JavaFx SceneBuider Set Up and usage guide

Step1: Download Scene Builder

https://gluonhq.com/products/scene-builder/

JavaFx does not have support from oracle, So Gluon Company continued to support.

Step2: Run the SceneBuilder-10.0.0.exe

Step3: Open the eclipse and follow the below instructions to attach scene builder to Eclipse IDE.
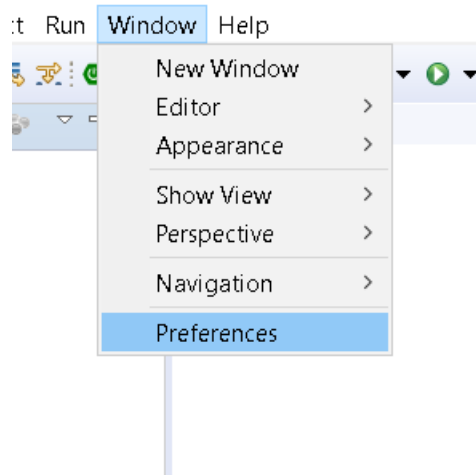
Click the Preferences, find and click the JavaFx, browse the SceneBuilder installed location like below:
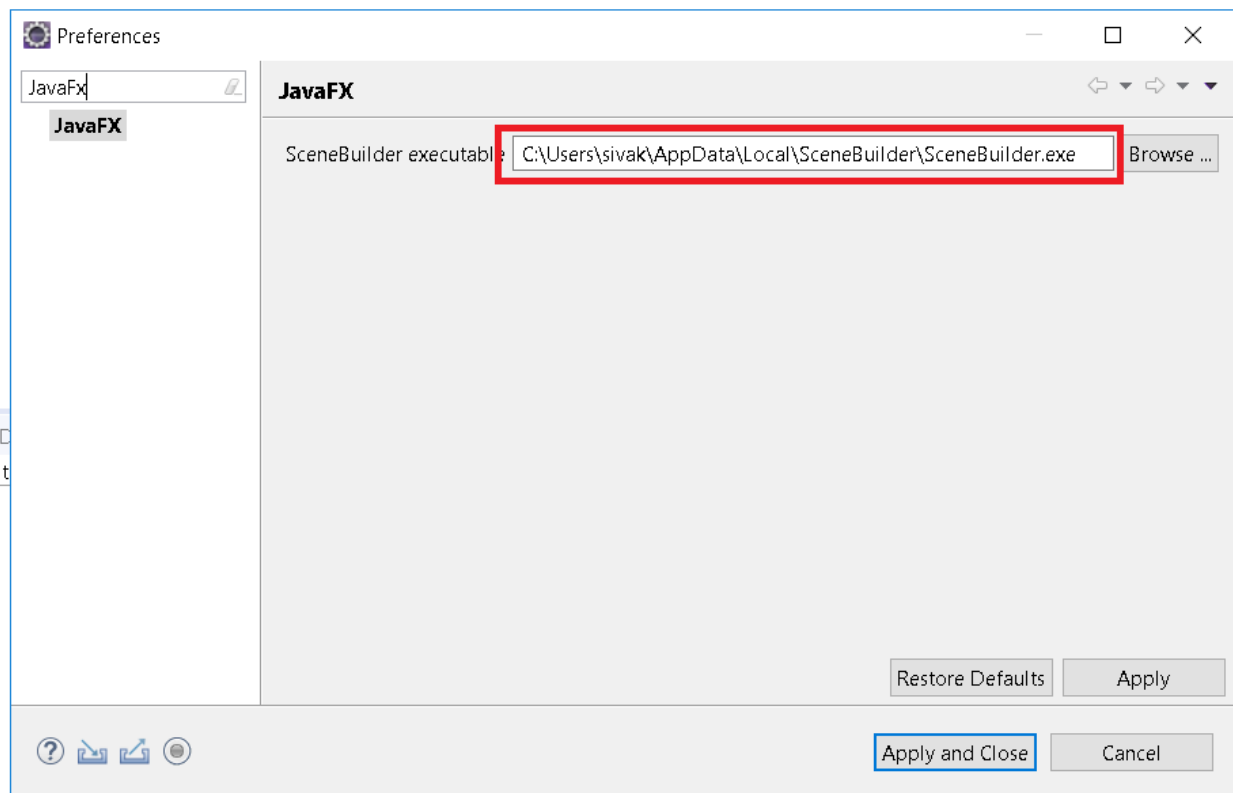
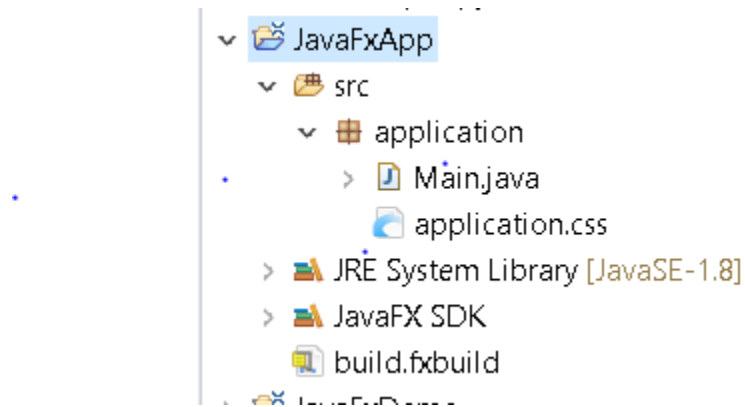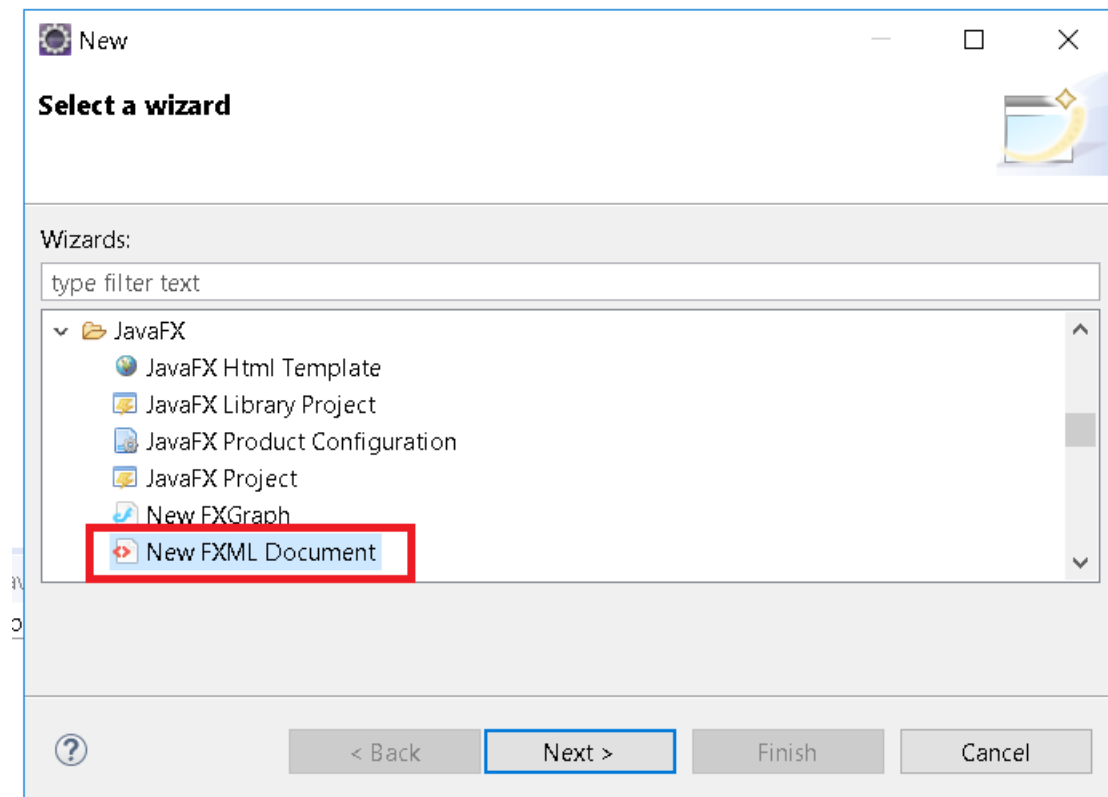Click Apply and Close.

Step 4:

Create JavaFx Project.

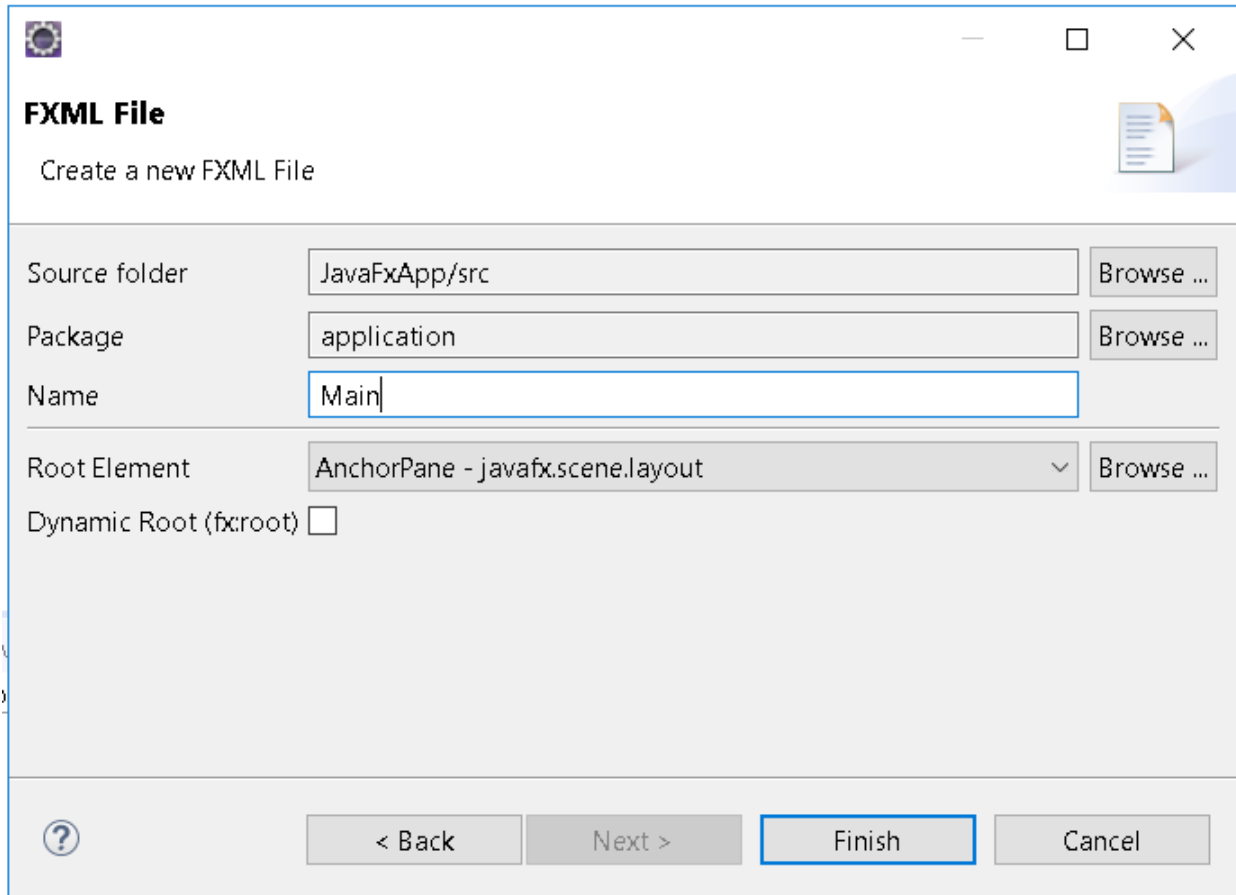

Under application package/ any package create new FXML Document.

Click Next

Click Finish.

Step5:

Right click on the document Main.fxml -> Open with
SceneBuilder   and click.

Main.fxml will be opened with SceneBuilder tool like below.
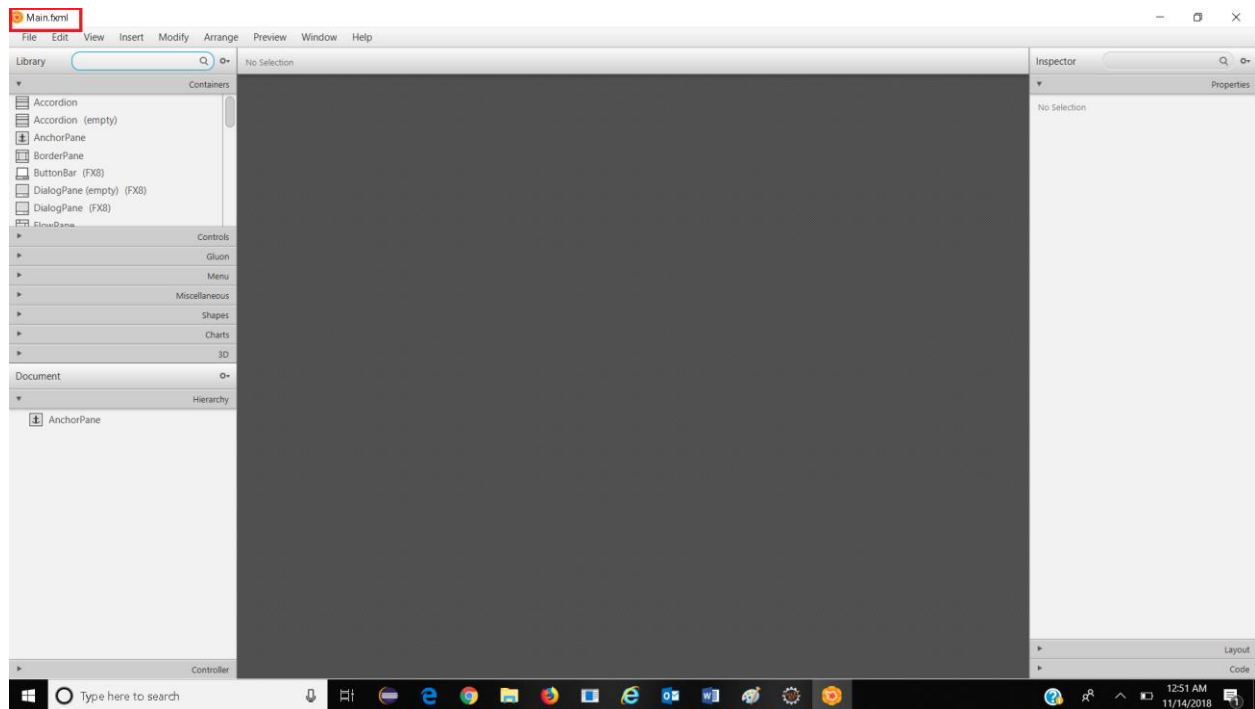
Here you go to design your layouts and follow the below YouTube Link to know about usage of Scene Builder.

https://www.youtube.com/watch?v=Z1W4E2d4Yxo

After You designed your layout, Main.java file should contain the below code.

```java
package application;

import javafx.application.Application;
import javafx.fxml.FXMLLoader;
import javafx.scene.Parent;
import javafx.scene.Scene;
import javafx.stage.Stage;
```

```java
public class Main extends Application {

        @Override

        public void start(Stage primaryStage) {

        try {

                Parent root=FXMLLoader.load(getClass().getResource("/application/Main.fxml"));

                Scene scene = new Scene(root);
scene.getStylesheets().add(getClass().getResource("application.css").toExternalForm());

                primaryStage.setScene(scene);

                primaryStage.show();

        } catch (Exception e) {

                        e.printStackTrace();

        }

        }

        public static void main(String[] args) {

                launch(args);

        }

}
```

Pre-requisite note: JavaFx should be configured to the Eclipse.