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Java Fx

The Java Fx graphic library is a Java technology for the development of applications with interactive multiplataform graphic interface for the desktop and mobile applications.

It consist of a set of classes and APSS along with a graphical Scene Builder Editor. To visually create the interfaces.

Some of the notable features of Java Fx are:

*) Java APIs are written in native Java code compatible with other languages supported by the virtual machine

*) FXML is a (makeup) markup language that describe user interfaces. They can be written directly or use the Java Fx Scene Builder tool to create them with a graphical interface.

*) WebView Lets you embed HTML pages into JavaFx applications - Provides JavaScript support.

*) Built -in UI controls and css : Provides plenty of controls to build complete applications, the style of the controls can be modified with css.

*) Canvas API : to draw directly on the screen.

*) Multitouch Support : support for multiple touch gestures depending on the (possible) possibilities of the underlying platform.

*) Hardware - accelerated graphics pipeline : using the GPU smooth graphic animations are achieved in the supported graphics cards, if the graphics is not supported, it makes use of the Java 2D software stack.

*) High - performance media engine : Supports playback of multimedia content with low latency based on GStreamer.

*) Self - contained application deployment model : The contained applications have all the resources and a private copy of the Java and JavaFx runtime environments. They are distributed as installable packages and provide the same installation and startup experience as native operating system applications.