

! This class has been made inactive. No posts will be allowed until an instructor reactivates the class.

note

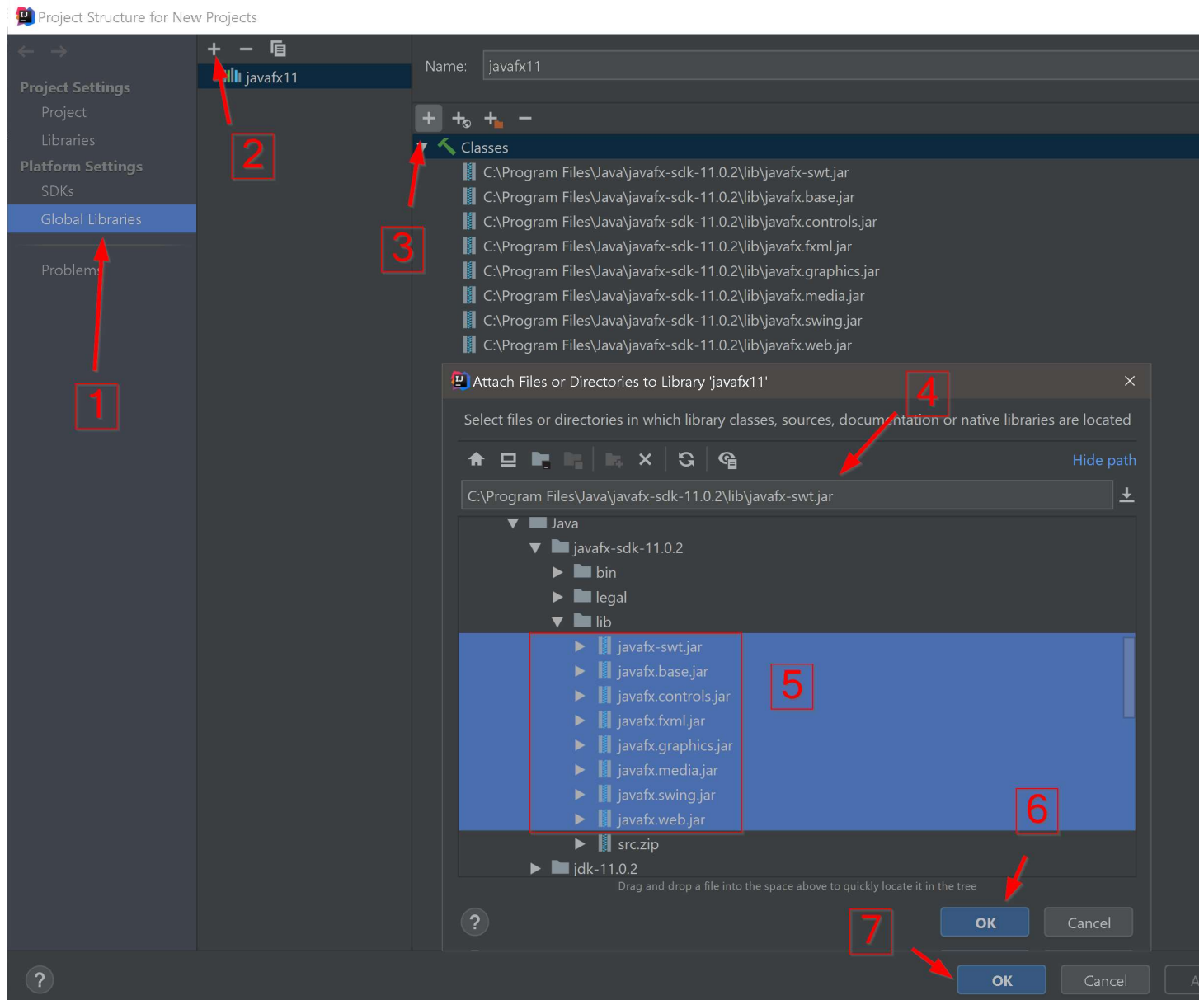
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IntelliJ IDEA w/ JDK 11 & JavaFX Guide

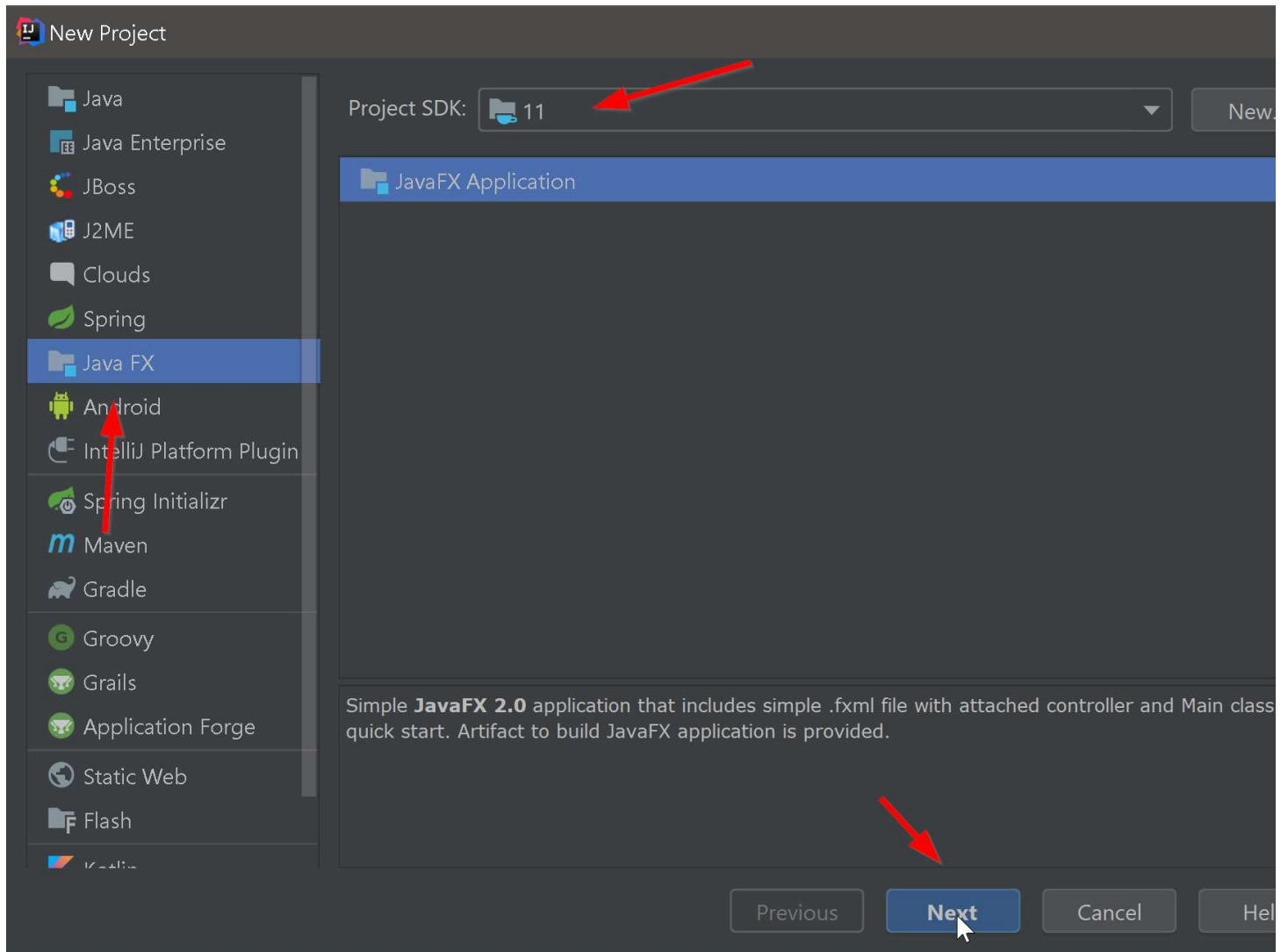
JavaFX is not included with later versions of the Java JDK including JDK 11. To use JavaFX, the library has to be downloaded separately and included manually. If you have already, download the latest version of the Java JDK found here (<https://www.oracle.com/technetwork/java/javase/downloads/jdk11-downloads-5066655.html>).

1. Download and extract JavaFX 11 (<https://gluonhq.com/products/javafx/>). For Windows, download "JavaFX Windows SDK". Extract to a permanent location, I chose "C:\Program Files\Java\javafx-sdk-11.0.2"

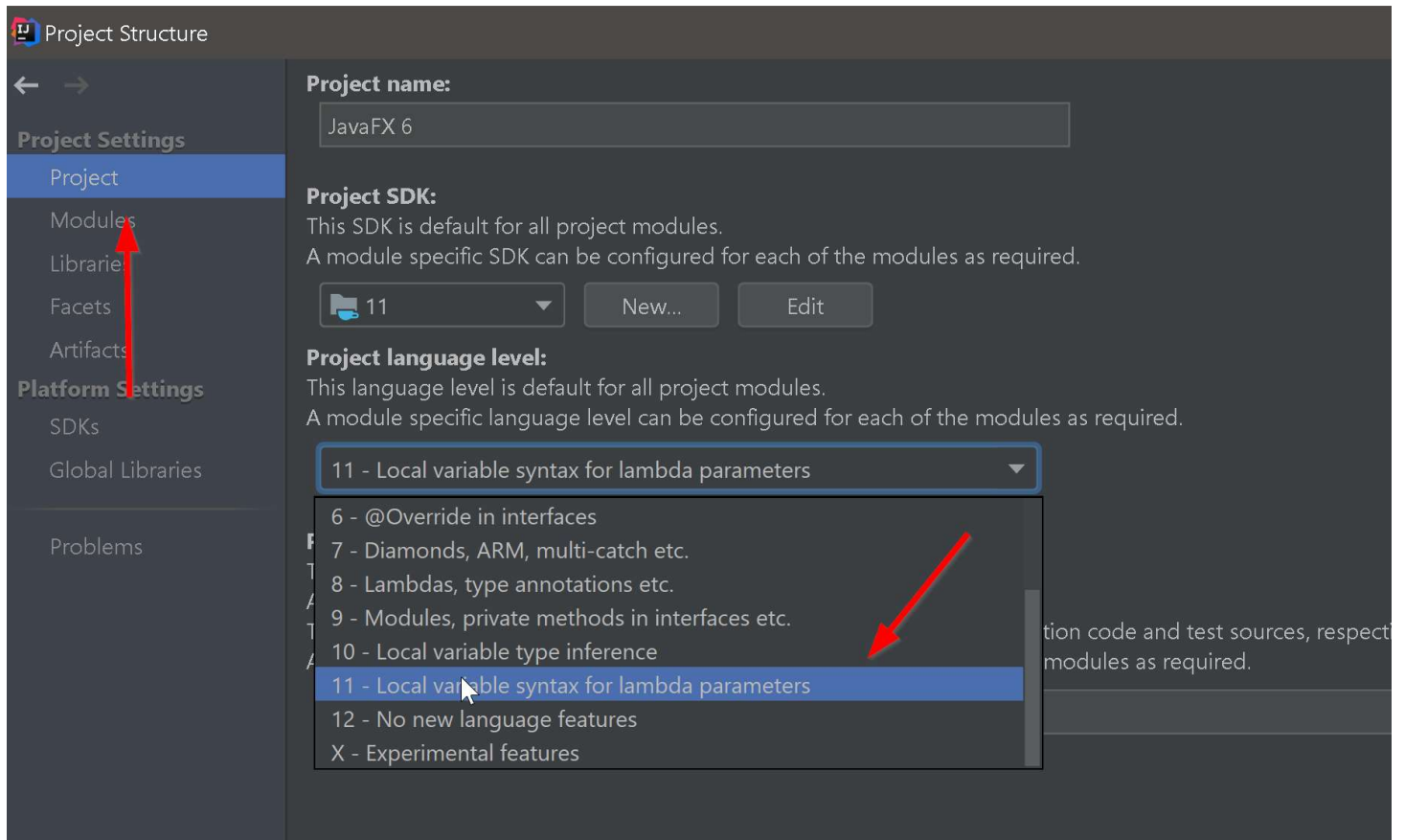
2. Now open IntelliJ and create/open any project. Then click File -> Other Settings -> Structure for New Projects.... On the sidebar, click Global Libraries. Next to the sidebar, "+" and select Java. Go to the JavaFX directory and open the lib directory. Hold shift and select each jar (exclude the src.zip file). When done, click okay to each window. See



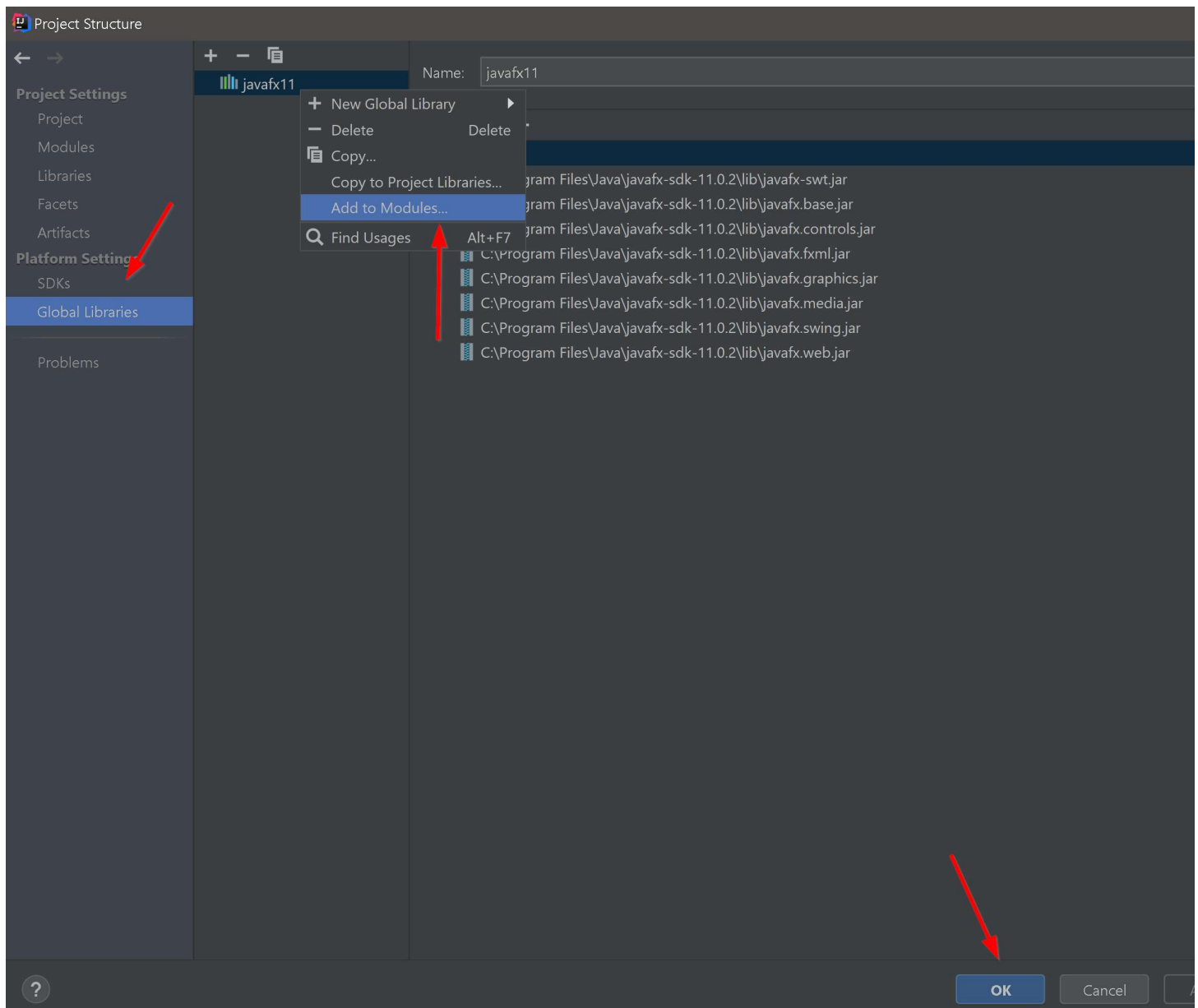
3. When complete, create a new project as you normally would but for the template, make sure you select JavaFX. Make sure to not include any spaces in the project name just testing.



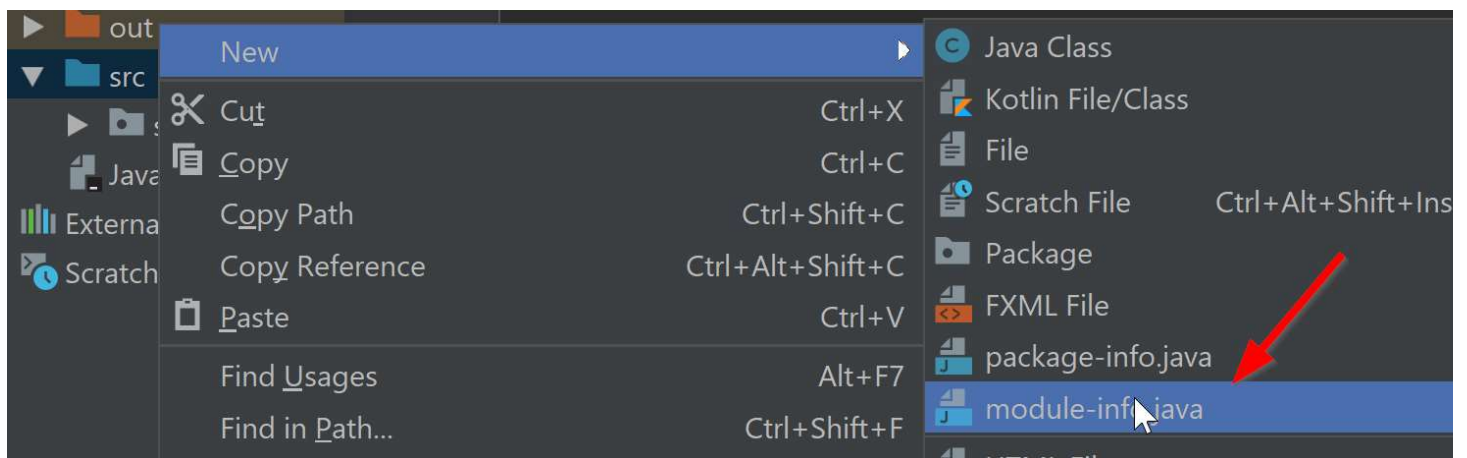
4. Once the project has been created, click File -> Project Structure. First, under Project Level Language, select the level to be 11.



5. In the same window, go to Global Libraries, right click on JavaFX11, and click Add to Modules. Click Okay to the next window and then click Okay to close the Project Structure window.



6. The last step, on the src directory, create a new file using the file type of "module-info.java"

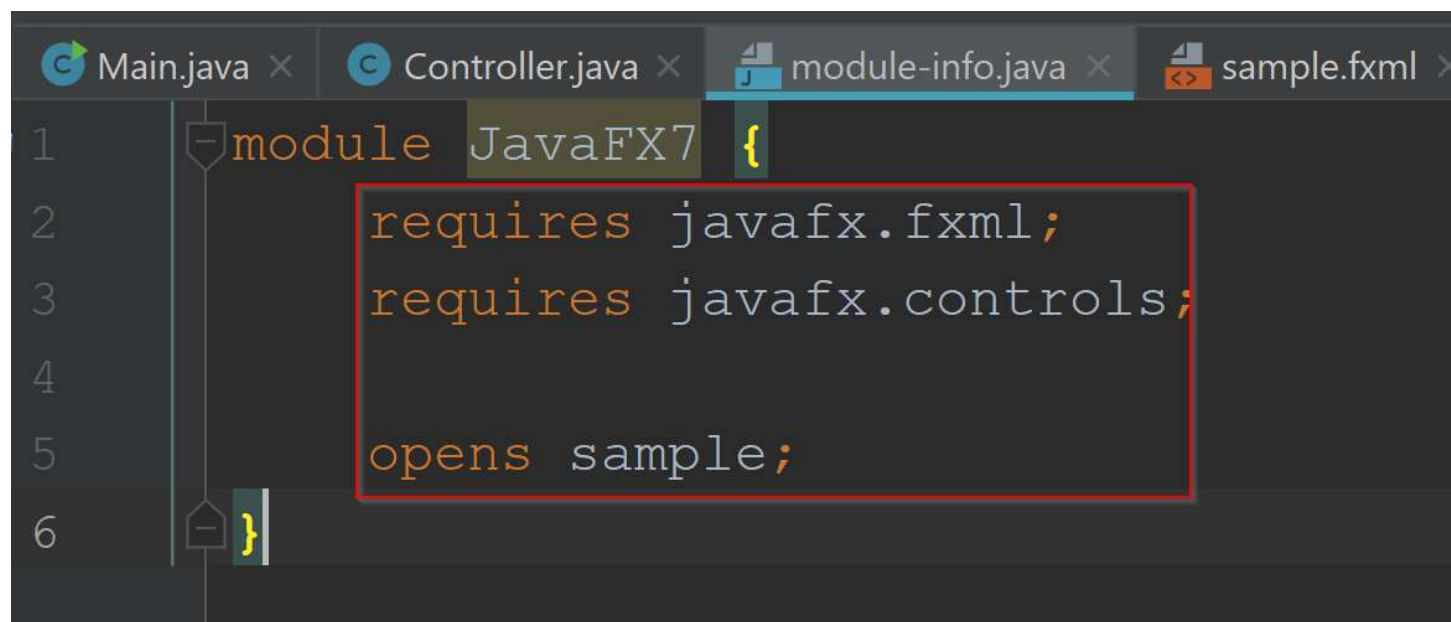


And for the content, add the following,

```
requires javafx.fxml;
requires javafx.controls;

opens sample;
```

To look like this,

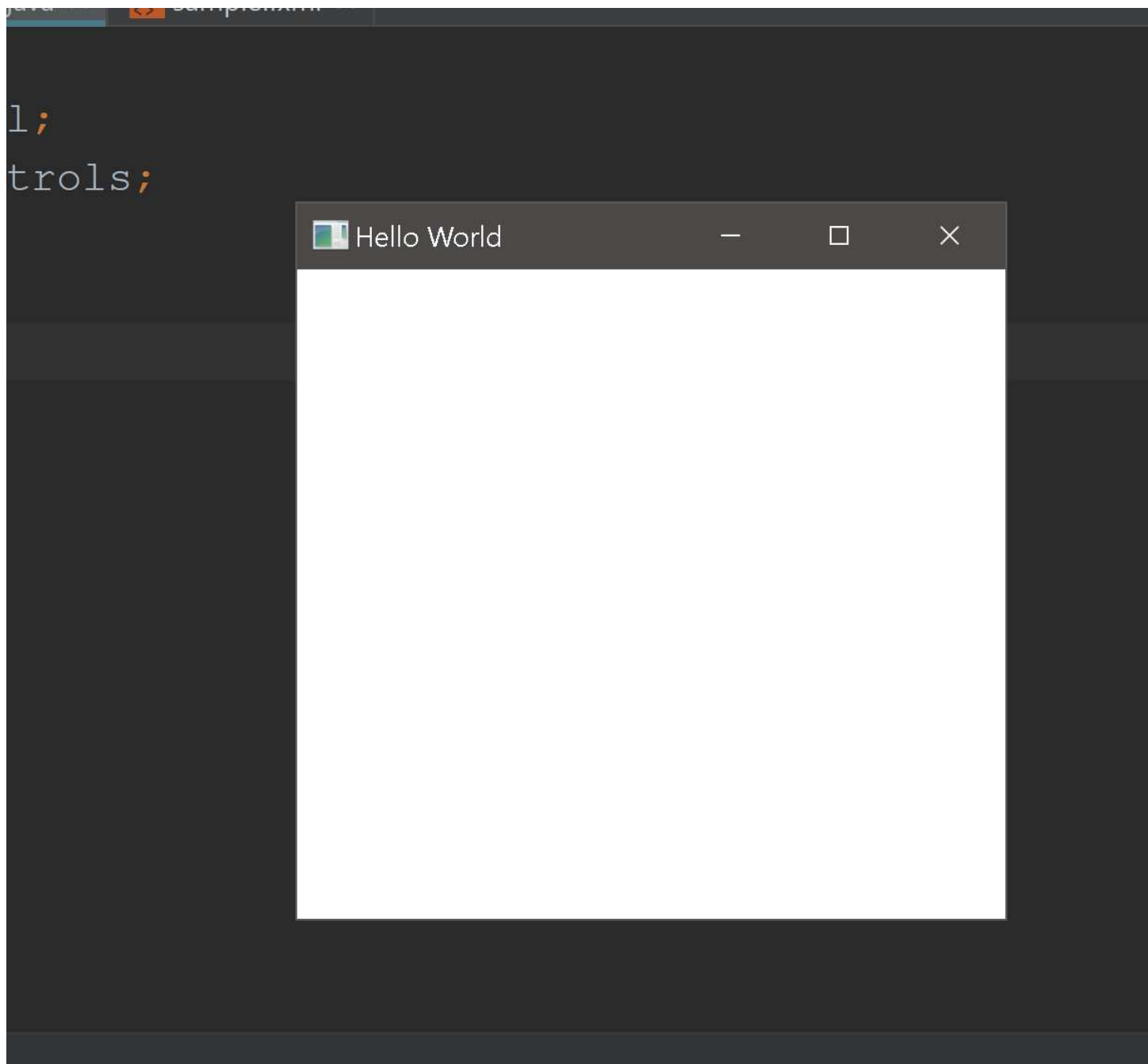


The screenshot shows an IDE with four tabs: Main.java, Controller.java, module-info.java (selected), and sample.fxml. The module-info.java file contains the following code:

```
1 module JavaFX7 {  
2     requires javafx.fxml;  
3     requires javafx.controls;  
4  
5     opens sample;  
6 }
```

A red rectangle highlights the three lines of code inside the module block: `requires javafx.fxml;`, `requires javafx.controls;`, and `opens sample;`.

Finally, click Run and you should see the JavaFX window and you're good to go 🐞🐞🐞



project2 other

~ An instructor (Mark Hallenbeck) thinks this is a good note ~

Updated 5 months ago by Anonymous and T

followup discussions for lingering questions and comments

☒ Resolved ☐ Unresolved



Anonymous 6 months ago

when u finally get javafx and can start coding the Pitch game! :D



☒ Resolved ☐ Unresolved



Mark Hallenbeck 6 months ago
Great tutorial!

☒ Resolved ☐ Unresolved



Anonymous 5 months ago
bless you

☒ Resolved ☐ Unresolved



Anonymous 5 months ago
Took me a while, but that's because something weird was going on with my intellij. In case anyone else has the same issue:

On step 4, my default project level language was SDK default (11 - Local variable syntax for lambda parameters), which led me to believe I didn't have to change it. Java wasn't working for me until I manually selected Level 11.