



6.8 Graphics Supplement: Outline

- Adding buttons
- Adding button images





Adding Buttons

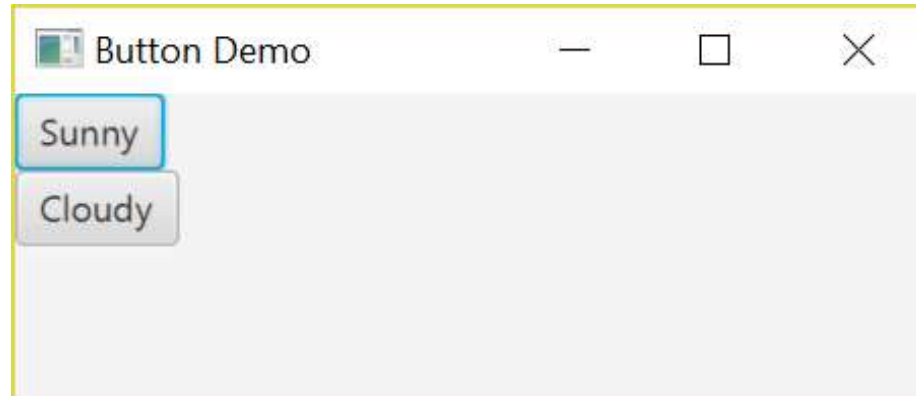
- Create object of type **Button**
 - Then add to the scene
- Buttons don't do anything yet when clicked, this is covered in the chapter 8





Adding Buttons

- Application Output



If the user clicks either of these buttons, nothing happens.



Listing 6.21

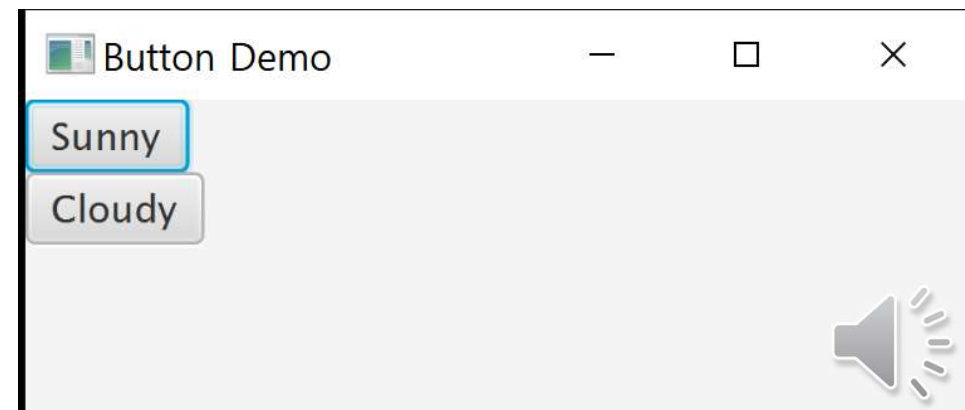
```
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.stage.Stage;
import javafx.scene.text.Font;
import javafx.scene.layout.VBox;
import javafx.scene.control.Button;

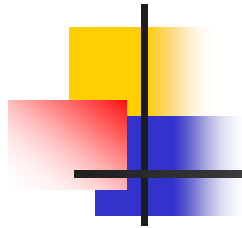
/**
Simple demonstration of adding buttons to a JavaFX application.
These buttons do not do anything. That comes in a later version.
*/
public class PreliminaryButtonDemo extends Application
{
    public static void main(String[] args)
    {
        launch(args);
    }
}
```



```
@Override
public void start(Stage primaryStage) throws Exception
{
    VBox root = new VBox();
    Button btnSunny;
    Button btnCloudy;
    btnSunny = new Button("Sunny");
    btnCloudy = new Button("Cloudy");
    root.getChildren().add(btnSunny);
    root.getChildren().add(btnCloudy);

    Scene scene = new Scene(root, 300, 100);
    primaryStage.setTitle("Button Demo");
    primaryStage.setScene(scene);
    primaryStage.show();
}
```





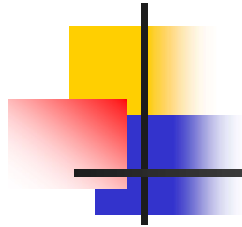
Adding Images

- An image is a picture
- Can load an image stored in standard formats by creating an **Image** object and sending in the pathname to the file

```
Image img = new Image("pathname  
-to-image-file");
```

- Image can be added to other components, such as a button





Button Image Demo

- View [button image demo](#), listing 6.22
class IconDemo
- Note
 - Creation of image
 - Attaching image to button



Listing 6.22

```
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.stage.Stage;
import javafx.scene.text.Font;
import javafx.scene.layout.VBox;
import javafx.scene.control.Button;
import javafx.scene.image.Image;
import javafx.scene.image.ImageView;

/**
Simple demonstration of adding buttons to a JavaFX application.
This version displays an icon for the Sunny Button.
Nothing happens when the buttons are clicked.
*/
public class ButtonImageDemo extends Application
{
    public static void main(String[] args)
    {
        launch(args);
    }
}
```



@Override

public void start(Stage primaryStage) throws Exception

{

VBox root = new VBox();

Button btnSunny;

Button btnCloudy;

btnSunny = new Button("Sunny");

btnCloudy = new Button("Cloudy");

Image imgSmiley = new Image("smiley.png");

btnSunny.setGraphic(new ImageView(imgSmiley));

root.getChildren().add(btnSunny);

root.getChildren().add(btnCloudy);

Scene scene = new Scene(root, 300, 200);

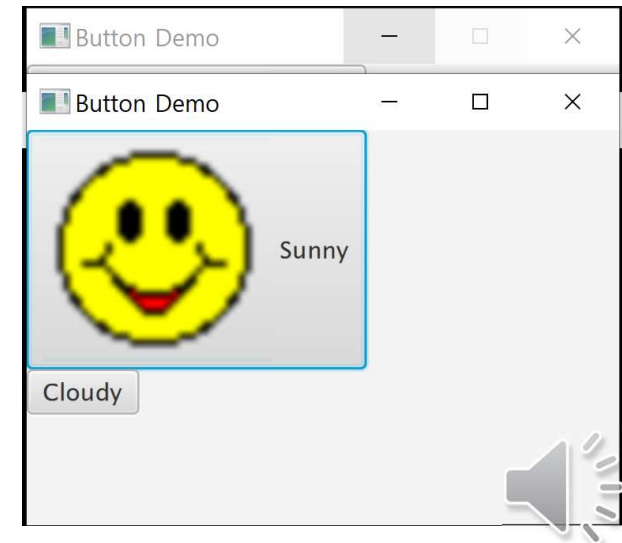
primaryStage.setTitle("Button Demo");

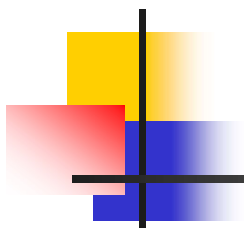
primaryStage.setScene(scene);

primaryStage.show();

}

}





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