

**5강**  
**EVENT**



# loginForm 제작

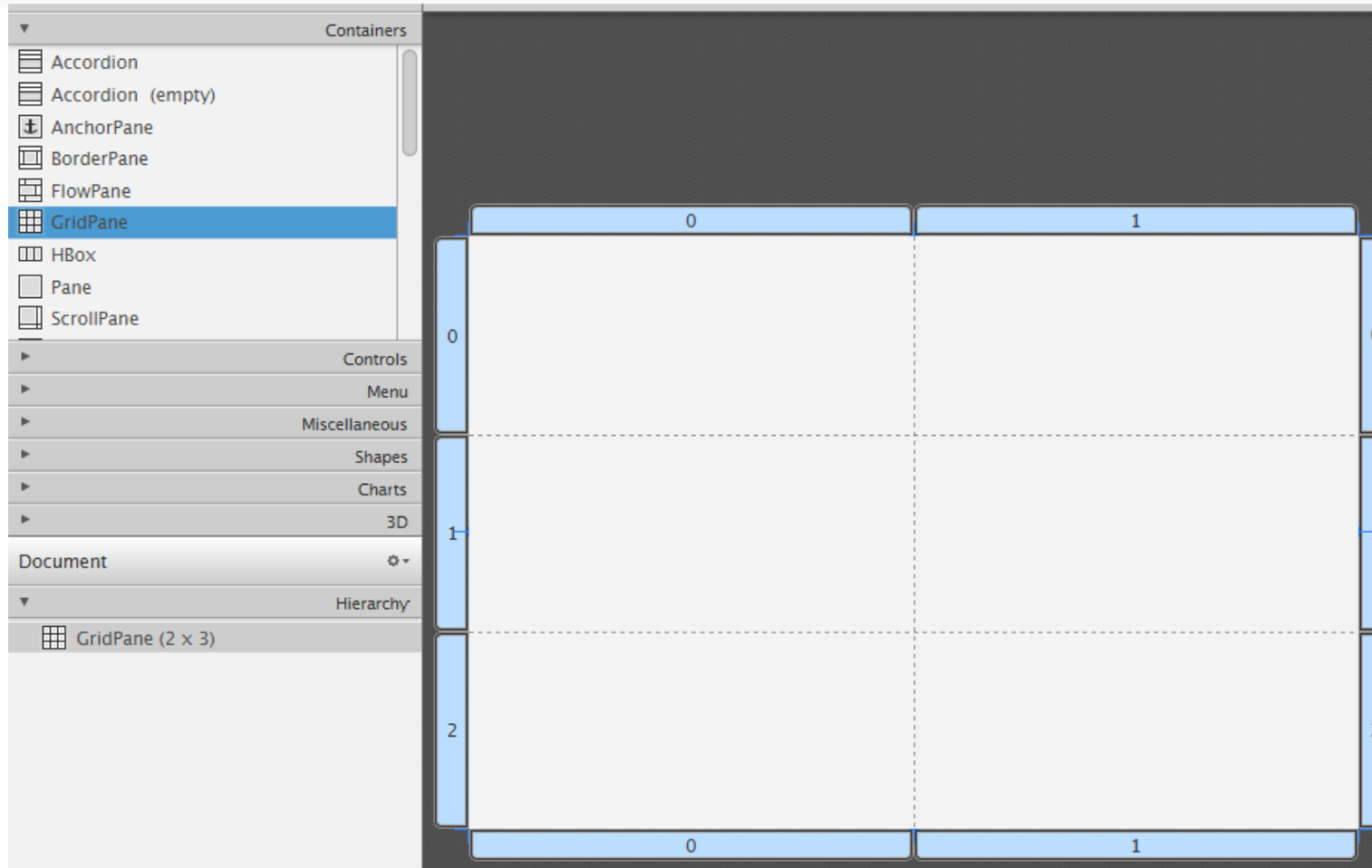
# Form 구성

The diagram illustrates a form layout with three main sections, each identified by a number in a blue box:

- Section 0 (Top):** Contains the labels "ID" and "Password" in a light gray box. To the right of these labels are two white input fields. The top blue box is labeled "0" and the bottom blue box is labeled "1".
- Section 1 (Middle):** Contains the label "확인" (Confirm) in a light gray box. To the right of this label are two white input fields. The middle blue box is labeled "1".
- Section 2 (Bottom):** Contains the labels "취소" (Cancel) and "회원가입" (Sign Up) in a light gray box. To the right of these labels are two white input fields. The bottom blue box is labeled "2".

Blue lines connect the numbered boxes to the corresponding labels and input fields, indicating the layout structure.

# GridPane 생성

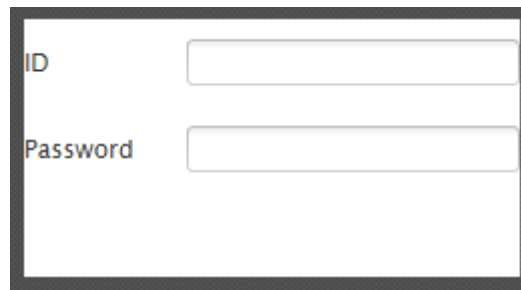


# Label, TextField, PasswordField

The diagram illustrates a simple form layout within a dark gray rectangular frame. It contains two rows of UI components:

- Top Row:** A text label "Label" is positioned on the left. To its right is an empty, single-line text input field (TextField).
- Bottom Row:** A text label "Label" is positioned on the left. To its right is another empty, single-line text input field (TextField).

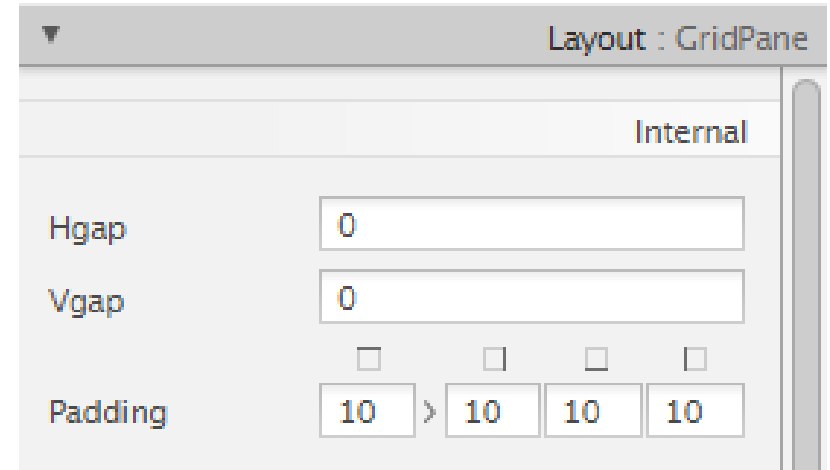
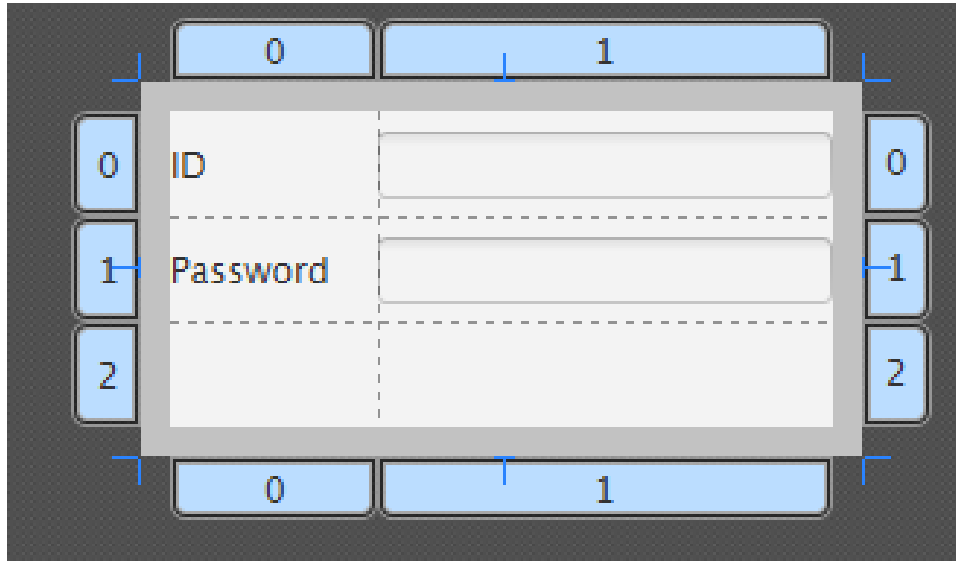
# Label 이름 및 크기 조정



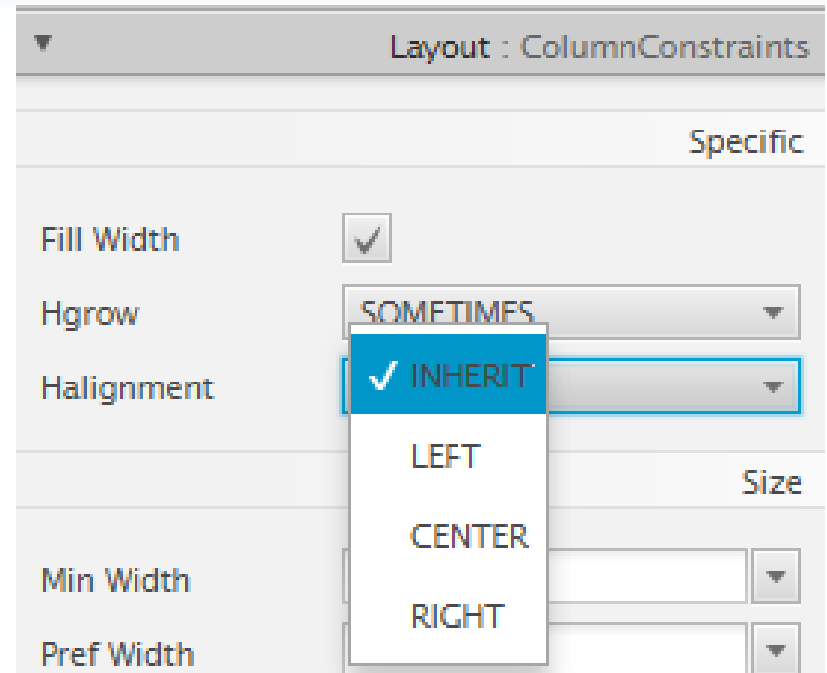
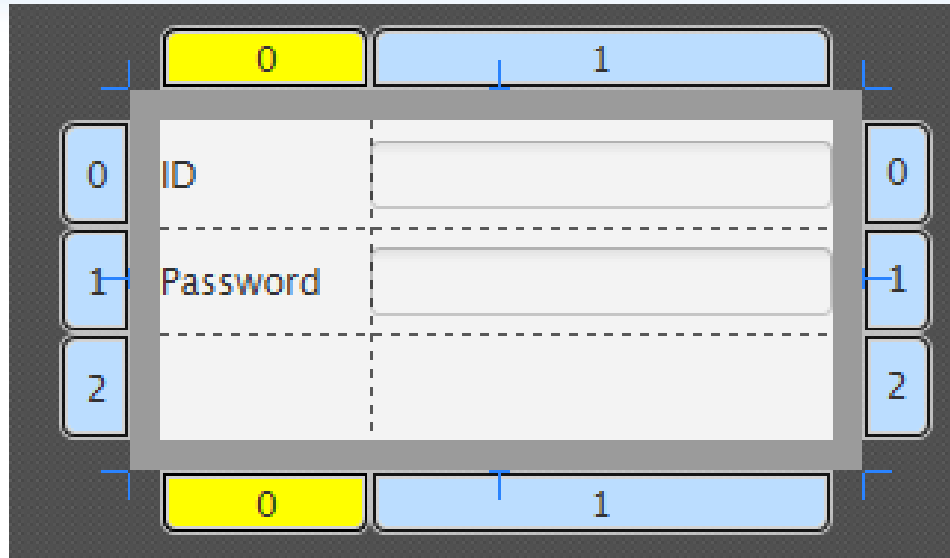
A login form with two input fields. The first field is labeled 'ID' and the second field is labeled 'Password'. Both fields are empty and have a light gray border. The labels are positioned to the left of their respective input fields.

ID	<input type="text"/>
Password	<input type="password"/>

# GridPane의 Padding 수정

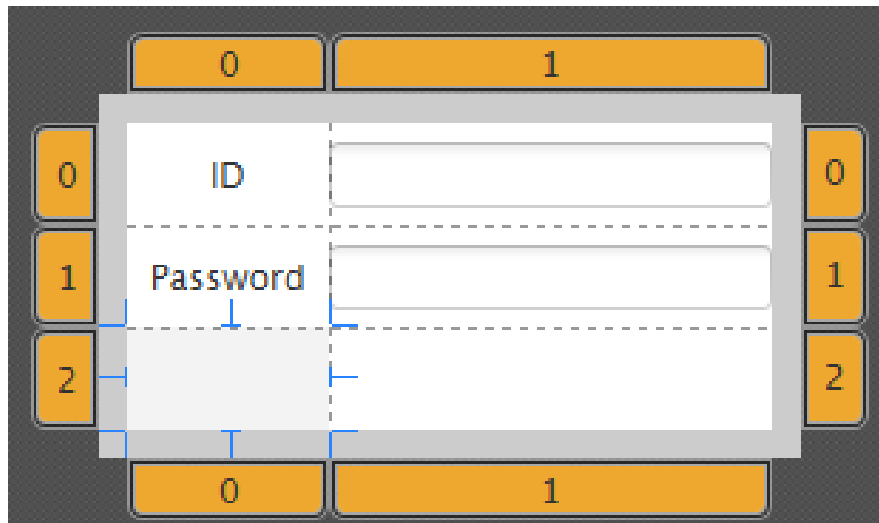
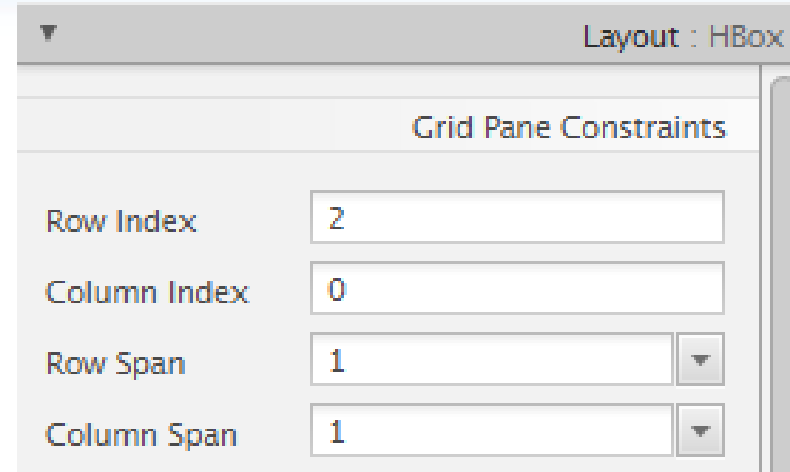
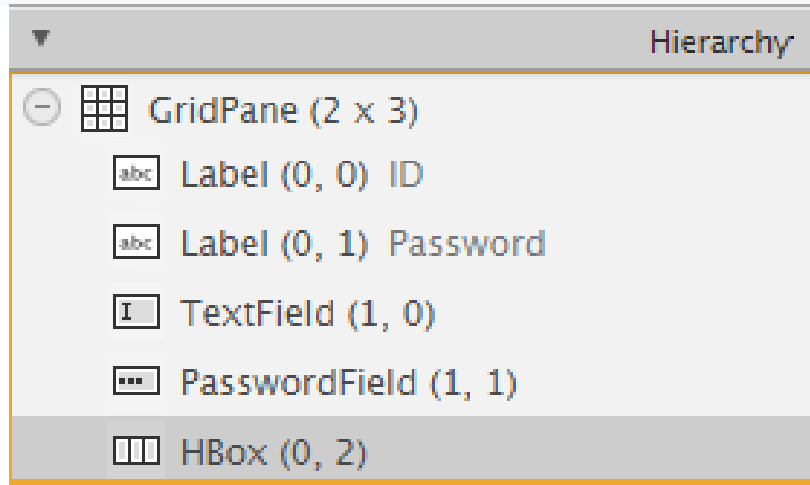


## 0컬럼 선택 후 Halignment 수정





# Hbox 추가



Scene builder의 왼쪽 하단 Hierarchy에서 Hbox를 선택하면 오른쪽 Layout이 위와 같이 나타난다. Column span을 2로 만들어 2개의 Column을 하나의 column으로 사용

## Hbox의 margin, spacing 수정

	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Margin	<input type="text" value="5"/>	>	<input type="text" value="5"/>	<input type="text" value="5"/>	<input type="text" value="5"/>
			Internal		
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Padding	<input type="text" value="0"/>	>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
Spacing	<input type="text" value="20"/>				

## 버튼 이름 및 크기 지정

Form layout showing buttons and their dimensions:

- ID:
- Password:
- Buttons: 로그인, 취소, 회원가입

Min Width

USE\_COMPUTED\_SIZE



Min Height

USE\_COMPUTED\_SIZE



Pref Width

70



Pref Height

USE\_COMPUTED\_SIZE



## Fx:id 지정

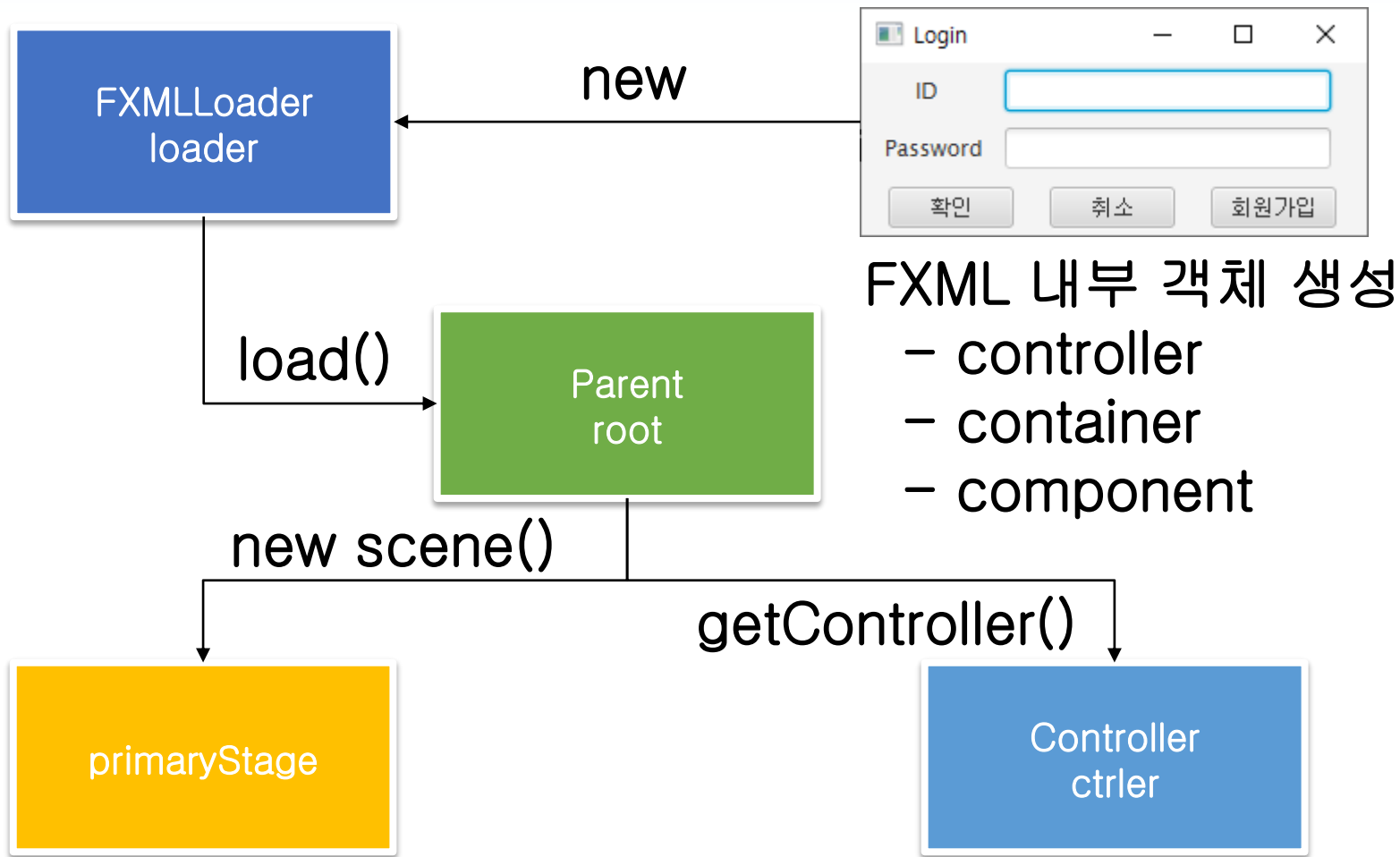
The diagram shows a login form layout. It includes labels for 'ID' and 'Password', text input fields 'idTxt' and 'pwTxt', and three buttons: '로그인' (login), '취소' (cancel), and '회원가입' (membership). Below each button is its corresponding Fx:id value: 'loginBtn', 'cancelBtn', and 'membershipBtn'.

ID	idTxt	
Password	pwTxt	
로그인	취소	회원가입
loginBtn	cancelBtn	membershipBtn

# 구조 분석

## start(Stage primaryStage)

```
FXMLLoader loader = new  
FXMLLoader(getClass().getResource("Login.fxml"));  
Parent root = loader.load();  
Scene scene = new Scene(root);  
  
Controller ctrlr = loader.getController();  
ctrlr.setRoot(root);  
  
primaryStage.setTitle("Login");  
primaryStage.setScene(scene);  
primaryStage.show();
```



# Quiz



## 각 버튼별 동작 메소드 정의 및 구현

1. 확인 버튼 : "ID xxx, PW xxx가 입력되었습니다." 출력
2. 취소 버튼 : ID, PW 지우기
3. 회원가입 버튼 : 버튼 ID 출력



## ❖ FXML의 Button onAction 추가

```
<Button onAction="#LoginProc" text="확인" />  
<Button onAction="#CancelProc" text="취소" />  
<Button onAction="#OpenMembershipForm" text="회원가입" />
```

## ❖ Controller 작성



