JAC444 - Lecture 13

JavaFX Segment 2- GUI

JavaFX Programming

In this lesson you will be learning about:

- History of GUI in Java
- Principles of using JavaFX
- JavaFX as library of JDK 8

New Technologies for GUI

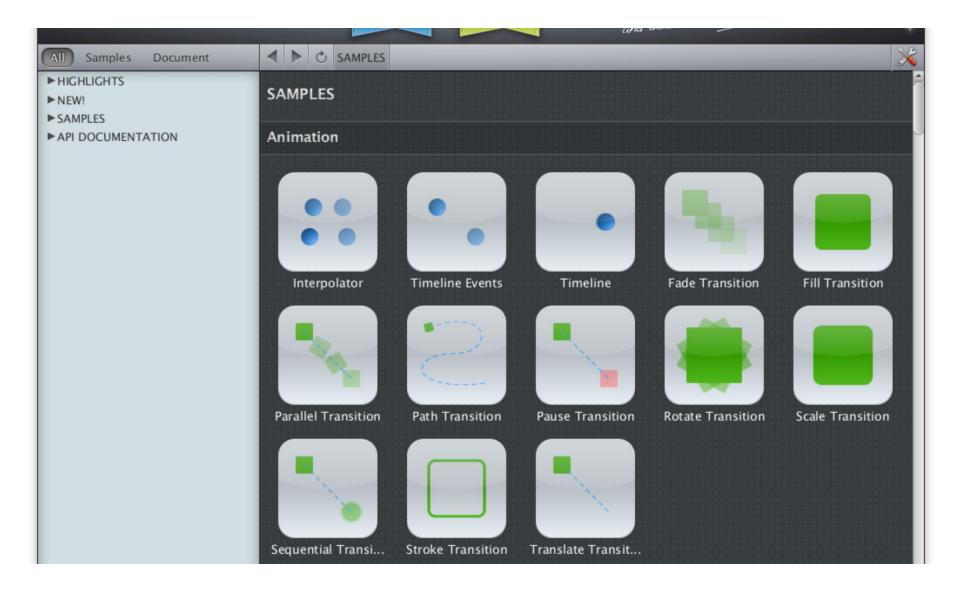
- Java is an evolving language together with its microsystem
- GUI programming requires use of all the basic knowledge and Java concepts before one could start doing GUI
- JavaFX is a new framework for developing Java GUI applications

History of GUI in Java

Java GUI History:

- Old GUI Framework: AWT (Abstract Window Toolkit)
- Until Java 7: Swing many current applications use it
- Java 8 and later: JavaFX

JavaFX Look & Feel



JavaFX - HelloWorld

```
public class HelloWorld extends Application {
   public static void main(String[] args) { launch(args); }
   // Override the start method in the Application class
   @Override
   public void start(Stage stage) {
       // Create a scene with a button in it
       Button bOK = new Button("OK");
       Scene scene = new Scene(bOK, 150, 300);
       stage.setTitle("Example JavaFX"); // set the stage title
       stage.setScene(scene); // place the scene
       stage.show();
```

Concepts

Stage

Represents windows, top level container

Setter and getter methods: setTitle(), setWidth()

Scene

Each stage has a scene

Scene holds GUI controls such as buttons, lists, etc

Pane

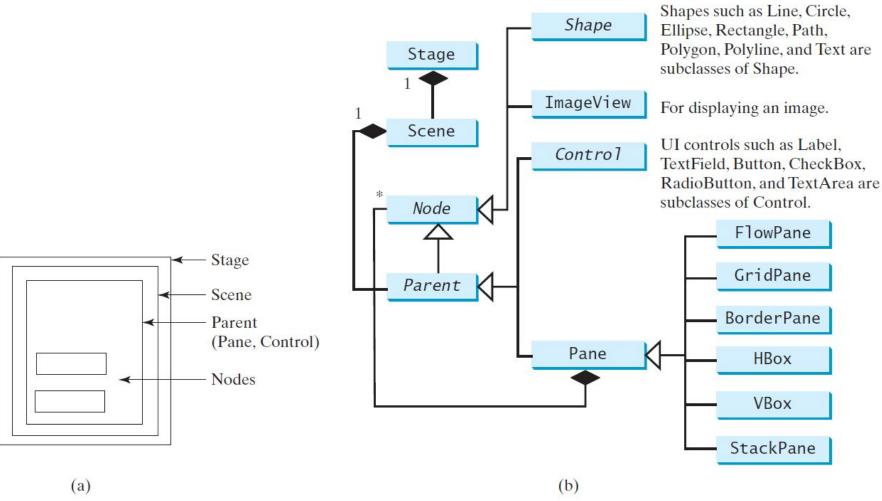
Panes for better layout design and presentation

Actions as Lambda Expression

```
//Lambda Expression
onAction ((ActionEvent e) -> {
        element.displayFromStart();
})

//Lambda Expression with parameter type inferred
onAction (e -> element.displayFromStart();)
```

JavaFX Structure



http://docs.oracle.com/javafx/2/scenegraph/jfxpub-scenegraph.pdf

JavaFX or Swing

JavaFX Advantages:

- 1. GUIs are created a lot faster than in Swing and AWT
- 2. Easy integration of sounds, images and videos and of web content
- 3. Code is simplified in JavaFX by strict MVC Architecture
- 4. JavaFX can be integrated in Swing applications, allowing for a smoother transition

Conclusion

After completion of this lesson you should know:

- History of GUI programming in Java
- Principles of programming in JavaFX