JavaFX ImageView

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The JavaFX ImageView control can display an image inside a JavaFX GUI. The ImageView control must be added to the scene graph to be visible. The JavaFX ImageView control is represented by the class `javafx.scene.image.ImageView` .

Creating an ImageView

You create an ImageView control instance by creating an instance of the `ImageView` class. The constructor of the `ImageView` class needs an instance of a `javafx.scene.image.Image` as parameter. The `Image` object represents the image to be displayed by the `ImageView` control.

Here is a JavaFX ImageView instantiation example:

```
FileInputStream input = new FileInputStream("resources/images/iconmonstr-home-6-48.png");
Image image = new Image(input);
ImageView imageView = new ImageView(image);
```

First a `FileInputStream` is created which points to the image file of the image to display.

Second an `Image` instance is created, passing the `FileInputStream` as parameter to the `Image` constructor. This way the `Image` class knows where to load the image file from.

Third an `ImageView` instance is created, passing the `Image` instance as parameter to the `ImageView` constructor.

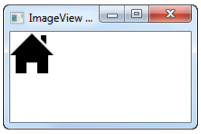
Adding an ImageView to the Scene Graph

To make the `ImageViewl` visible you must add it to the scene graph. This means adding it to a `Scene` object. Since `ImageView` is not a subclass of `javafx.scene.Parent` it cannot be added directly to the scene grahp. It must be nested inside another component, for instance a layout component.

Here is an example that attaches a JavaFX `ImageView` to the scene graph by nesting it inside a `HBox` layout component:

```
package com.jenkov.javafx.controls;

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.image.Image;
import javafx.scene.image.ImageView;
import javafx.scene.layout.HBox;
import javafx.stage.Stage;

import java.io.FileInputStream;

public class ImageViewExperiments extends Application  {


    @Override
    public void start(Stage primaryStage) throws Exception {
        primaryStage.setTitle("ImageView Experiment 1");

        FileInputStream input = new FileInputStream("resources/images/iconmonstr-home-6-48.png");
        Image image = new Image(input);
        ImageView imageView = new ImageView(image);

        HBox hbox = new HBox(imageView);

        Scene scene = new Scene(hbox, 200, 100);
        primaryStage.setScene(scene);
        primaryStage.show();

    }

    public static void main(String[] args) {
        Application.launch(args);
    }

}
```

The result of running the above JavaFX `ImageView` example is an application that looks like this:



ImageView in Labels and Buttons

It is possible to use an `ImageView` in both a JavaFX `Label` and Button. This will cause the `Label` and `Button` to display the `ImageView` to the left of the text in the `Label` or `Button`. See the texts about **JavaFX Label** and **JavaFX Button** for information about how to do that.

Next: JavaFX Label

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