

JavaFX Tutorial

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About Me

- ▶ CT0 BestSolution.at Systemhaus GmbH
- ▶ Eclipse Committer
 - ▶ e4
 - ▶ Platform
 - ▶ EMF
- ▶ Project lead
 - ▶ e(fx)clipse



Anatomy of an FX-App

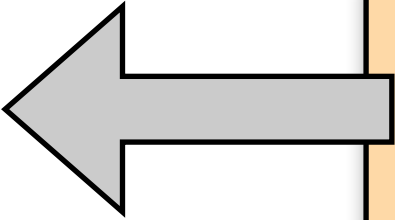
Anatomy of an FX-App

```
import javafx.application.Application;
```

```
public class Main extends Application {
```

```
@Override
```

```
public void start(Stage primaryStage) {
```



A large grey arrow points from the `Application` class in the code to the `Main` class, indicating inheritance. To the right of this arrow is an orange box with the text "Derived from base class".

Derived from
base class

Anatomy of an FX-App

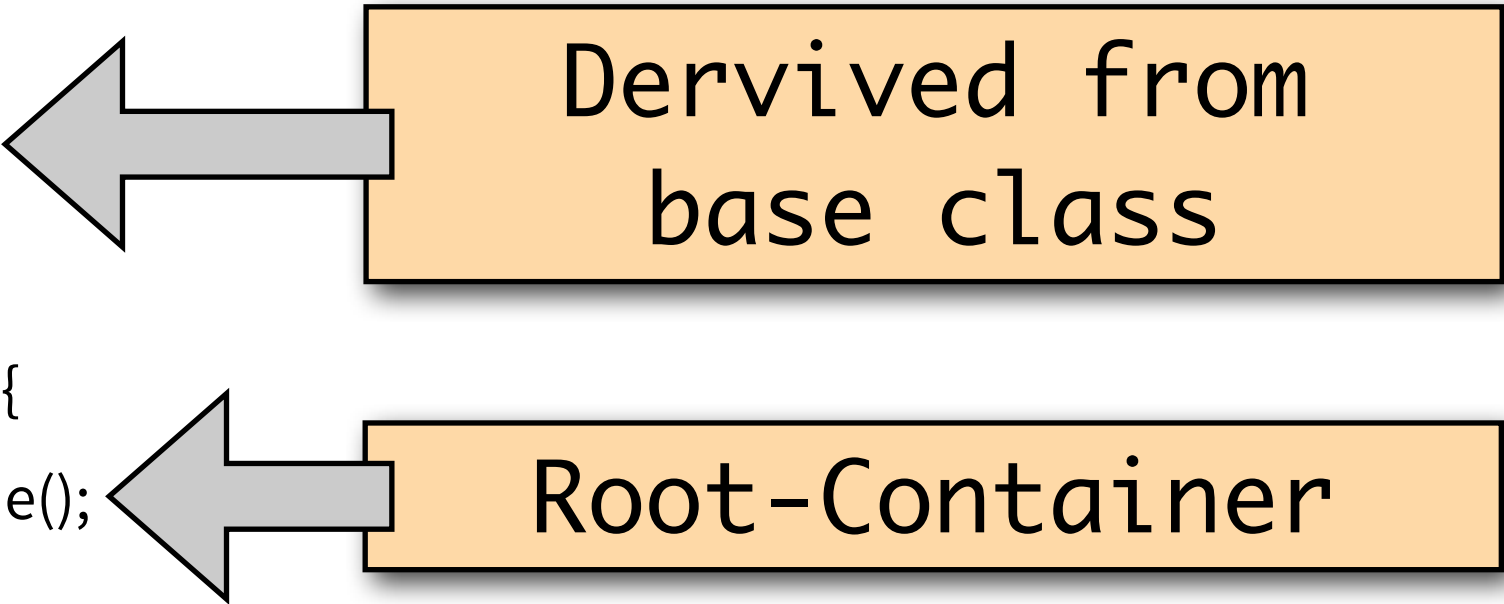
```
import javafx.application.Application;
```

```
public class Main extends Application {
```

```
@Override
```

```
public void start(Stage primaryStage) {
```

```
    BorderPane root = new BorderPane();
```



Derived from
base class

Root-Container

Anatomy of an FX-App

```
import javafx.application.Application;
```

```
public class Main extends Application {
```

```
@Override
```

```
public void start(Stage primaryStage) {
```

```
    BorderPane root = new BorderPane();
```

```
    Scene scene = new Scene(root, 400, 400);
```



Derived from
base class

Root-Container

Scene with size

Anatomy of an FX-App

```
import javafx.application.Application;
```

```
public class Main extends Application {
```

```
@Override
```

```
public void start(Stage primaryStage) {
```

```
    BorderPane root = new BorderPane();
```

```
    Scene scene = new Scene(root, 400, 400);
```

```
    primaryStage.setScene(scene);  
    primaryStage.show();
```

Derived from
base class

Root-Container

Scene with size

Display

Anatomy of an FX-App

```
import javafx.application.Application;
```

```
public class Main extends Application {
```

```
@Override
```

```
public void start(Stage primaryStage) {
```

```
    BorderPane root = new BorderPane();
```

```
    Scene scene = new Scene(root, 400, 400);
```

```
    primaryStage.setScene(scene);  
    primaryStage.show();
```

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

Derived from
base class

Root-Container

Scene with size

Display

inherited method

Lab HelloWorld

- Setting up Eclipse
- Creating your first JavaFX project
- Attaching the first Event-Listener

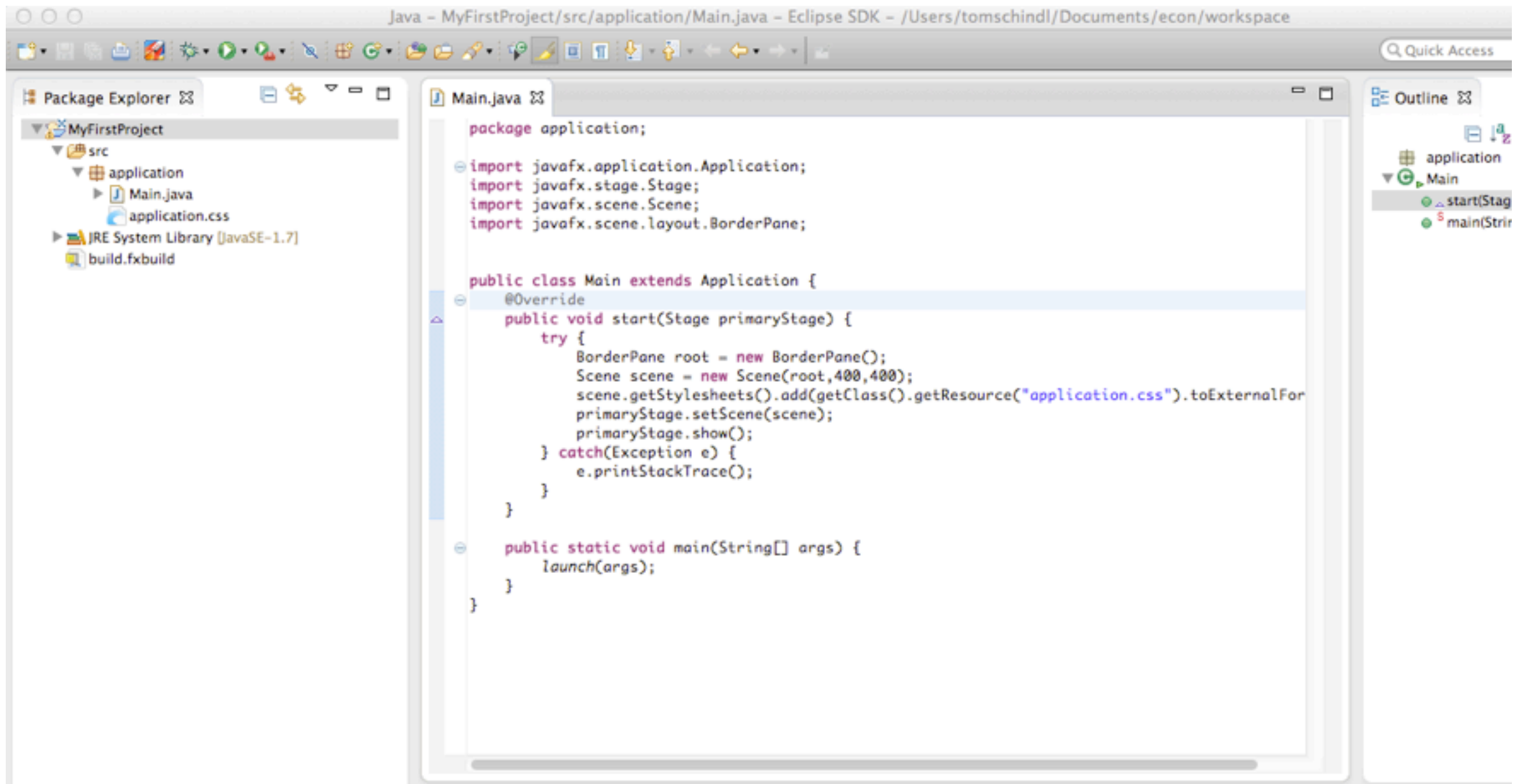
Lab Hello World

- ▶ Create a directory named „fx_tutorial“ on your filesystem e.g. `C:\fx_tutorial`, `/Users/tom/fx_tutorial`
- ▶ Move `eclipse-SDK-4.3.0-$arch$.tar.gz/.zip` to the directory and uncompress it there
- ▶ Install JDK8u112
 - ▶ Linux: extract it next to your eclipse-SDK
- ▶ Launch Eclipse with JDK8
 - ▶ Linux: Launch with `./eclipse -vm ../jdk8.../bin/java`
 - ▶ Check that JDK8 is used via About > Installation Details > Configuration - search for „eclipse.vm“

Lab Hello World

- ▶ File > New > Project ...
- ▶ Search for the JavaFX category
- ▶ Select „JavaFX Project“ > Next
- ▶ Enter the following data:
 - ▶ Project name: MyFirstProject
 - ▶ Use an execution environment JRE: JavaSE-1.8
- ▶ Select: Finish

Lab Hello World



Lab Hello World

- ▶ Create an instance of `javafx.scene.control.Button` which displays a text „Hello World!“
- ▶ Handle a button click and print „Hello World!“
 - ▶ Try to use the `setOnAction` API
 - ▶ Try to use the `addEventHandler` API
- ▶ Display the button in the center of the `BorderPane`

Lab Hello World

```
BorderPane root = new BorderPane();
Button b = new Button("Hello World");
b.setOnAction(new EventHandler<ActionEvent>() {

    @Override
    public void handle(ActionEvent event) {
        System.out.println("Hello World via setOnAction!");
    }
});
b.addEventHandler(ActionEvent.ACTION, new EventHandler<ActionEvent>() {

    @Override
    public void handle(ActionEvent event) {
        System.out.println("Hello World via addEventHandler!");
    }
});
root.setCenter(b);
```

FX-Properties

FX-Properties

- ▶ JavaFX Beans use extend the JavaBean pattern
 - ▶ `getName$/setName$` method
 - ▶ `$name$Property` method
- ▶ `property-method` returns
 - ▶ `read/writable`: `javafx.beans.property.Property`
 - ▶ `readonly`: `javafx.beans.property.ReadOnlyProperty`
- ▶ `Property-Objects` are observable and can be bound together

FX-Properties

```
public class JavaBean {  
    private String name;  
  
    private PropertyChangeSupport support = new PropertyChangeSupport(this);  
  
    public void setName(String name) {  
        support.firePropertyChange("name", this.name, this.name = name);  
    }  
  
    public String getName() {  
        return this.name;  
    }  
}
```

FX-Properties

```
public class JavaFXBean {  
    private StringProperty name = new SimpleStringProperty(this,"name");  
  
    public void setName(String name) {  
        this.name.set(name);  
    }  
  
    public String getName() {  
        return this.name.get();  
    }  
  
    public StringProperty nameProperty() {  
        return this.name;  
    }  
}
```

FX-Properties

- ▶ Properties can be bound
 - ▶ Unidirectional: `Property#bind()`
 - ▶ Bidirectional: `Property#bindBidirectional()`
- ▶ Unlink bindings:
 - ▶ Unidirectional: `Property#unbind()`
 - ▶ Bidirectional: `Property#unbindBidirectional()`

Lab FXProperties

- ▶ Create JavaFX Bean
- ▶ Create UI with and bind properties

Lab FXProperties

- ▶ Create a new JavaFX-Project
- ▶ Create a JavaFX Bean
 - ▶ Name: MyBean
 - ▶ Properties: String-Property named „text“
- ▶ Add the following UI-Elements to the Main class
 - ▶ top: javafx.scene.control.TextField
 - ▶ center: javafx.scene.text.Text
 - ▶ left: javafx.scene.control.Slider (hint: orientation!)
 - ▶ right: javafx.scene.control.Slider

Lab FXProperties

- ▶ Make the slider accept values in range min=1 & max=10
- ▶ Create an instance of MyBean
- ▶ Bind:
 - ▶ `bidirectional: MyBean#text to TextField#text`
 - ▶ `unidirectional:`
 - ▶ `MyBean#text to Text#text`
 - ▶ `H-Slider#value to Text#scaleX`
 - ▶ `V-Slider#value to Text#scaleY`

Lab FXProperties (for the fast one)

- ▶ Make sure the sliders are only modifiable when the text field has a value entered

FX-Layouts

FX Layouts

- ▶ JavaFX comes with predefined layout panes like
 - ▶ `javafx.scene.layout.BorderPane`
 - ▶ `javafx.scene.layout.HBox`
 - ▶ `javafx.scene.layout.VBox`
 - ▶ `javafx.scene.layout.GridPane`
- ▶ Layout constraints are applied through constant setters

```
BorderPane root = new BorderPane();  
Button child = new Button("Layout Test");  
BorderPane.setAlignment(child, Pos.CENTER_LEFT);  
root.setCenter(child);
```

FX Layouts

- ▶ Additional layouts
 - ▶ SWT-Layouts part of e(fx)clipse
 - ▶ `org.eclipse.fx.ui.panes.GridLayoutPane`
 - ▶ `org.eclipse.fx.ui.panes.FillLayoutPane`
 - ▶ `org.eclipse.fx.ui.panes.RowLayoutPane`
 - ▶ MigPane (<http://www.miglayout.com/>)

FXML

FXML

- ▶ FXML is a declarative way to define a JavaFX-Scenegraph
- ▶ WYSIWYG Tool called SceneBuilder
- ▶ Rules how to map Java to XML-Constructors
 - ▶ classes get xml-elements
Java: `Button b = new Button();`
FXML: `<Button>`
 - ▶ simple attribute types get xml-attributes
Java: `b.setText("Hello World");`
FXML: `<Button text="Hello World"`
 - ▶ complex attribute types get xml-elements
Java: `new BorderPane().setCenter(new Button("Hello World"))`
FXML: `<BorderPane><center><Button text="Hello World" /></center></BorderPane>`

FXML

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<?import javafx.scene.layout.HBox?>
```

```
<?import javafx.scene.control.Button?>
```

```
import javafx.scene.control.Button;
```

```
import javafx.scene.layout.HBox;
```

```
<HBox xmlns:fx="http://javafx.com/fxml">
```

```
    <children>
```

```
        <Button
```

```
            text="Hello World">
```

```
        </Button>
```

```
    </children>
```

```
</HBox>
```

```
HBox box = new HBox();
```

```
Button button = new Button("Hello World");
```

```
box.getChildren().add(button);
```

FXML

► Executing actions

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<?import javafx.scene.layout.BorderPane?>
```

```
<?import javafx.scene.layout.HBox?>
```

```
<?import javafx.scene.control.Button?>
```

```
<HBox xmlns:fx="http://javafx.com/fxml"
```

```
  fx:controller="application.SampleController">
```

```
  <children>
```

```
    <Button
```

```
      fx:id="mybutton"
```

```
      text="Hello World"
```

```
      onAction="#run">
```

```
    </Button>
```

```
  </children>
```

```
</HBox>
```

FXML

► Executing actions

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<?import javafx.scene.layout.BorderPane?>
```

```
<?import javafx.scene.layout.HBox?>
```

```
<?import javafx.scene.control.Button?>
```

```
<HBox xmlns:fx="http://javafx.com/fxml"
```

```
  fx:controller="application.SampleController">
```

```
  <children>
```

```
    <Button
```

```
      fx:id="mybutton"
```

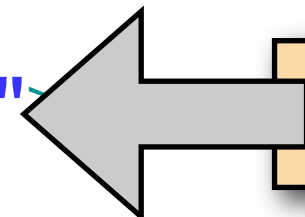
```
      text="Hello World"
```

```
      onAction="#run">
```

```
    </Button>
```

```
  </children>
```

```
</HBox>
```



Java-Class

FXML

► Executing actions

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<?import javafx.scene.layout.BorderPane?>
```

```
<?import javafx.scene.layout.HBox?>
```

```
<?import javafx.scene.control.Button?>
```

```
<HBox xmlns:fx="http://javafx.com/fxml"
```

```
  fx:controller="application.SampleController">
```

```
  <children>
```

```
    <Button
```

```
      fx:id="mybutton"
```

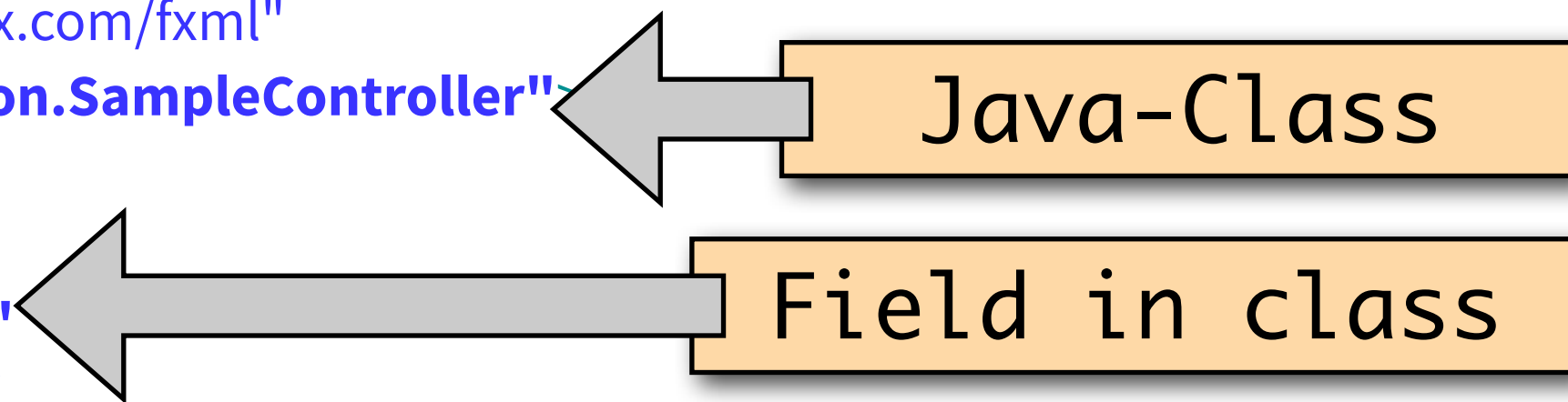
```
      text="Hello World"
```

```
      onAction="#run">
```

```
    </Button>
```

```
  </children>
```

```
</HBox>
```



Java-Class

Field in class

FXML

► Executing actions

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<?import javafx.scene.layout.BorderPane?>
```

```
<?import javafx.scene.layout.HBox?>
```

```
<?import javafx.scene.control.Button?>
```

```
<HBox xmlns:fx="http://javafx.com/fxml"
```

```
  fx:controller="application.SampleController">
```

```
  <children>
```

```
    <Button
```

```
      fx:id="mybutton"
```

```
      text="Hello World"
```

```
      onAction="#run">
```

```
    </Button>
```

```
  </children>
```

```
</HBox>
```

Java-Class

Field in class

Method in class

FXML

► Executing actions / accessing stuff in Java

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<?import javafx.scene.layout.BorderPane?>
```

```
<?import javafx.scene.layout.HBox?>
```

```
<?import javafx.scene.control.Button?>
```

```
<HBox xmlns:fx="http://javafx.com/fxml"  
      fx:controller="application.SampleController">
```

```
  <children>
```

```
    <Button
```

```
      fx:id="mybutton"
```

```
      text="Hello World"
```

```
      onAction="#run">
```

```
    </Button>
```

```
  </children>
```

```
</HBox>
```

```
package application;
```

```
import javafx.fxml.FXML;
```

```
import javafx.scene.control.Button;
```

```
public class SampleController {  
    @FXML Button mybutton;
```

```
    @FXML
```

```
    public void run() {
```

```
    }
```

```
}
```

FXML

- ▶ layout-constraint support
 - ▶ simple constraints: `<Button BorderPane.alignment="CENTER_LEFT">`
 - ▶ complex constraints: `<BorderPane.margin><Insets left="10"></Insets></BorderPane.margin>`
- ▶ i18n support
 - ▶ prefix value with %: `<Button fx:id="mybutton" text="%hello.world">`
 - ▶ preview: `<?scenebuilder-preview-i18n-resource messages.properties?>`
- ▶ media resource support
 - ▶ prefix value with @: `<Image url="@Money-icon_48.png" />`
- ▶ loading FXML-Files using `javafx.fxml.FXMLLoader.load`

Lab FXML

- ▶ Create FXML
- ▶ Connect to controller
- ▶ Use i18n

Lab FXML

- ▶ Create a JavaFX-Project named „FXMLProject“
 - ▶ Navigate to the last page in the wizard
 - ▶ Language: FXML
 - ▶ Root-Type: `javafx.scene.layout.BorderPane`
 - ▶ Filename: Sample
 - ▶ Controller Name: SampleController
- ▶ Open Preview using Window > Show View > JavaFX > JavaFX Preview

Lab FXML

- ▶ Create basic UI
 - ▶ Create a center-element below the BorderPane
 - ▶ Add a button-element with a text „Hello World“
 - ▶ Align the button to CENTER_LEFT
- ▶ Open the SampleController
- ▶ Go back to the Sample.fxml
- ▶ Add an onAction-Attribute and set #run as the value
 - ▶ Notice the error marker
 - ▶ Use auto-correction CTRL/CMD+1
 - ▶ Select first proposal and notice SampleController change

Lab FXML

- ▶ Add an `fx:id` to Button-element and use value `mybutton`
 - ▶ Notice warning marker
 - ▶ Use auto-correction CTRL/CMD+1
 - ▶ Select first proposal and notice `SampleController` change
- ▶ Modify `SampleController#run` to update the `text-Value` of the button
- ▶ Create a `messages.properties-File`
 - ▶ Add a key „`hello.world`“
 - ▶ Update the FXML to use `hello.world`
 - ▶ Update the Main-Code to use `FXMLLoader.load(URL,ResourceBundle)`

Lab FXML (for the fast ones)

- ▶ Try to add an image to the button
 - ▶ Hints: `graphic`, `ImageView`, `Image`
 - ▶ Hints 2: FXML-Editor does not know about `url-Property` of `Image`

FXGraph

FXGraph

- ▶ FXGraph is a declarative language with a similar notation to JSON
 - ▶ Remove a lot of noise created by XML
- ▶ It „compiles“ to FXML (=no extra runtime libs needed)
- ▶ Has some extra features
- ▶ Definitions:
 - ▶ Object-Def: `Button{}`
 - ▶ Simple-Attribute: `Button { text : "Hello World" }`
 - ▶ Complex-Attribute: `BorderPane { center : Button { text : "Hello World" } }`

FXGraph

```
package application
```

```
import javafx.scene.layout.BorderPane
```

```
import application.SampleController
```

```
import javafx.scene.control.Button
```

```
component Sample resourcefile "messages.properties" controlledby SampleController {  
    BorderPane {  
        center : Button {  
            text : "Hello World"  
        }  
    }  
}
```

FXGraph

```
package application
```

```
import javafx.scene.layout.BorderPane
```

```
import application.SampleController
```

```
import javafx.scene.control.Button
```

```
component Sample resourcefile "messages.properties" controlledby SampleController {
```

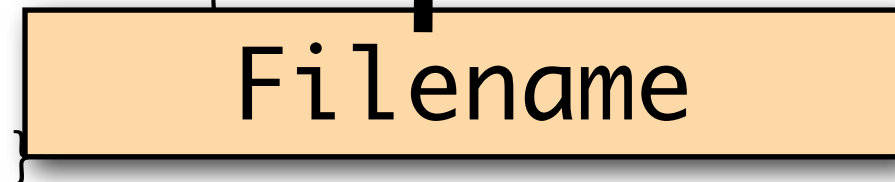
```
    BorderPane {
```

```
        center : Button {
```

```
            text "Hello World"
```

```
        }
```

```
    }
```



FXGraph

```
package application
```

```
import javafx.scene.layout.BorderPane
```

```
import application.SampleController
```

```
import javafx.scene.control.Button
```

```
component Sample resourcefile "messages.properties" controlledby SampleController {
```

```
    BorderPane {
```

```
        center : Button {
```

```
            text "Hello World"
```

```
        }
```

```
    }
```

Translations

Filename

FXGraph

```
package application
```

```
import javafx.scene.layout.BorderPane
```

```
import application.SampleController
```

```
import javafx.scene.control.Button
```

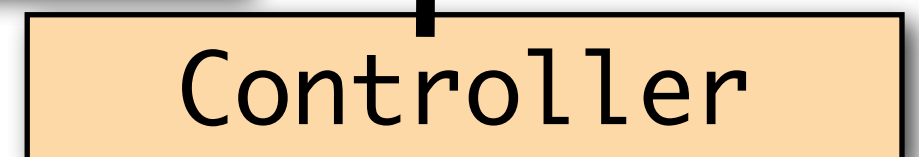
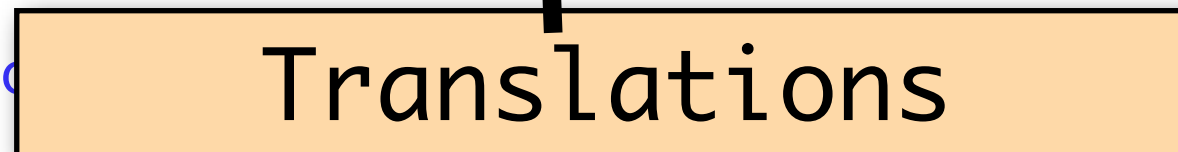
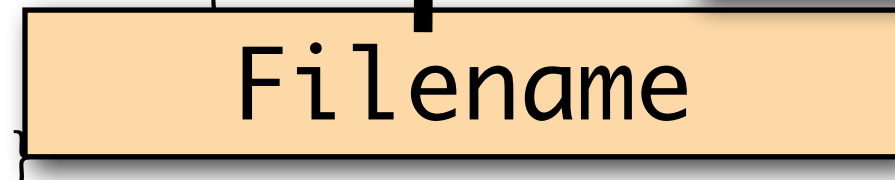
```
component Sample resourcefile "messages.properties" controlledby SampleController {
```

```
BorderPane {
```

```
center : Button {
```

```
text "Hello World"
```

```
}
```



FXGraph

- ▶ Layout-constraint support:

- ▶ simple constraints: `Button { static alignment : "CENTER_LEFT" }`

- ▶ complex constraints: `Button { static margin : Insets { left : 10 } }`

- ▶ i18n support

- ▶ prefix string with `rstring`: `Button { text : rstring "hello.world" }`

- ▶ media support:

- ▶ prefix string with `location`: `Image { url : location "Money-icon_48.png" }`

- ▶ preview marker:

- ▶ prefix an attribute with `preview`: `TextField { preview text : "Preview only" }`

FXGraph

- ▶ Executing actions / accessing stuff in Java

```
component Sample controlledby application.CurrencyController {  
    BorderPane {  
        center : Button id mybutton {  
            text : "Hello World",  
            onAction : controllermethod run  
        }  
    }  
}
```


FXGraph

- ▶ Executing actions / accessing stuff in Java

```
component Sample controlledby application.CurrencyController {  
    BorderPane {  
        center : Button id mybutton {  
            text : "Hello World",  
            onAction : controllermethod run  
        }  
    }  
}
```

Field in class



FXGraph

- ▶ Executing actions / accessing stuff in Java

```
component Sample controlledby application.CurrencyController {  
  BorderPane {  
    center : Button id mybutton {  
      text : "Hello World",  
      onAction : controllermethod run  
    }  
  }  
}
```

Field in class



Method in class



Lab FXGraph

- ▶ Create complex UI
- ▶ Connect to controller
- ▶ Use i18n

Lab FXGraph

- ▶ Create a JavaFX-Project named „FXGraphProject“
 - ▶ Navigate to the last page in the wizard
 - ▶ Language: FXGraph
 - ▶ Root-Type: `javafx.scene.layout.BorderPane`
 - ▶ Filename: Currency
 - ▶ Controller Name: CurrencyController

Lab FXGraph

► Create the UI

A screenshot of a Java Swing window titled "FXGraph" with a standard Mac OS X title bar. The window is divided into two main sections. The left section is a large, empty white rectangle. The right section is a light gray rectangle containing two text input fields. The top field is labeled "Name" and the bottom field is labeled "Abbreviation". At the bottom left of the window, there are two buttons: "Add" and "Remove".

Lab FXGraph

- ▶ Put another `javafx.scene.layout.BorderPane` in the `left-Property`
 - ▶ put a `javafx.scene.control.ListView` in the center
 - ▶ put a `javafx.scene.layout.HBox` in the bottom
 - ▶ add 2 `javafx.scene.control.Button` as the children
- ▶ Put `javafx.scene.layout.GridPane` in the `center Property`
(Hint `row`, `column-index` and `hgrow` can be set using `static`)
 - ▶ add a `javafx.scene.control.Label` (`text=Name`)
 - ▶ add a `javafx.scene.control.TextField`
 - ▶ add a `javafx.scene.control.Label` (`text=Abbreviation`)
 - ▶ add a `javafx.scene.control.TextField`

Lab FXGraph

- ▶ Create a file `messages.properties`
 - ▶ Add the following keys with translations:
`common.add`
`common.remove`
`currency.name`
`currency.abbrev`
 - ▶ Modify `Currency.fxgraph` adding `resourcefile "messages.properties"` in the component definition
 - ▶ Use `rstring` in the `Button` and `Label` text-property
- ▶ Connect the following to the controller (using `id`)
 - ▶ `ListView` as `currencyList`
 - ▶ `TextField` as `nameField`, `abbreviationField`

Lab FXGraph

- ▶ Connect the buttons `onAction-Slot` to the controller (using `controllermethod`)
 - ▶ Add Button to `addCurrency`
 - ▶ Remove Button to `removeCurrency`
- ▶ Set the `id-attribute(!!!)` of the `GridPane` to „`currencyDetail`“

CSS

CSS

- ▶ JavaFX uses CSS to theme ALL elements
- ▶ Selectors supported are mainly CSS2 compatible
 - ▶ Element-Selectors: Applies to the classname in the SceneGraph (e.g. `BorderPane`, `HBox`, ...)
 - ▶ ID-Selectors: Applies to the id-attribute set via `Node#id: String`
 - ▶ Class-Selectors: Applies to the classes assigned through `Node#styleClass: ObservableList<String>`

CSS

- ▶ JavaFX-Controls automatically assign the controls name to the Skin-Class making up the control. e.g. Button styles itself not with Button but .button

CSS

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SceneGraph

BorderPane

TitledPane

CSS

- ▶ JavaFX-Controls automatically assign the controls name to the Skin-Class making up the control. e.g. Button styles itself not with Button but .button

SceneGraph

BorderPane

TitledPane

StackPane

HBox

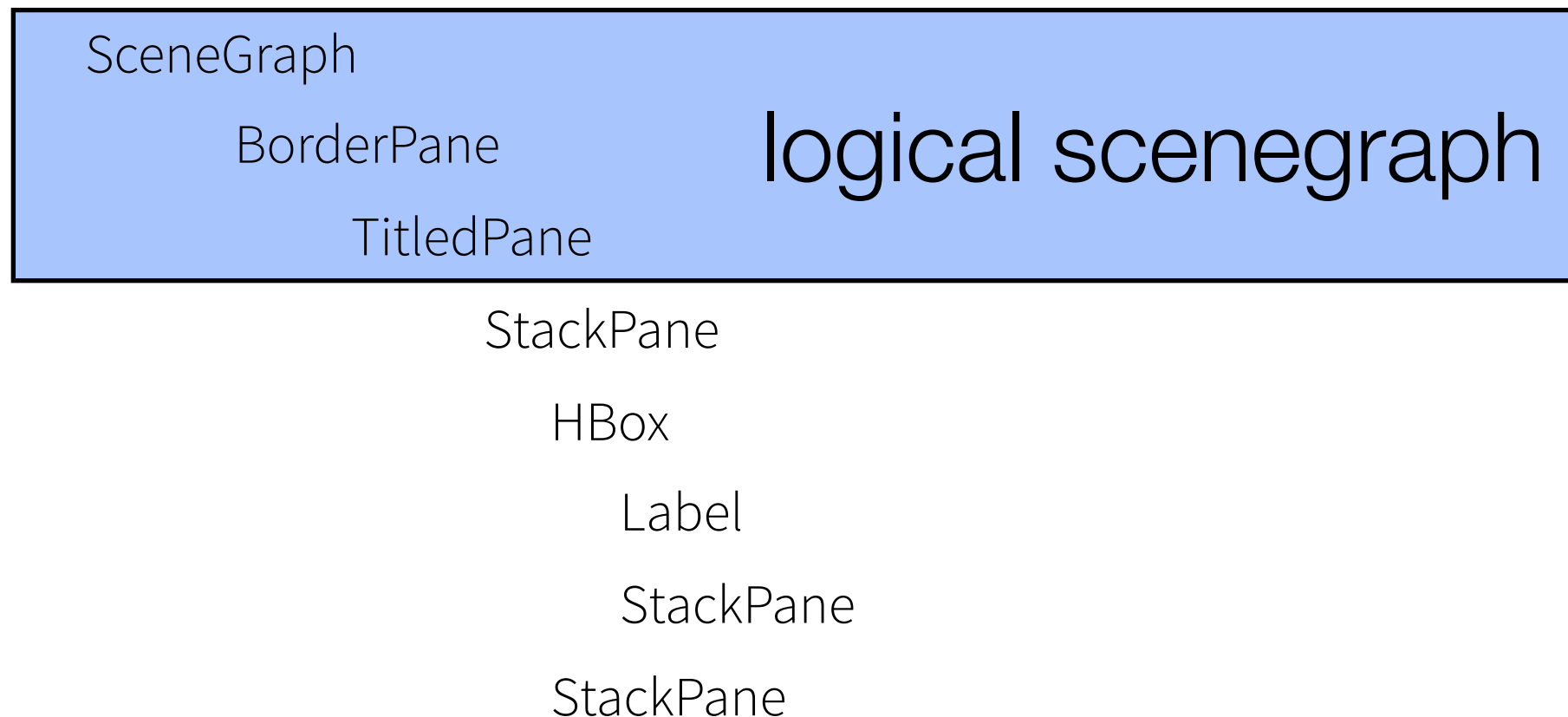
Label

StackPane

StackPane

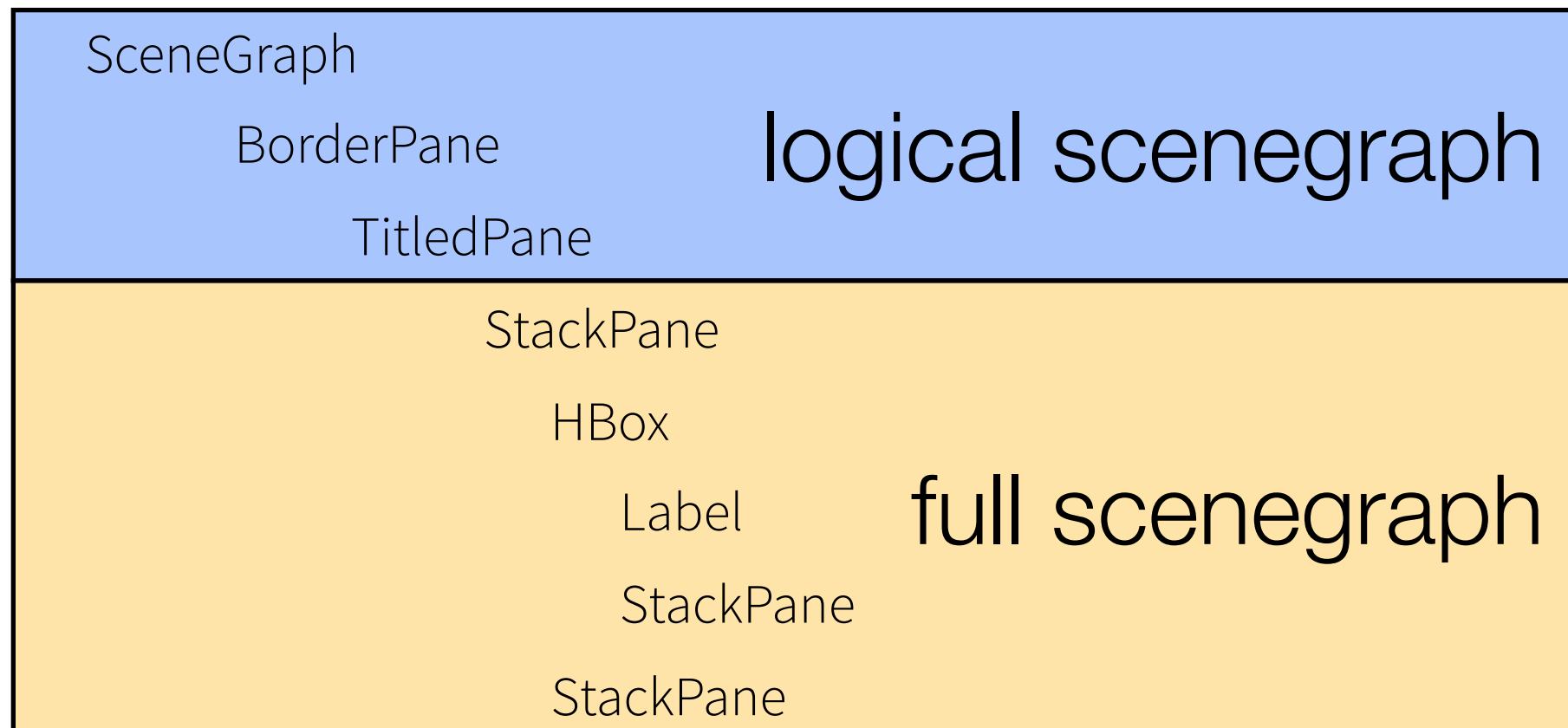
CSS

- ▶ JavaFX-Controls automatically assign the controls name to the Skin-Class making up the control. e.g. Button styles itself not with Button but .button



CSS

- JavaFX-Controls automatically assign the controls name to the Skin-Class making up the control. e.g. Button styles itself not with Button but .button



CSS

- ▶ JavaFX properties all start with -fx
- ▶ Informations which properties apply to which element are available from <http://docs.oracle.com/javafx/2/api/javafx/scene/doc-files/cssref.html>
- ▶ e(fx)clipse CSS-Editor knows which properties apply if you use the predefined class and element selectors

Lab CSS

- ▶ Use some simple css

Lab CSS

- ▶ Open the `application.css` in the `FXGraphProject`
 - ▶ Redefine the `hgap` / `vgap` for `GripPanels`
 - ▶ Redefine the `padding` for the `GridPane` with ID `currencyDetail`

Working with Views

Working with Views

Working with Views

- ▶ All views are virtual (cells are reused!!)

Working with Views

- ▶ All views are virtual (cells are reused!!)
- ▶ All views are made up of Cell-Nodes

Working with Views

- ▶ All views are virtual (cells are reused!!)
- ▶ All views are made up of Cell-Nodes
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ListView<Currency> currencyList = new ListView<>();  
currencyList.setCellFactory(new Callback<ListView<Currency>, ListCell<Currency>>() {
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    @Override  
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JDK7-Style

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currencyList.setCellFactory((param) -> new CurrencyCell());
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```
public class CurrencyCell extends ListCell<Currency> {  
    @Override  
    protected void updateItem(Currency item, boolean empty) {  
        if( item != null && ! empty ) {  
            setText(item.getName());  
        } else {  
            setText(null);  
        }  
        super.updateItem(item, empty);  
    }  
}
```

Lab Views

- Setup the ListView

Lab Views

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 - ▶ make the ListView hold items of type Currency
 - ▶ make the controller implement Initializable
- ▶ Add a subclass of ListCell named CurrencyCell as an inner-static-class
- ▶ In the initialize-method setup the cellFactory

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 - ▶ list value: `IObservableList`
- ▶ 2 instance can be synced through the `DatabindingContext`

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- ▶ Creation of `IObservableValue`
 - ▶ simple: `IValueProperty#observe(Object)`

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e.g. `JFXUIProperties.text()`
- ▶ Creation of `IObservableValue`
 - ▶ `simple: IValueProperty#observe(Object)`
 - ▶ `master-detail: IValueProperty#observeDetail(IObservableValue)`

Lab DB

- ▶ Bind TextFields
- ▶ Update based on selection
- ▶ Change ListView to keep up-to-date

Lab Eclipse DB

- ▶ In the Main#start call `JFXRealm.createDefault()`
- ▶ In CurrencyController create and initialize a field of type `WritableValue`
- ▶ In the initialize-method
 - ▶ Create an instance of `EMFDatabindingContext`
 - ▶ Create an instance `IValueProperty` for `CURRENCY__NAME` - through `EMFProperties`, `MyfondPackage.Literals`
 - ▶ Create an instance `IValueProperty` for `TextField#text` property through `JFXUIProperties`
 - ▶ Create an observable of the name `IValueProperty#observeDetail`
 - ▶ Create an observable of the text `IValueProperty#observe`

Lab Eclipse DB

- ▶ Repeat the steps for the CURRENCY__SYMBOL
- ▶ add an InvalidationListener to the currencyList's selectionModel and when call update master using IObservableValue#setValue
- ▶ Notice when running: ListCell is not updated!!!
- ▶ Create an IValueProperty for CURRENCY__NAME
- ▶ Replace the list-setup through ListUtil.setupList(ListView,IValueProperty)

Deployment

- ▶ The optimal way to deploy JavaFX applications is
 - ▶ Through the native install format (setup.exe, dmg, rpm, deb)
 - ▶ The JRE included so that no prerequisites are needed (e.g. Mac App Store requirement)
- ▶ JavaFX provides packageing tasks
 - ▶ Can be call on command line
 - ▶ Ant integration
- ▶ e(fx)clipse has a special file to configure the export named .fxbuild

Lab Deploy

- Generate a native installer

Lab Deployment

- ▶ Open the `build.fxbuild-File`
 - ▶ Enter infos into:
 - ▶ Vendor name: MY COMPANY
 - ▶ Application title: My App
 - ▶ Application version: 1.0.0
 - ▶ Application class: `application.Main`
 - ▶ Toolkit Type: `fx`
 - ▶ Packaging Format: `all`
- ▶ Click on „`ant build.xml` and run“

FX & OSGi

FX & OSGi

- ▶ JavaFX and OSGi are not natural friends
 - ▶ JavaFX is not JSRed hence it's in none of the OSGi-EEs
 - ▶ JavaFX is part of the JDK7 but not on a classpath
 - ▶ JavaFX is on the extension classpath in JDK8 but Equinox by default skips the extension classpath
- ▶ Most APIs have been adjusted to be OSGi-friendly (e.g. FXMLLoader takes a classloader)
- ▶ e(fx)clipse solves the integration problem for JDK7/8 in Kepler with a Adaptor Hook
 - ▶ Fragment to the system.bundle (org.eclipse.fx.osgi)
 - ▶ Fake bundle with JavaFX-packages (org.eclipse.fx.javafx)

Lab FX & OSGi

- ▶ Create an FX-OSGi project
- ▶ Load an FXML-File

Lab FX & OSGi

- ▶ Setup a target platform (Preferences > Target Platform)
 - ▶ Add a new empty target
 - ▶ Point it to the target-directory of the downloaded zip-Folder
- ▶ Create a new project using File > New Project ... > OSGi Application Project
- ▶ Enter the following data on page 1
 - ▶ Bundle-ID-Prefix: osgi.sample
 - ▶ Execution Environment: JavaSE-1.8
- ▶ On the next page enter:
 - ▶ Product Name: MyOSGiApp
 - ▶ Eclipse DI: checked

Lab FX & OSGi

- ▶ Create an FXGraph-File (BorderPane)
 - ▶ Add a button
- ▶ Load the FXML-File in the the run-method
- ▶ Launch the application useing the generated launch config
- ▶ Create a controller
 - ▶ Add the controller to the FXGraph-File
 - ▶ Connect the button with the controller
 - ▶ Connect the onAction-property and update the button text
- ▶ Launch the application => Crash!
 - ▶ Reason is that the FXMLLoader does not know the bundle with the controller class

Lab FX & OSGi

- Solving the classloader problem
 - Solve it your own
 - Let Eclipse DI solve it

```
@Inject
```

```
@FXMLLoader
```

```
FXMLLoaderFactory factory;
```

```
// ...
```

```
BorderPane pane = (BorderPane) factory.loadRequestorRelative("Sample.fxml").load();
```

Unit Test

Unit Test

- ▶ Junit-Testing is done with Jemmy + JemmyFX
- ▶ JavaFX-applications can be queried for elements
e.g. find the first button the scene is

```
Lookup<Button> lookup = scene.asParent().lookup(Button.class, new  
LookupCriteria<Button>() {
```

```
    @Override  
    public boolean check(Button arg0) {  
        return true;  
    }  
});
```

- ▶ Each type is wrapped in a class named Wrap<T>
- ▶ Mouse/Keyboard input is emulated through the Wrap
e.g. single click on button

```
lookup.wrap().mouse().click()
```

Lab Unit Test

- Writing a simple Unit-Test

Lab Unit Test

- ▶ Open the generated `SampleTestCase`
 - ▶ Modify the content of the test-method
 - ▶ Search for button class using `LookupCriteria`
 - ▶ Execute a single click
 - ▶ Access the native control and check that the text has changed
- ▶ Run the `junit-test` through the created `...jemmy.launch-Config`

$FX + e4$

FX + e4

- ▶ `e(fx)clipse` provides a render implementation for JavaFX
 - ▶ The programming model (DI, Services) are the same
 - ▶ The application model is the same
- ▶ Exploits JavaFX possibilities
 - ▶ e.g Animation to for Window open/close, Perspective switching
- ▶ Generic Framework writing own renderers extremely easy!
- ▶ `UI(=PartContent)` has to be rewritten in JavaFX

Lab FX + e4

- Developing an application

Lab FX + e4

- ▶ Create an e4 JavaFX project using File > New Project ... > JavaFX/OSGi/e4 Application projects
 - ▶ Enter the following data on page 1:
 - ▶ Bundle-ID-Prefix: e4.sample
 - ▶ Execution Environment: JavaSE-1.8
 - ▶ On page 2
 - ▶ Product Name: MyE4App
- ▶ In the generated e4.sample.app-project create named application-package
- ▶ Copy CurrencyController, Currency.fxgraph and messages.properties from your FXGraphProject

Lab FX + e4

- ▶ Add the following dependencies
 - ▶ `org.eclipse.emf.ecore`
 - ▶ `org.eclipse.emf.databinding`
- ▶ Create a `libs` directory
 - ▶ Copy `at.bestsolution.myfond.model_.....jar` to it
- ▶ Open the `MANIFEST.MF` and switch to Runtime-Tab
 - ▶ In the lower right click add select the jar you copied to `libs`
- ▶ Create a class named `CurrencyPart`

Lab FX + e4

- Make the CurrencyPart look like this:

```
@Inject
@FXMLLoader
FXMLLoaderFactory factory;

@PostConstruct
void initUI(BorderPane pane) {
    try {
        pane.setCenter((Node) factory.loadRequestorRelative("Currency.fxml")
            .resourceBundle(ResourceBundle.getBundle("application.messages"))
            .load());
    } catch (IOException e) {
        // TODO Auto-generated catch block
        e.printStackTrace();
    }
}
```

Lab FX + e4

- ▶ Open the `Application.e4xmi`
 - ▶ Add a `TrimmedWindow` below `Windows`
 - ▶ Set `x,y,w,h` to `0,0,600,600`
 - ▶ Add a `PartStack` in `Controls`
 - ▶ Add a `Part` in the stack
 - ▶ Set the `Label` to `Currency`
 - ▶ Set the `class URI` pointing to `CurrencyPart`
- ▶ Launch through the provided launch config

SonF – SWT on FX

What is it?

- ▶ SonF is an experimental SWT implement based on JavaFX
 - ▶ Target: reaching compliance level of RWT
 - ▶ None-Target (as of now): Running Eclipse IDE on SonF
- ▶ Things working mostly
 - ▶ Controls: Text, Label, List, Table, Tree, TabFolder, ...
 - ▶ Layouts
 - ▶ Canvas!
 - ▶ Parts of StyledText
- ▶ AS OF TODAY NOT AVAILABLE FOR FREE USE
 - ▶ experimental (many things still not working)
 - ▶ decision if it gets OSS not yet made

Wanna see an example

Resources

- ▶ e(fx)clipse - <http://www.efxclipse.org>
- ▶ CSS-Ref - <http://docs.oracle.com/javafx/2/api/javafx/scene/doc-files/cssref.html>
- ▶ FXML-Ref: http://docs.oracle.com/javafx/2/api/javafx/fxml/doc-files/introduction_to_fxml.html
- ▶ SceneBuilder: <http://www.oracle.com/technetwork/java/javafx/tools/default-1568085.html>
- ▶ JavaFX Blog: <http://fxexperience.com/>
- ▶ My Blog: <http://tomsondev.bestsolution.at/>