

## Getting Started with JavaFx

Java11 does not come built with JavaFX, so you will have to download this. Below are instructions to download JavaFX and how to compile and run JavaFX files for Windows and Mac. If you have troubles with this please come to office hours as it is difficult to resolve computer download problems remotely through Piazza.

NOTE: If you are having trouble with the GUI not reflecting changes you are making in your code, then you may have to manually delete the .class files in the directory and recompile.

Windows and Mac:

1. Use this link to download the Java SDK. Be sure it is the SDK and not jmod: [here](#)
2. After doing this you will have a new zipped folder on your computer called javafx-sdk-11.0.2. Extract the contents of this zipped folder to the directory holding your code. There is a way to run JavaFX with the SDK in a different folder, but it involves setting environment variables and is much more complex.
3. Compile the file with the JavaFX code (in this case it will be the provided file) by typing into the command prompt (being sure to change fileName.java to the file holding the JavaFX code):

```
javac --module-path javafx-sdk-11.0.2/lib --add-modules=javafx.controls fileName.java
```

4. To run the code type in the command prompt (being sure to change fileName to the file holding the JavaFX code):

```
java --module-path javafx-sdk-11.0.2/lib --add-modules=javafx.controls fileName
```