CS 150 Topics List

Chapter 14

1. JavaFX Basics (14.3)
   1. For creating windowed programs.
   2. Extend Application
   3. Don’t need main(), use public void start(Stage primaryStage) instead.
   4. JavaFX application parts:
      1. Stage: the whole window
      2. Scene: the part of the window that has the content. Can contain a Control or a Pane.
      3. Pane: a container for items to show and interact with.
      4. Node: a visual component like a Shape, ImageView, or Control.
      5. Shape, ImageView, Control.
      6. StackPane is a stack of Panes.
2. Property Binding (14.5)
   1. Binds a target object to a source object.
   2. Allows automatic adjustment of target when source is changed.
   3. Can be uni- or bi-directional.
3. Useful Classes (rest of chapter)
   1. The rest of the chapter contains what is largely reference material on various useful classes for JavaFX
      1. Font, Color, ImageView, Panes (Pane, StackPane, FlowPane, GridPane, BorderPane, HBox, VBox)