StarterKit

JavaFX

# Setup instructions

1. Unzip the zip file to C:\ (everything should be available under C:\StarterKit-JavaFX).
2. Start Eclipse (run eclipse.bat) and open the "C:\StarterKit-JavaFX\workspace" workspace.
3. Right click on the "javafx" project and select Maven -> Update Project...

# Tips & Tricks

## Eclipse

### FXML Preview

To open the “JavaFX Preview” view go to Window -> Show View -> Other... -> JavaFX -> JavaFX Preview

Add the following lines to your FXML file before the import statements:

<?scenebuilder-preview-i18n-resource ../bundle/bundle.properties?>

<?scenebuilder-stylesheet ../css/SimpleStylesheet.css?>

### FXML Editor

Press "Ctrl + 1" on the underlined “fx:id” attribute to add the corresponding field to the controller.

Press "Ctrl + 1" on the underlined "action" attribute (onXXXXXX) to add the corresponding method to the controller.

## Scene Builder

### Preview style sheet

To set the preview style sheet go to Preview -> Scene Stylesheets -> Add a Style Sheet and select the “C:\StarterKit-JavaFX\sources\StarterKit-JavaFX-main\javafx\src\main\resources\com\capgemini\starterkit\javafx\css\standard.css” file.

### Preview resource bundle

To set the preview resource bundle go to Preview -> Internationalization -> Set Resource and select the “C:\StarterKit-JavaFX\sources\StarterKit-JavaFX-main\javafx\src\main\resources\com\capgemini\starterkit\javafx\bundle\bundle.properties” file.

### Internationalized string

To add an internationalized string for a control field, select the control, go to that field in Properties panel and hover the mouse over the right side of the field. When a gear appears, click it and select Replace with Internationalized String.

### Change in CSS not visible in preview

If preview does not refresh after a change in a CSS file, go to Preview -> JavaFX Theme, change the theme to different one and back to original.

# Exercises

## Exercise 1

Build a client application for managing TODOs, which uses the REST server prepared during exercises for other topics.

## Exercise 2

Build a simple image viewer. The user selects a directory. The application displays a list of images in the selected directory (\*.jpg, \*.png, etc.). The user selects an image and the application displays it.