Writing better code with NetBeans

Bethan Palmer & Sophia Matarazzo

IDRsolutions

netBeans

```java
import java.util.List;
import javafx.animation.*;
import javafx.aplication.Application;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.canvas.Canvas;
import javafx.scene.canvas.GraphicsContext;
import javafx.scene.effect.BlendMode;
import javafx.scene.effect.BoxBlur;
import javafx.scene.effect.Reflection;
import javafx.scene.image.ImageView;
import javafx.scene.layout.Pane;
import javafx.scene.paint.*;
import javafx.scene.shape.Circle;
import javafx.stage.Stage;

/**
 * A sample that demonstrates how to draw and paint shapes, apply visual
 * effects, blend colors in overlapping objects, and animate objects.
 *
 * @see javafx.scene.canvas.Canvas
 * @see javafx.scene.canvas.GraphicsContext
 * @see javafx.scene.effect.BlendMode
 * @see javafx.scene.effect.BoxBlur
 * @see javafx.scene.shape.Circle
 * @see javafx.scene.Group
 * @see javafx.scene.paint.LinearGradient
 * @see javafx.animation.Timeline
 */
public class Fireworks extends Application {
    private final SanFranciscoFireworks sanFranciscoFireworks = new SanFranciscoFireworks();

    private void init(Stage primaryStage) {
        Group root = new Group();
        primaryStage.setScene(new Scene(root));
        root.getChildren().add(sanFranciscoFireworks);
    }

    @Override public void stop() {
        sanFranciscoFireworks.stop();
    }


    public void play() {
        sanFranciscoFireworks.start()
    }

    public static class SanFranciscoFireworks extends Pane {
        private final AnimationTimer timer;
        private final Canvas c;
        private final ImageView background;
        private final List<Particle> particles = new ArrayList<Particle>();
        private final Paint[] colors;
        private int countDownTillNextFirework = 40;
```
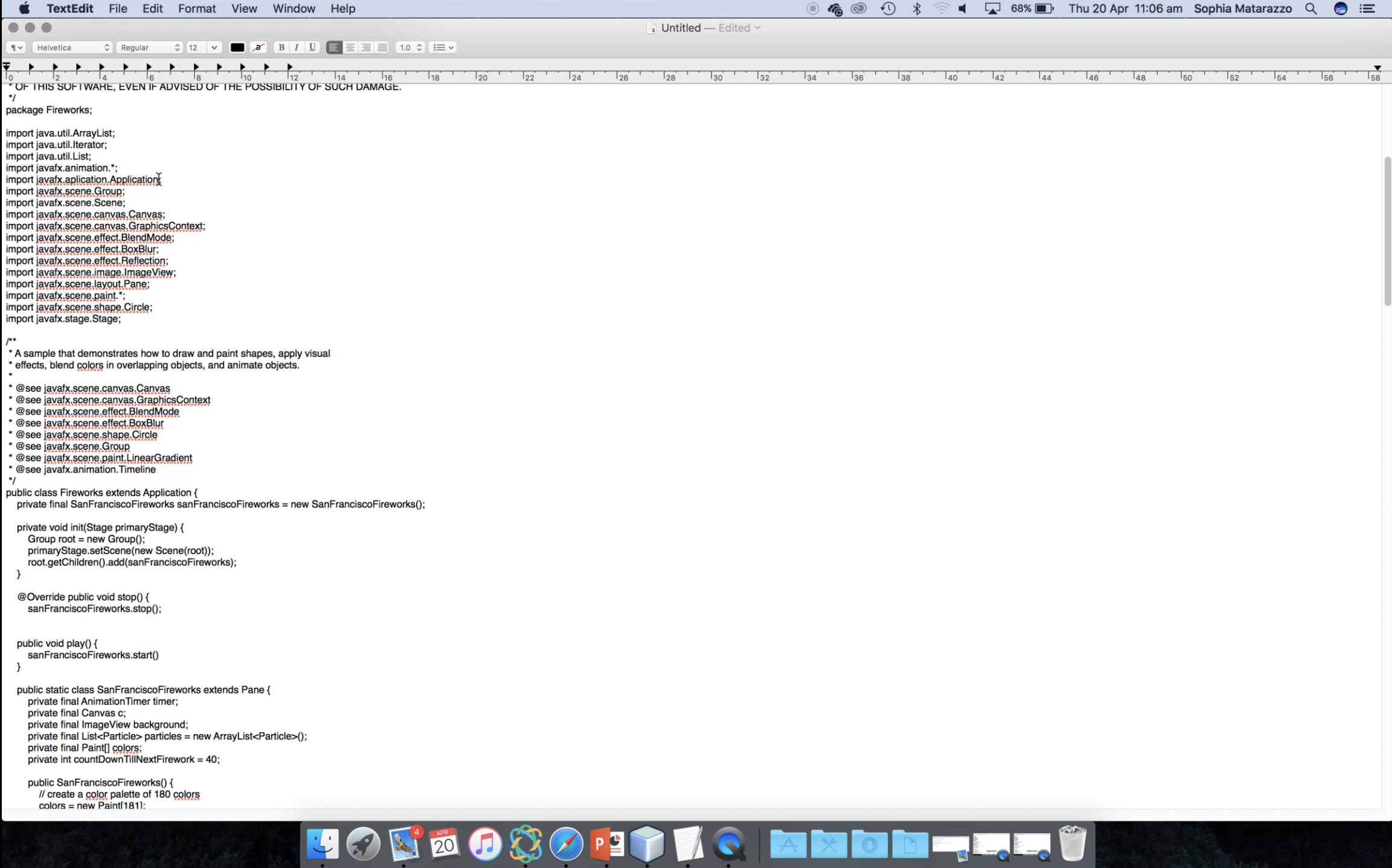
```
 * OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.
 */
package Fireworks;

import java.util.ArrayList;
import java.util.Iterator;
import java.util.List;
import javafx.animation.*;
import javafx.aplication.Application;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.canvas.Canvas;
import javafx.scene.canvas.GraphicsContext;
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import javafx.scene.effect.Reflection;
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        private final ImageView background;
        private final List<Particle> particles = new ArrayList<Particle>();
        private final Paint[] colors;
        private int countDownTillNextFirework = 40;

        public SanFranciscoFireworks() {
            // create a color palette of 180 colors
            colors = new Paint[181];
```
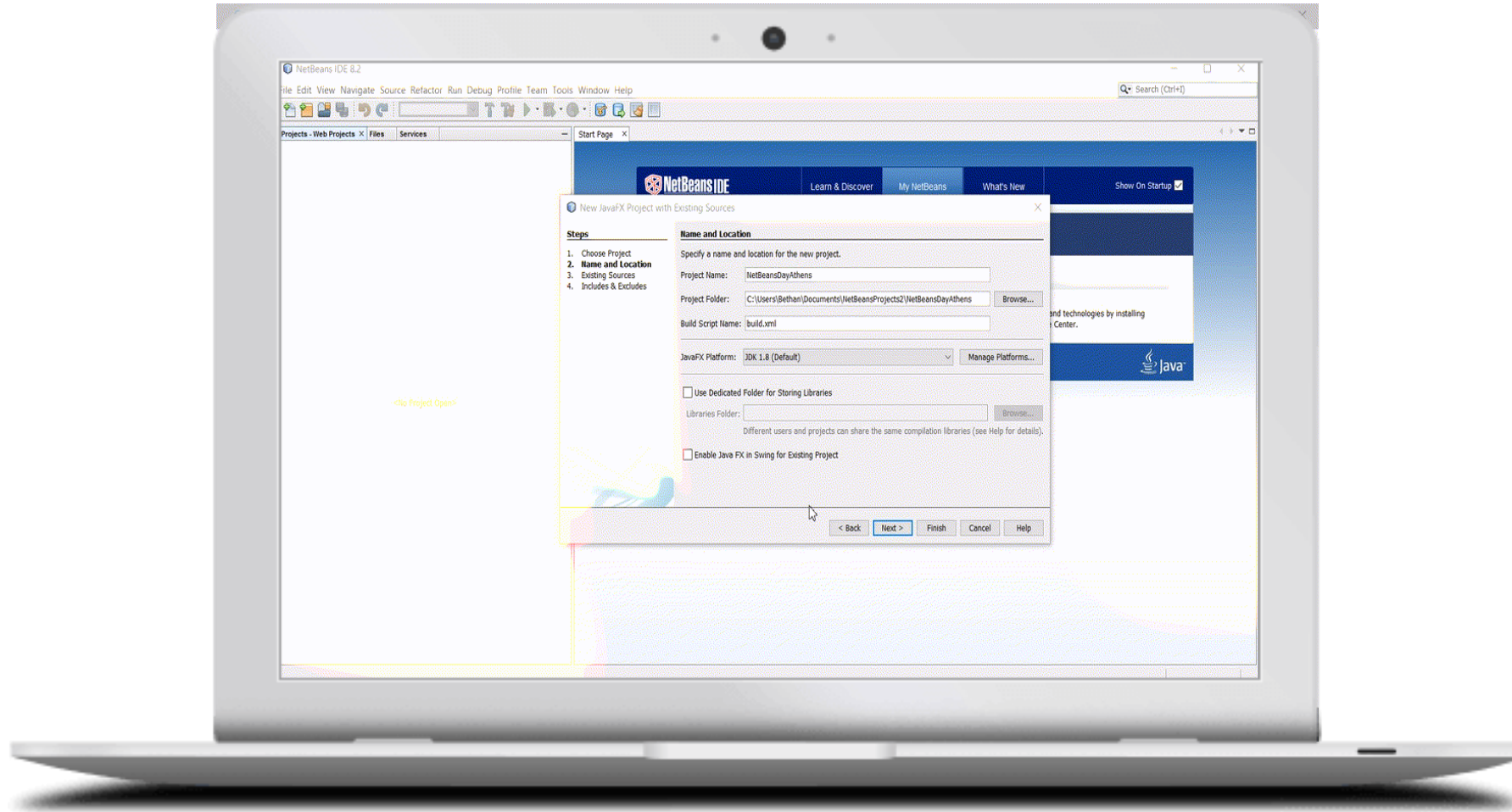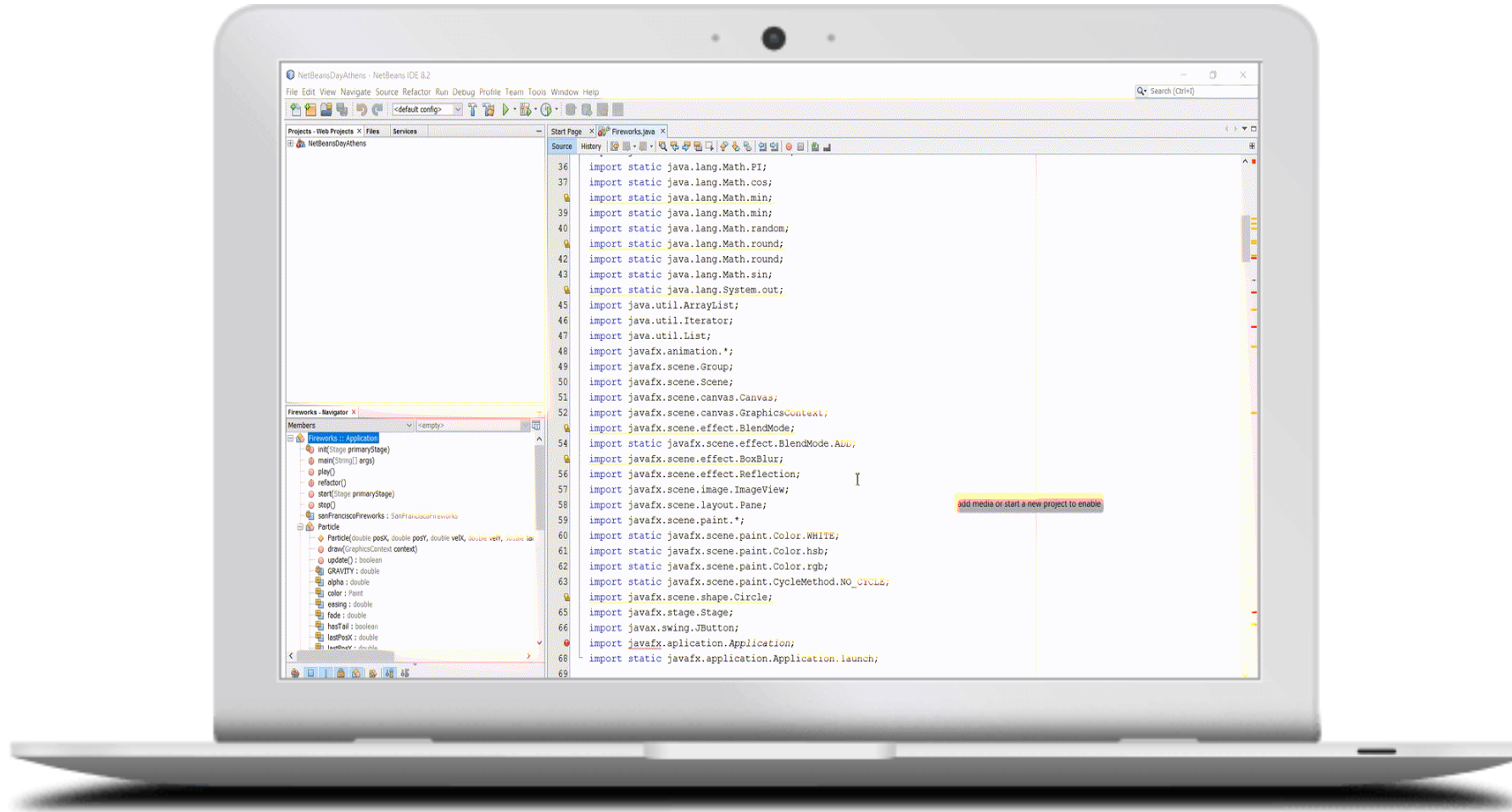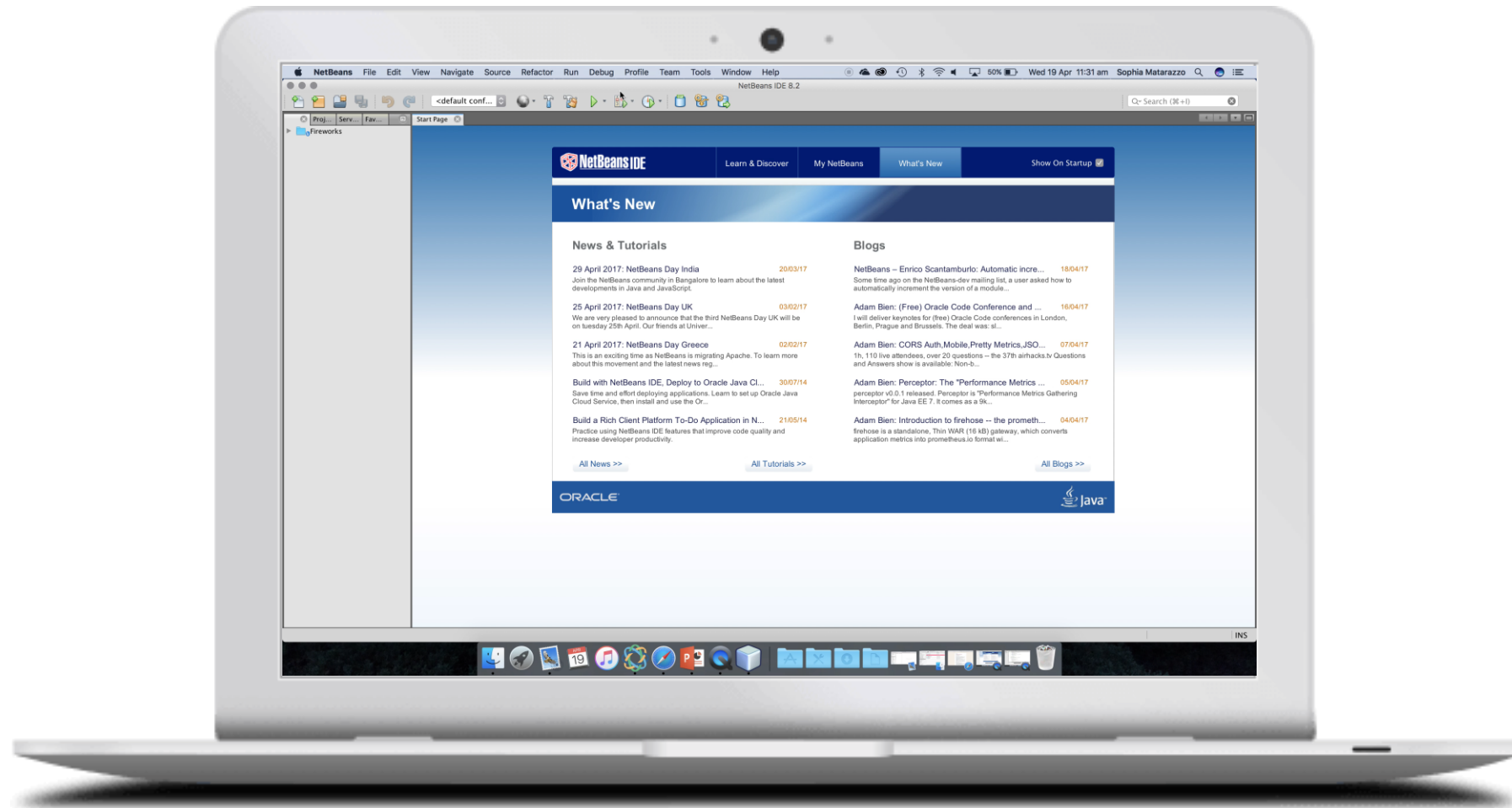
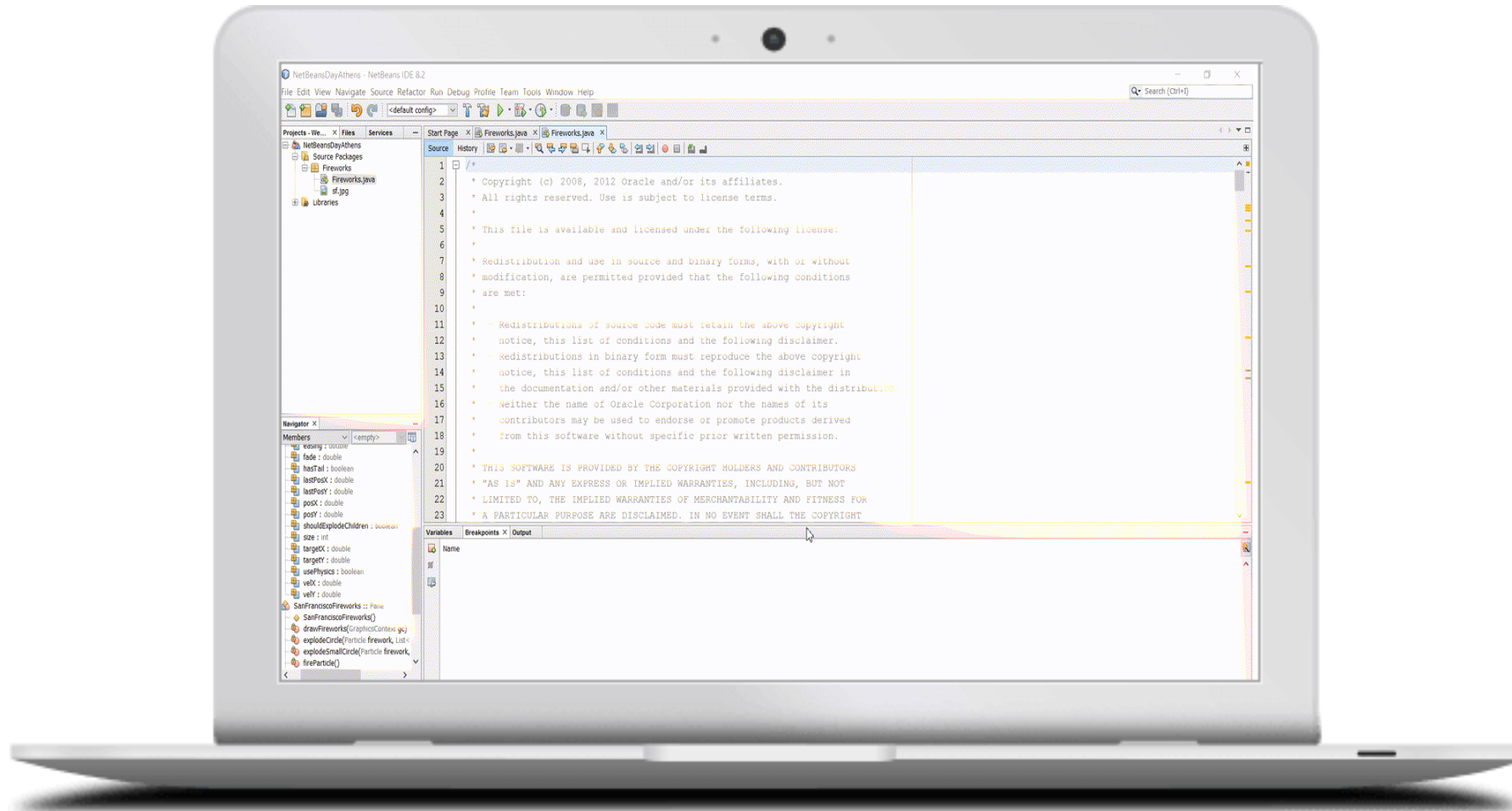# Importing into NetBeans

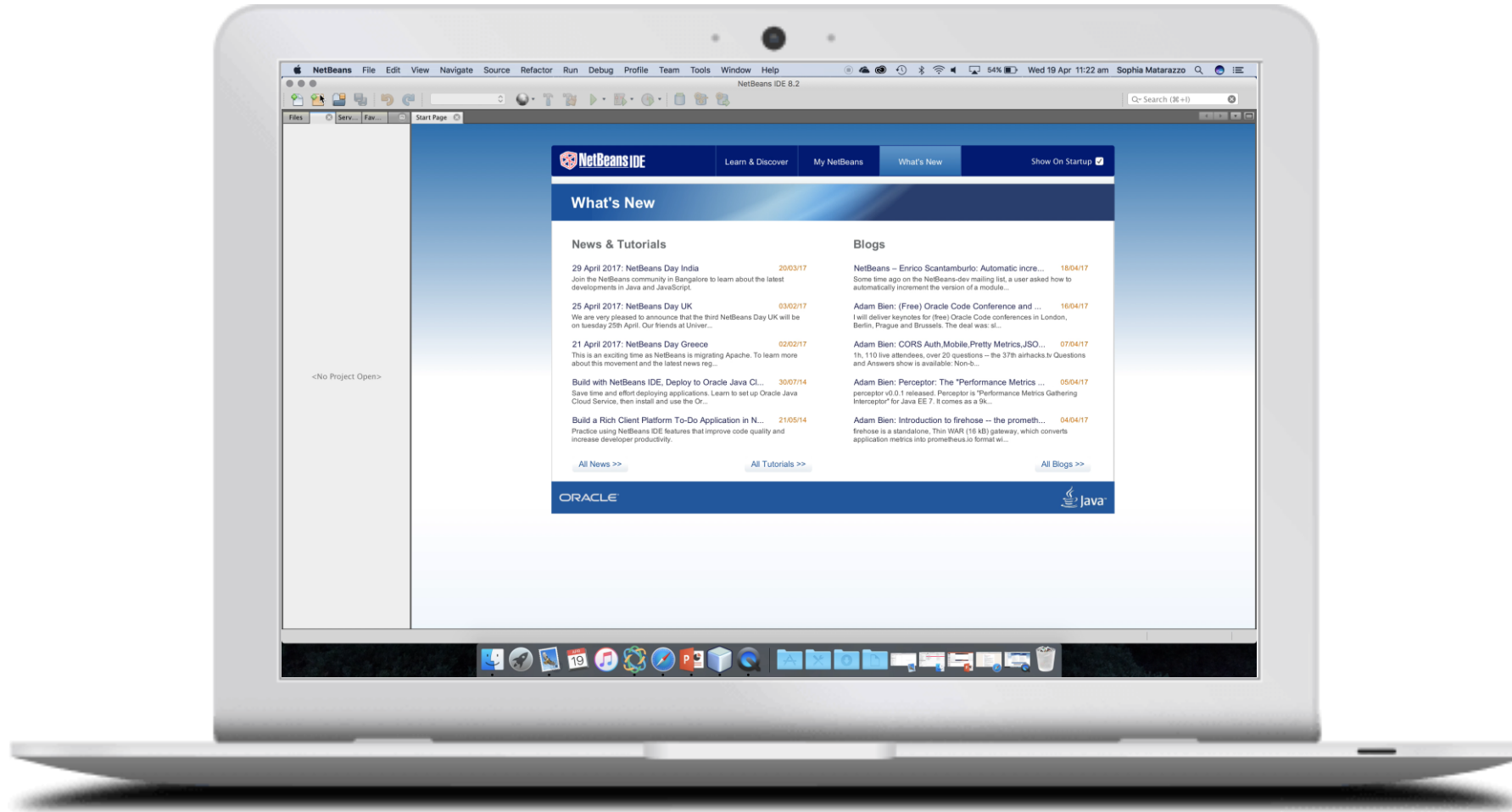# Fixing out code using NetBeans
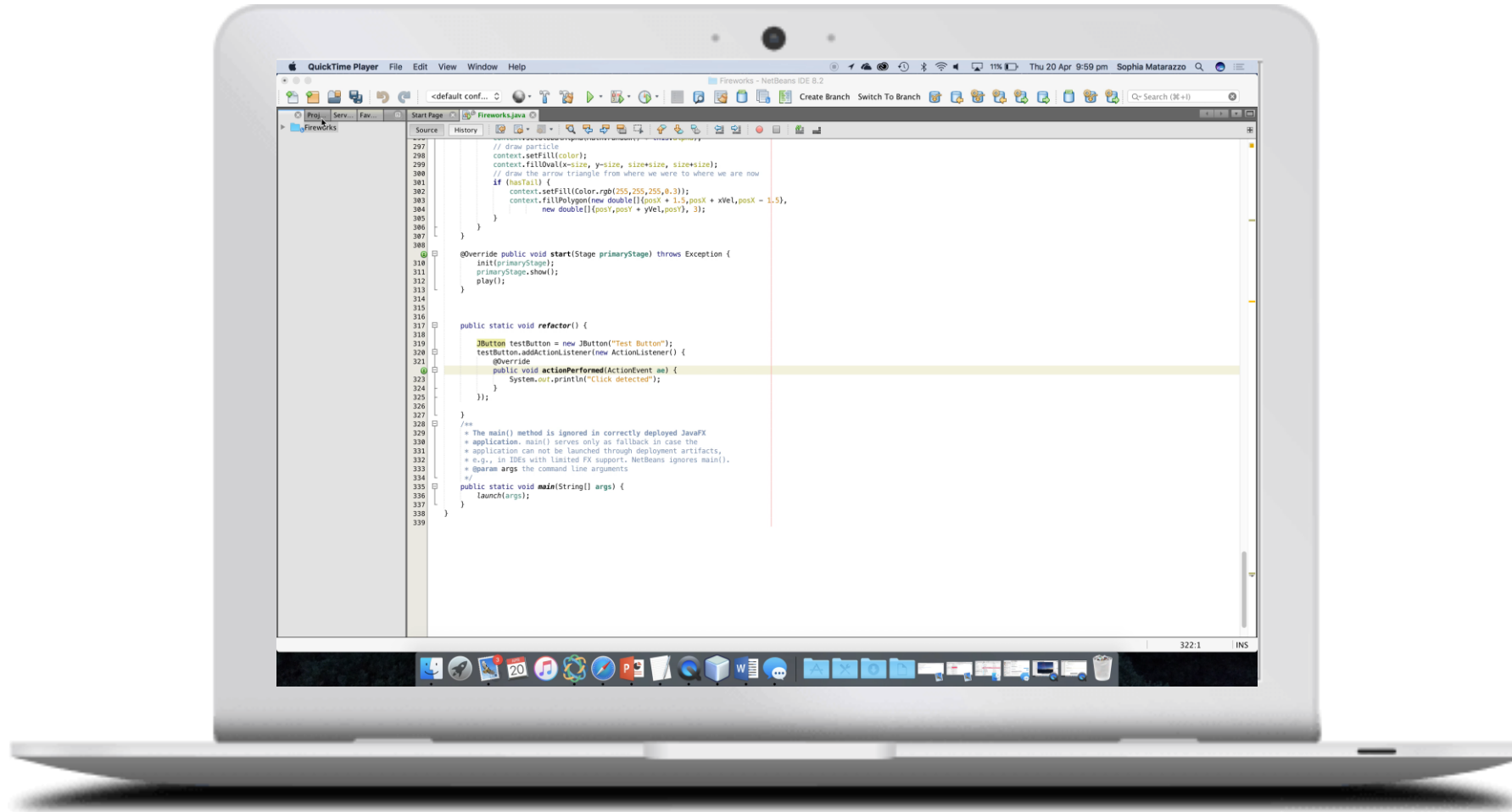
Customizing NetBeans

Plugins in NetBeans
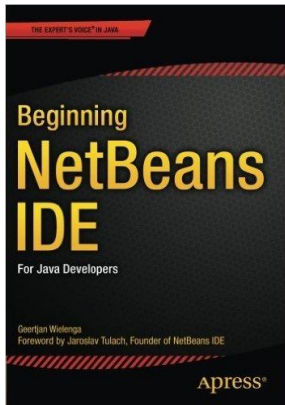
Staying in NetBeans

Sample Projects

Switching to Java 8

Recommendations

Beginning NetBeans IDE is your authoritative guide for getting started learning and using the free and open source NetBeans IDE. Written by **Geertjan Wielenga**, who has worked on the NetBeans Team since 2004, it shows you what the IDE is all about and how to use it with real-world case studies built from the ground up as you learn all about the IDE.

http://www.amazon.com/JavaFX-Client-Programming-NetBeans-Platform/dp/0321927710

NetBeans Home page - is another way you can keep up to date with the NetBeans community. It is updated on a daily basis and also has lots of articles and information.

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Thank you – Any questions?

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