## **JAVAFX**

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## 2D shapes

```
line.setEndY(140.0);

rectangle.setX(150.0f);

rectangle.setWidth(300.0f);

rectangle.setHeight(150.0f);

//Creating a Group
Group root = new Group(rectangle);

//Creating a Scene
Scene scene = new Scene(root, v. 600,

//Setting title to the scene
stage.setTitle("Sample application");

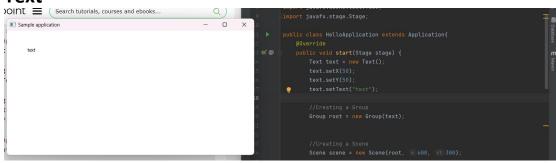
//Adding the scene to the stage
stage.setScene(scene);

//ElioApplication ×

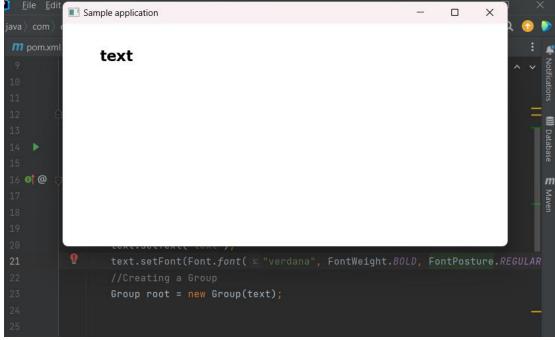
::\Users\shani\.jdks\openjdk-20\bin\java.exe ...
```

Kwadrat

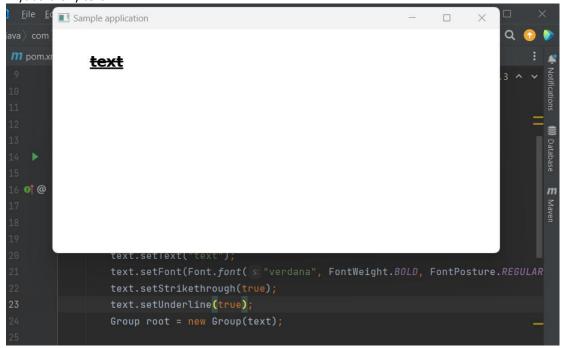
#### **Text**



Prosty napis text

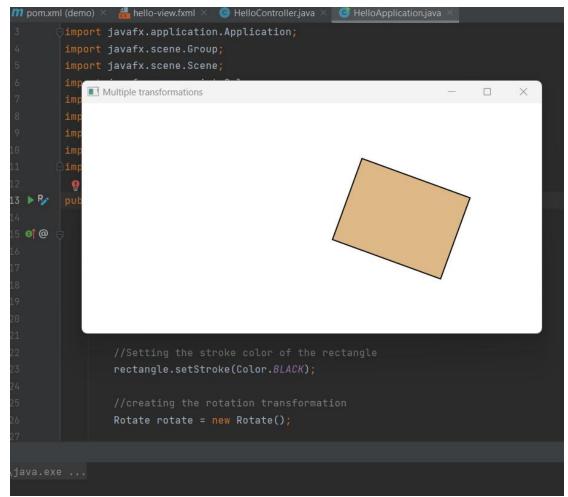


Wytłuszczony text

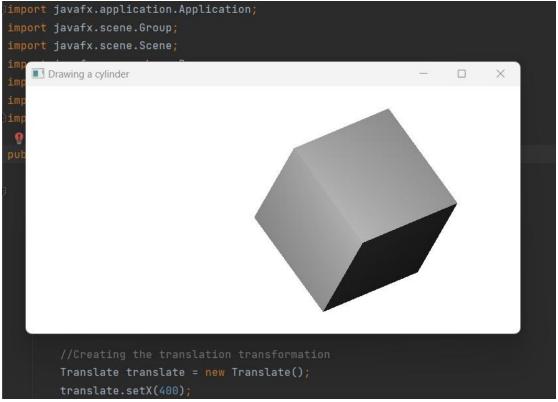


Text z dekoracjami

## **Transformations**

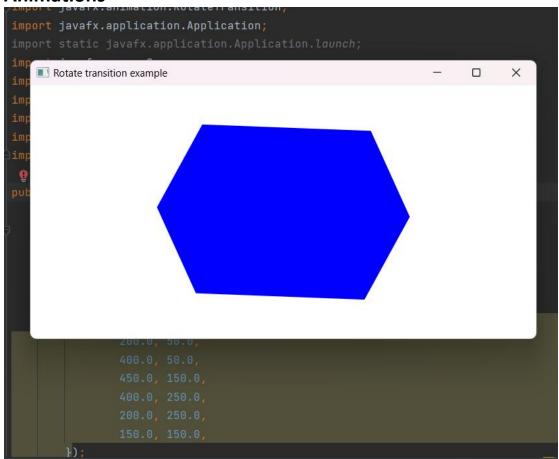


#### Prostokąt pod innym kontem

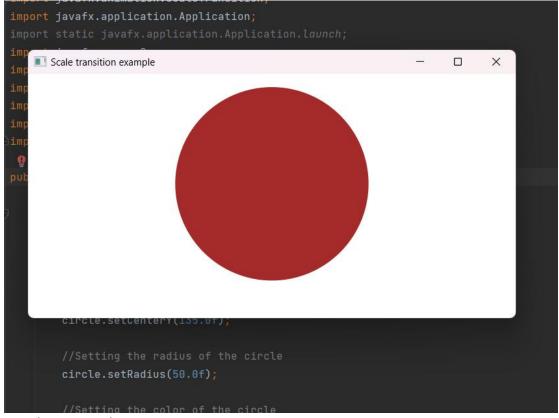


Kwadrat 3D

## **Animations**



Animowana figura



Powiększający się okrąg

```
# import javafx.animation.TranslateTransition;
import javafx.sepplication.Application;
import javafx.scene.Group;
imp
imp
imp
imp
imp
pub

//Setting the radius of the circle
circle.setRadius(100.0f);

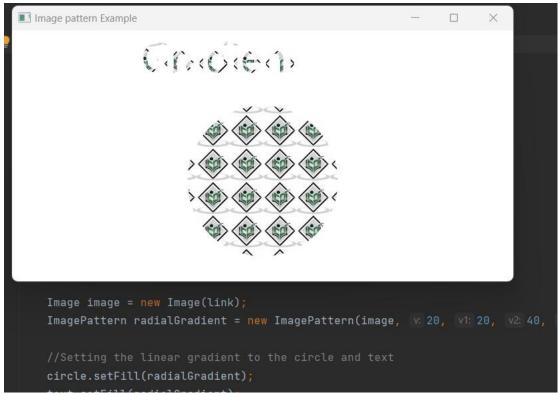
//Setting the color of the circle
circle.setFill(Color.BROWN);
```

Przemieszczający się okrąg

#### **Colors**



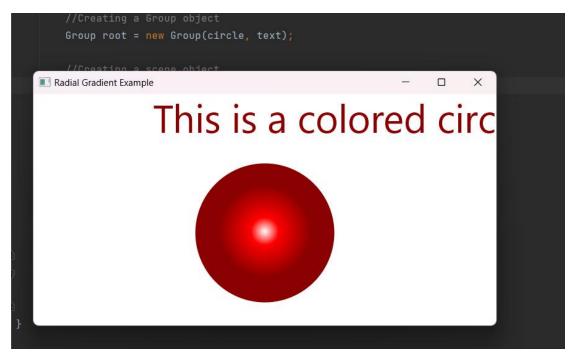
Nadanie kolorów do kółka



Okrąg ze wzorem

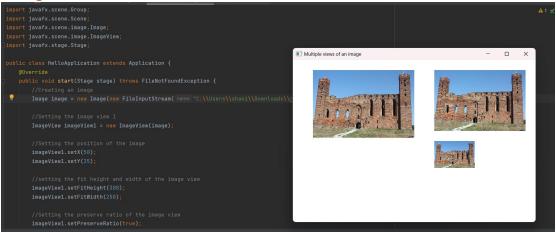


Okrąg z gradientem



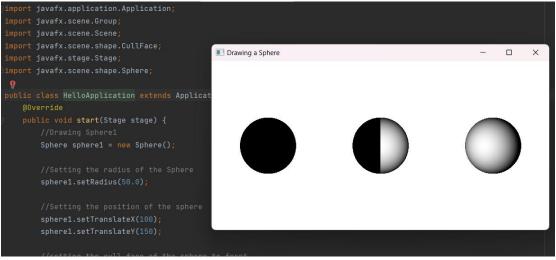
Okrąg z innym typem gradientu

### **Images**

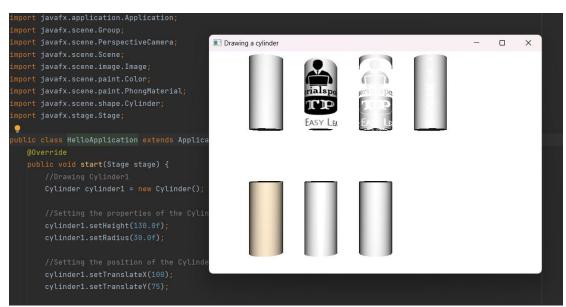


Kilka zdjęć na raz w różnych rozmiarach

# **3D Shapes**



Kształt 3D w trzech różncyh pozycjach



Tuba z różnymi typami materiałów

## **Event handling**

Okrąg po kliknięciu zmienia kolor i w konsoli wypisuje się "Hello World"

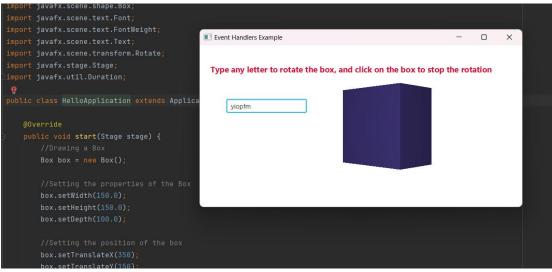
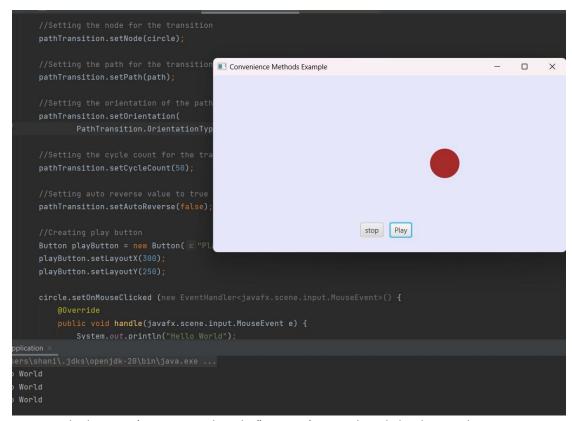
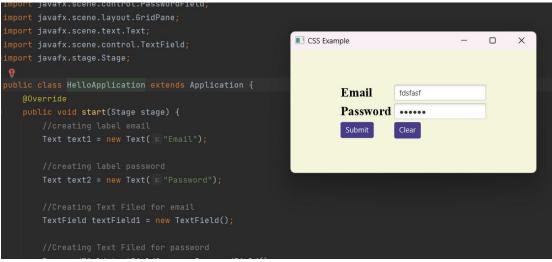


Figura kręci się po wpisaniu czegokolwiek

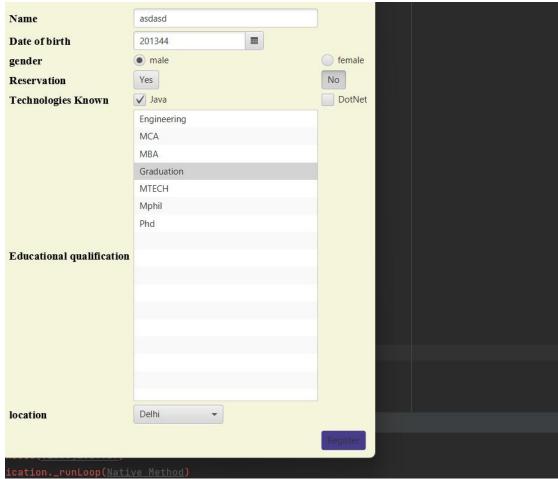


Animacja działa po wciśnięciu przycisku "Play" i po wciśnięciu jakiegokolwiek przycisku wypisuje "Hello World"

### **UI Controls**

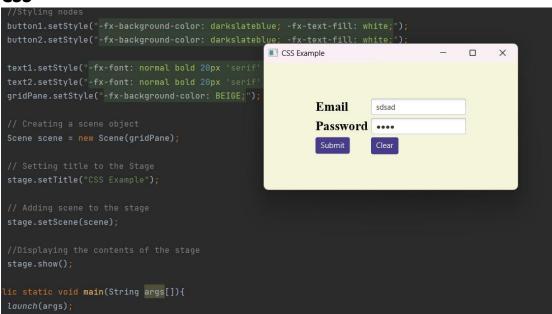


Formularz logowania



Formularz rejestracji

#### **CSS**



Ten sam formularz tylko teraz użyty został CSS