Scene Builder 활용

# Hbox 만들기

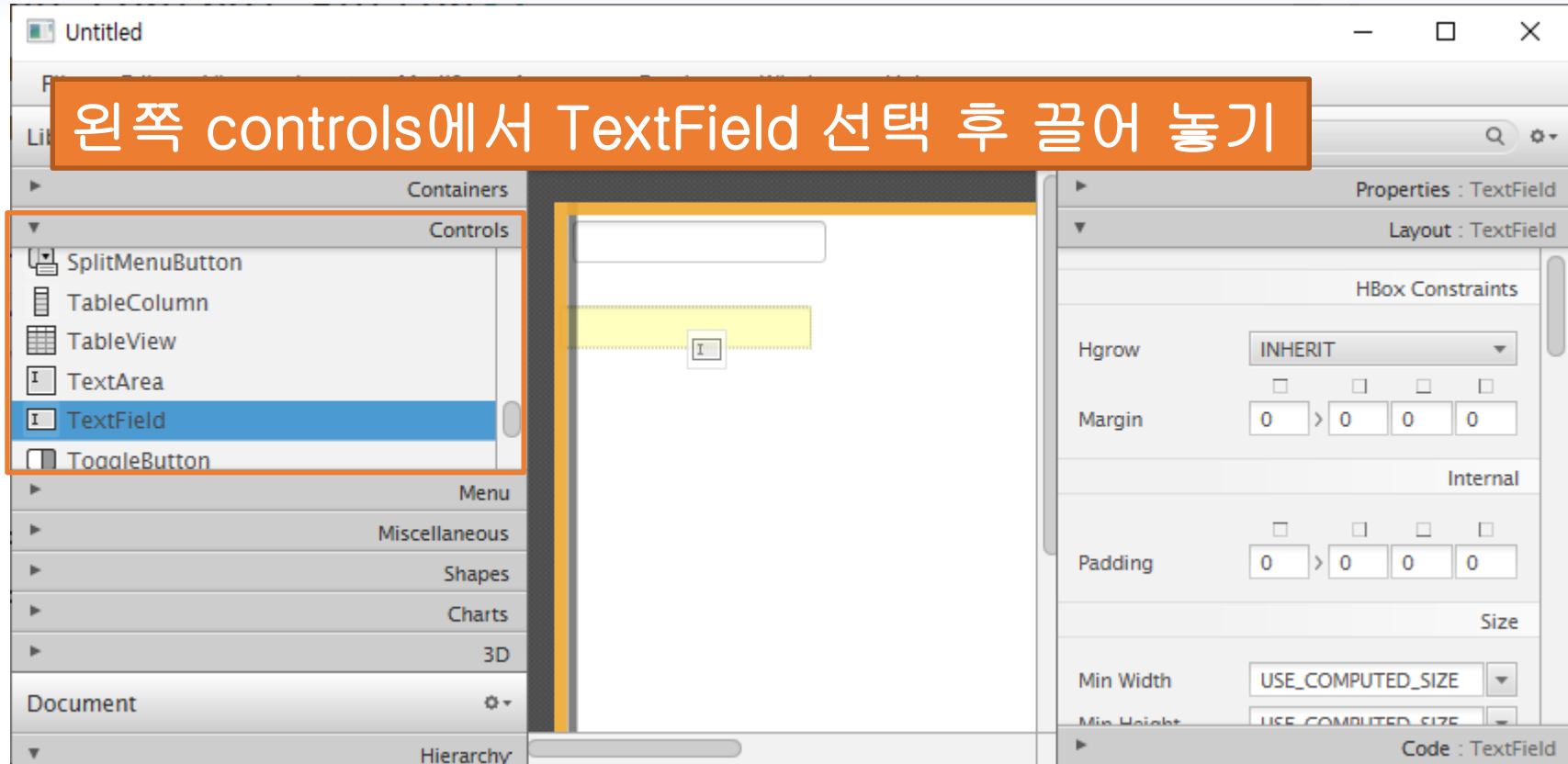


# Hbox 설정

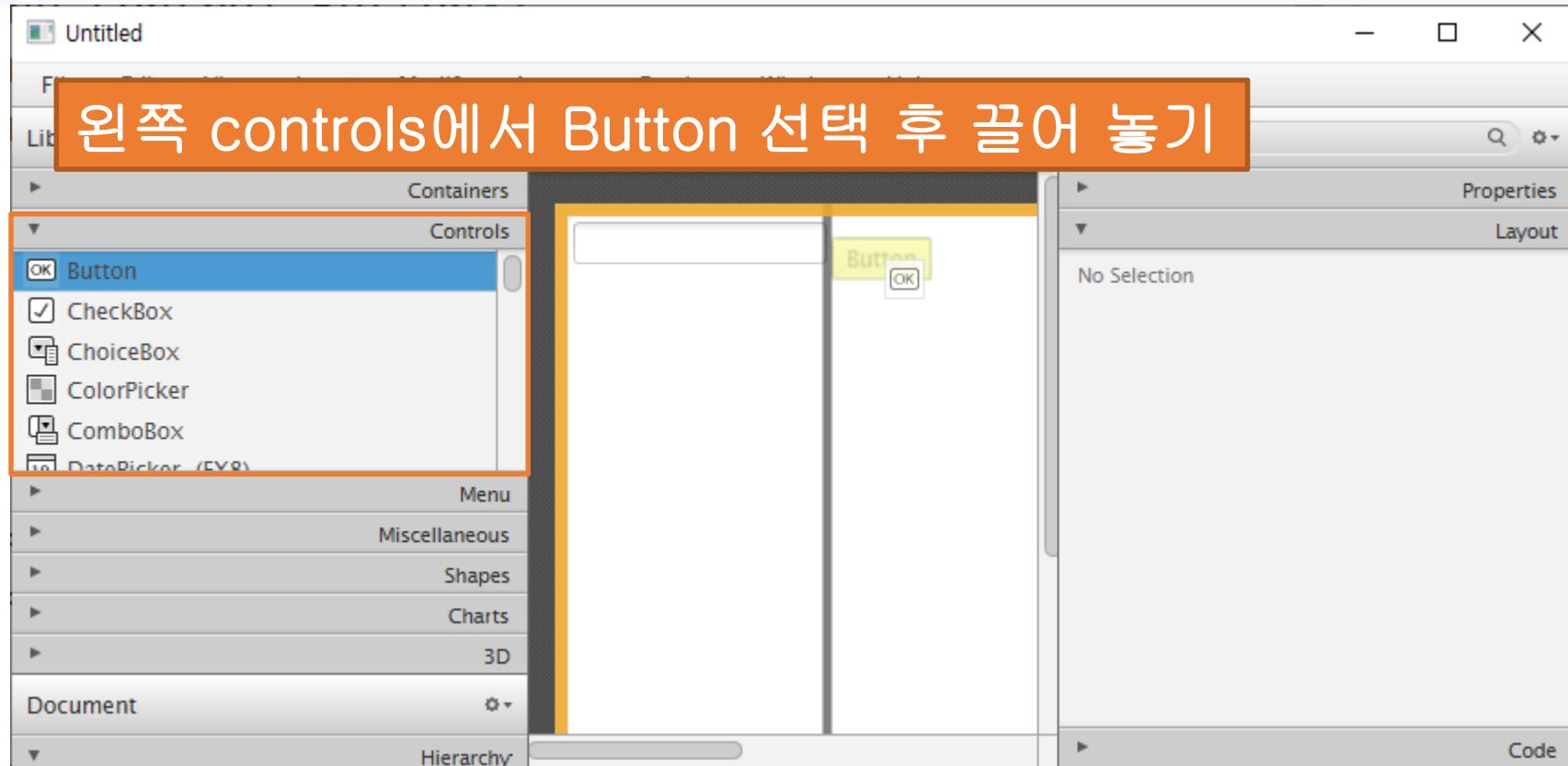




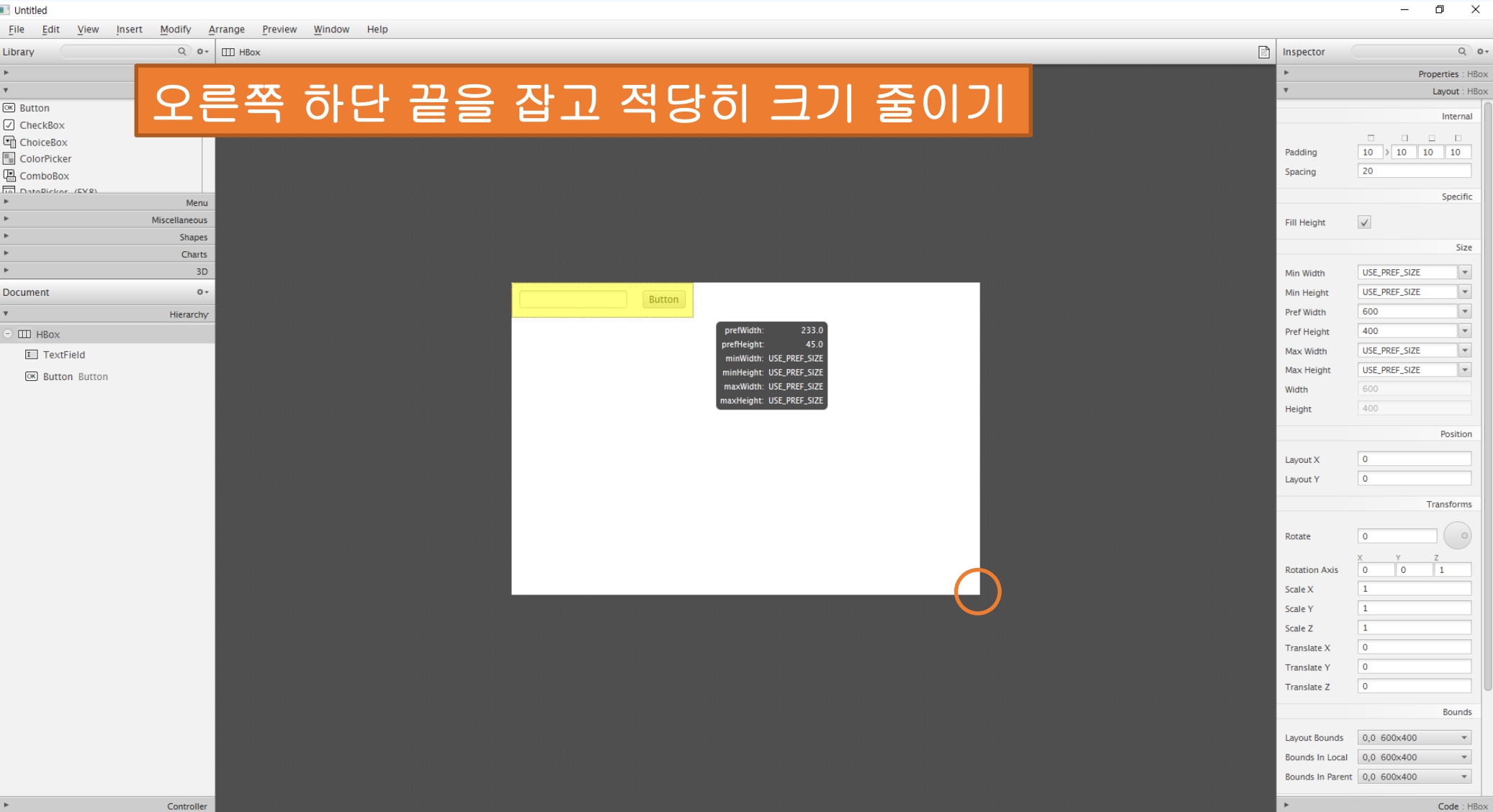
# TextField 만들기



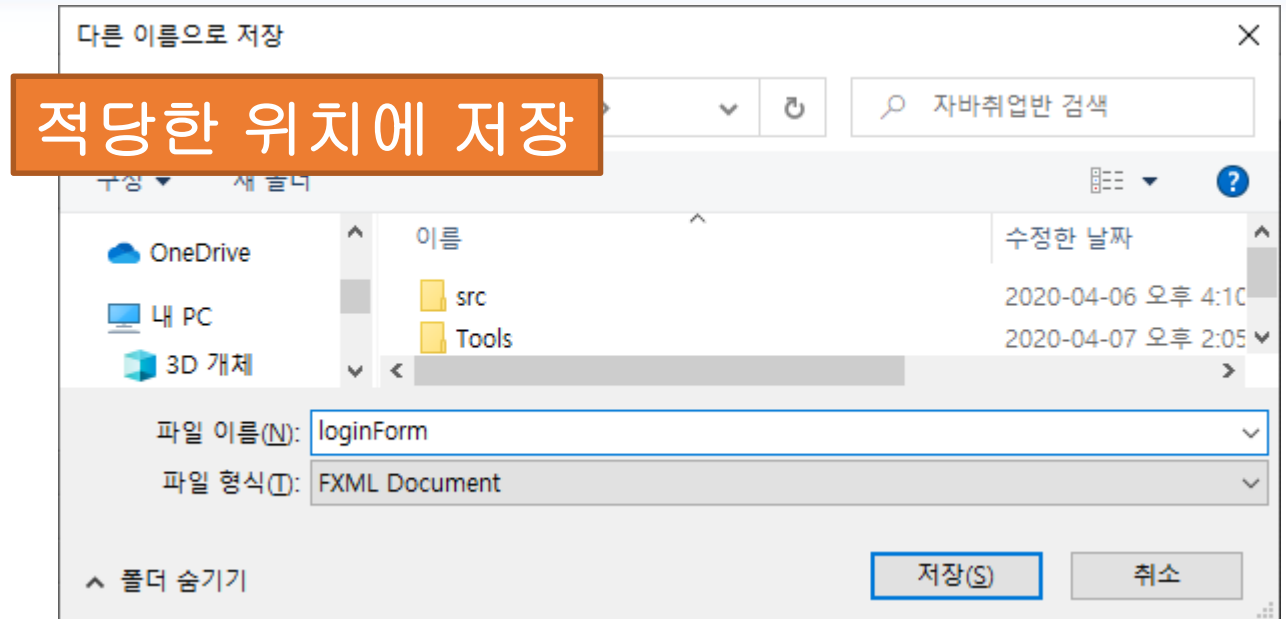
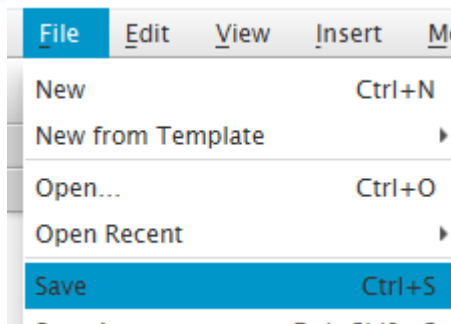
# Button 만들기



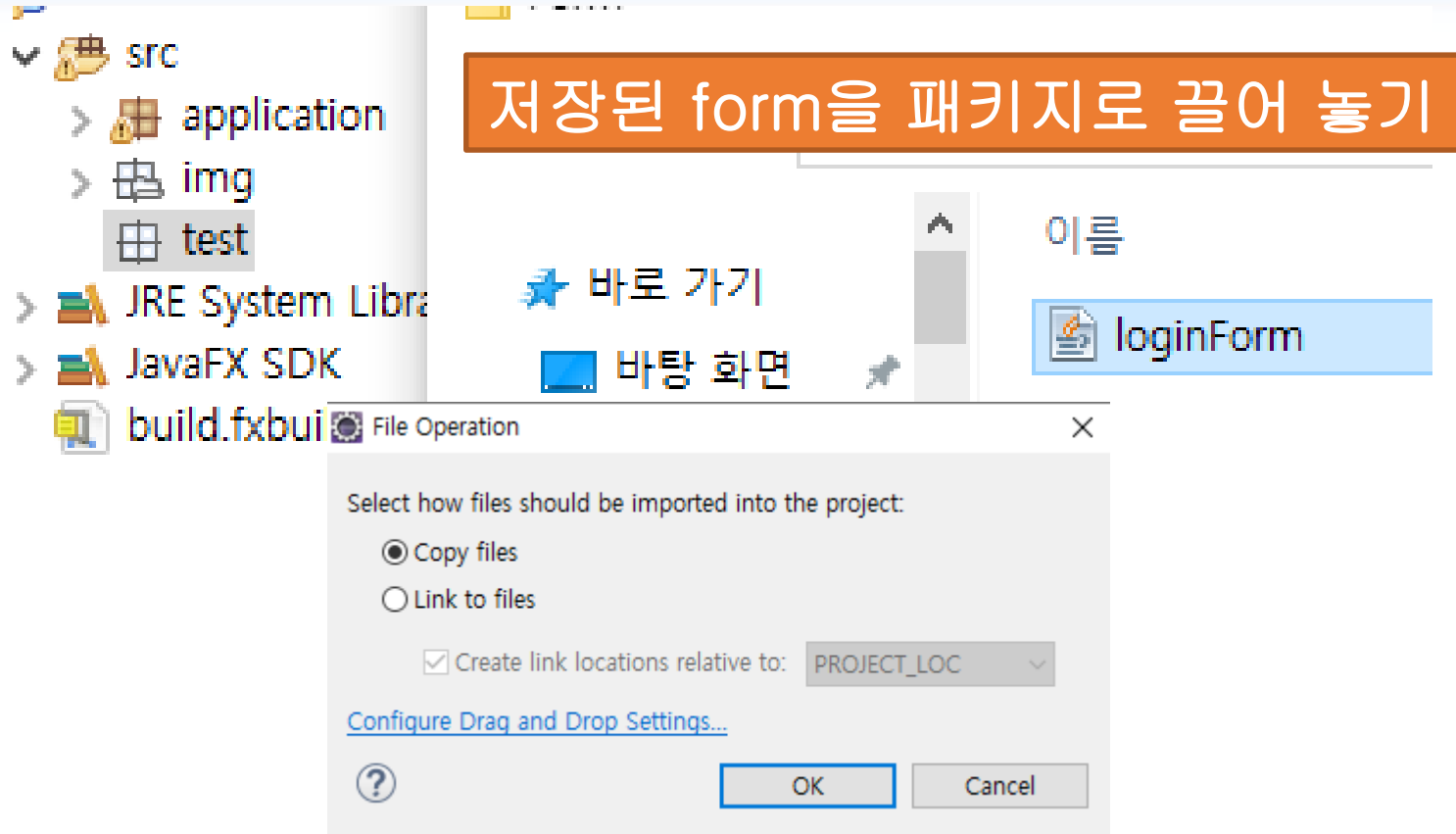
# 화면 크기 조절



# 저장



# 패키지에 붙이기



## 생성한 form 로드

```
public void start(Stage primaryStage) throws
IOException {
    Parent root = FXMLLoader.Load(
        getClass().getResource("loginForm.fxml")
    );
    primaryStage.setTitle("Login");
    primaryStage.setScene(new Scene(root));
    primaryStage.show();
}
```

# Fxml 분석

LoginMain.java

loginForm.fxml

```
<HBox maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity" prefHeight="45.0" prefWidth="232.0" spacing="20.0" xmlns="http://javafx.com/javafx/8" xmlns:fx="http://javafx.com/fxml/1">
    <padding>
        <Insets bottom="10.0" left="10.0" right="10.0" top="10.0" />
    </padding>
    <children>
        <TextField />
        <Button mnemonicParsing="false" text="Button" />
    </children>
</HBox>
```

Infinity는 사용하지 않는 값으로 제거  
Button의 mnemonicParsing은 단축키 제작 시 사용



## Button의 mnemonicParsing : true Text에 \_(underbar) 추가

```
<HBox prefHeight="45.0" prefWidth="232.0" spacing="20.0"
xmlns="http://javafx.com/javafx/8"
xmlns:fx="http://javafx.com/fxml/1">
    <padding>
        <Insets bottom="10.0" left="10.0" right="10.0" top="10.0" />
    </padding>
    <children>
        <TextField />
        <Button mnemonicParsing="true" text="_Button" />
    </children>
</HBox>
```



# Controller 연동

## Fxml 수정

```
<HBox prefHeight="45.0" pr  
    xmlns="http://javafx.c  
    xmlns:fx="http://javaf  
fx:>
```

packageName . ControllerName

```
<padc fx:controller - FXML built-in
```


## Button id 지정

```
<children>  
  <TextField />  
  <Button fx:id="btn" mnemonicParsing="true"  
text="_Button" />  
</children>
```

# 흐름 분석

 loginForm.fxml



 LoginMain.java



이벤트 발생



 Controller.java