

COMP2511

JavaFX

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JavaFX

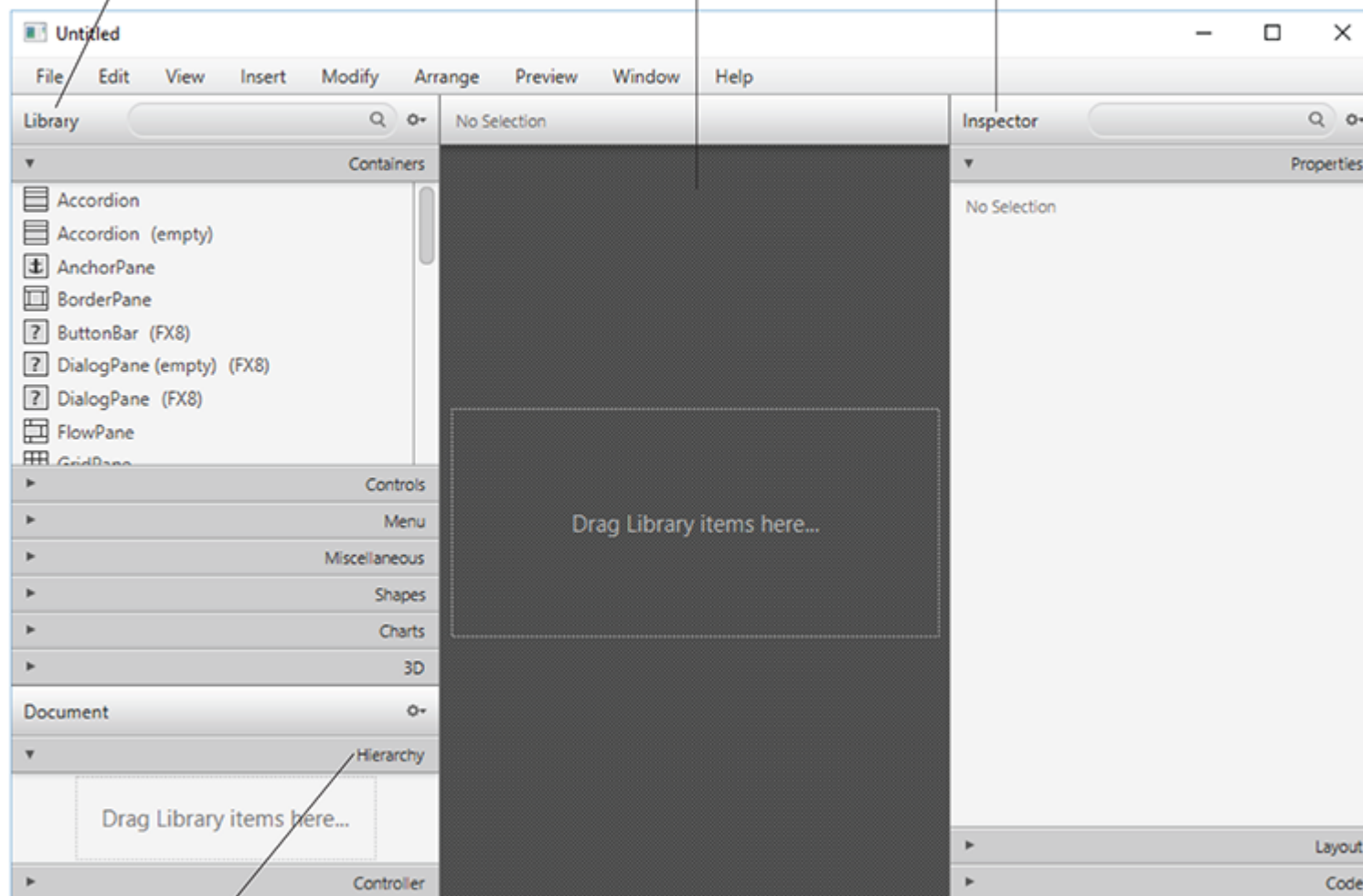
JavaFX

- Java's original GUI library was the Abstract Window Toolkit (AWT).
- Swing was added to the platform in Java SE 1.2.
- **JavaFX** is Java's GUI, graphics and multimedia API.
- JavaFX has better threading support, uses the GPU (graphics processing unit) .
- JavaFX supports **transformations** for repositioning and reorienting JavaFX components, and **animations** for changing the properties of JavaFX c
- The **Scene Builder** tool is a standalone JavaFX GUI visual layout tool .
- JavaFX Scene Builder enables you to create GUIs by dragging and dropping GUI components.
- JavaFX Scene Builder generates **FXML (FX Markup Language)**—an XML vocabulary for defining and arranging JavaFX GUI controls without writing any Java code.
- The FXML code is separate from the program logic that's defined in Java source code—this separation of the interface (the GUI) from the implementation (the Java code) makes it easier to debug, modify and maintain JavaFX GUI apps.

The **Library** contains JavaFX **Containers**, **Controls** and other items that can be dragged and dropped on the canvas

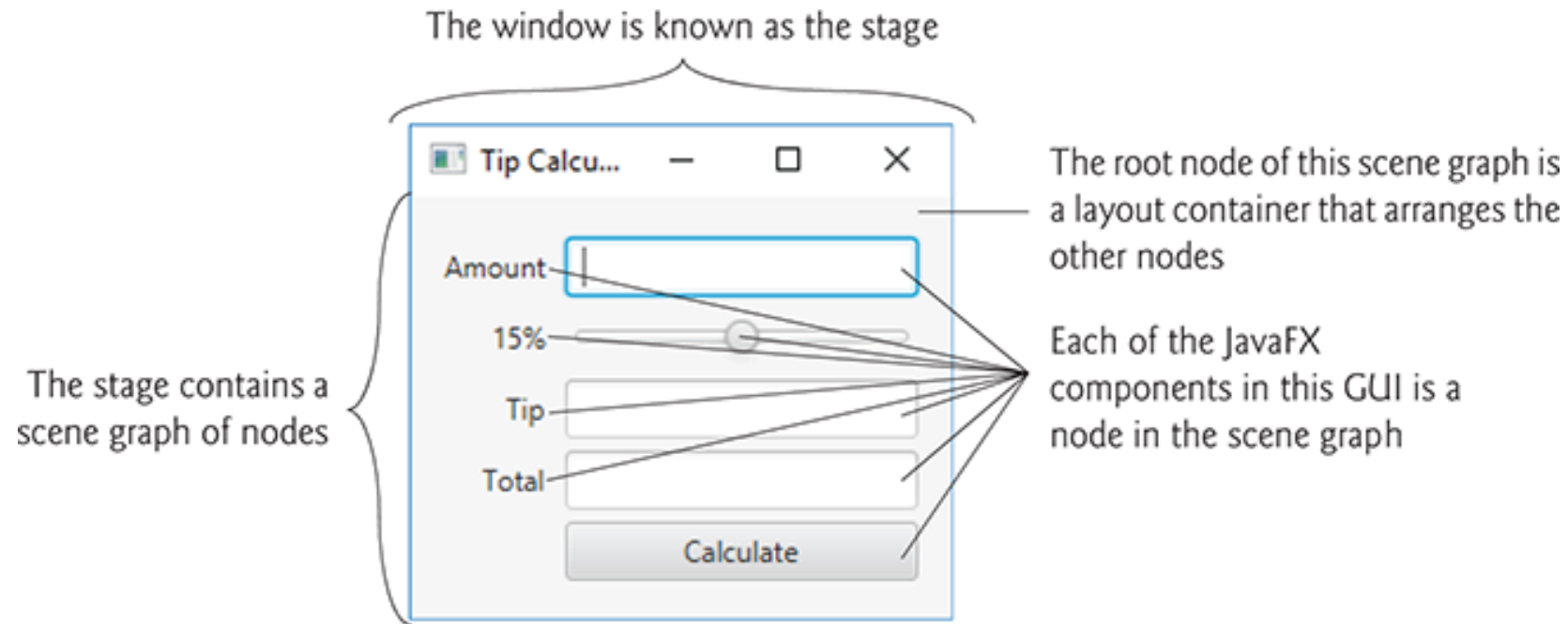
You use the content panel to design the GUI

You use the **Inspector** window to configure the currently selected item in the content panel



The **Document** window's **Hierarchy** section shows the structure of the GUI and allows you to select and reorganize controls

JavaFX App Window Structure



Getting Started with JavaFX Scene Builder

- <https://docs.oracle.com/javase/8/scene-builder-2/get-started-tutorial/overview.htm#BABJCAGB>

Layouts

- https://www.tutorialspoint.com/javafx/javafx_layout_panes

UI Controls

- https://www.tutorialspoint.com/javafx/javafx_ui_controls.htm

JavaFX Exercise Demo

- Demo of the JavaFX [exercise](#), please watch the video.

JavaFX Animation Demo

- Demo of the JavaFX [Animation](#), please watch the video.

<https://docs.oracle.com/javase/8/javafx/visual-effects-tutorial/basics.htm>

Week-07 Tut/Lab on JavaFx

- Hands-on self study exercises and lab exercises on JavaFx during week-07.
- Application of Observer Pattern.

End