

1강

JAVAFX





Label



Label

❖ 이해하기

- 고정된 문자열 처리

❖ 사용예

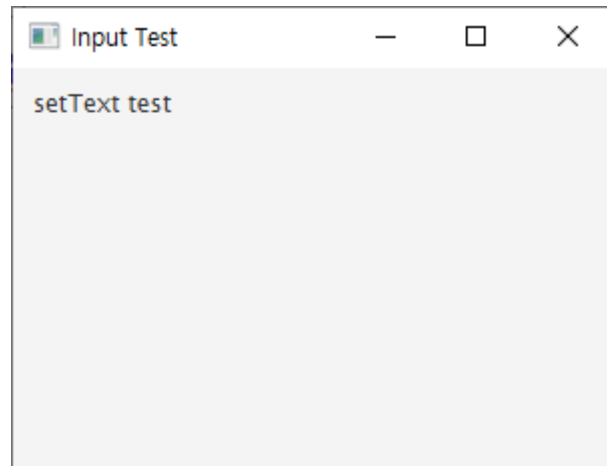
- new Label : 생성자를 통한 문자열 처리
- setText : setter를 이용한 문자열 처리
- setPrefSize : 크기 지정
- setStyle : 모양 설정
- setAlignment : 정렬
- Label("", new ImageView(image)) : 이미지 처리
- setGraphic : 이미지 처리
- setTextFill : 글자 색 변경
- setWrapText : 자동 줄바꿈, 틀내 고정
- setFont : 글꼴 변경
- setRotate : 글자 회전
- setTranslateY : 출력 좌표 지정
- setScaleX : 크기 변경

실습

```
public void start(Stage primaryStage) {  
    HBox hbox = new HBox(10);  
    hbox.setPadding(new Insets(10));  
  
    Label lbl = new Label("lbl test");  
  
    hbox.getChildren().addAll(lbl);  
    hbox.setPrefSize(300, 200);  
  
    primaryStage.setTitle("Input Test");  
    primaryStage.setScene(new Scene(hbox));  
    primaryStage.show();  
}
```

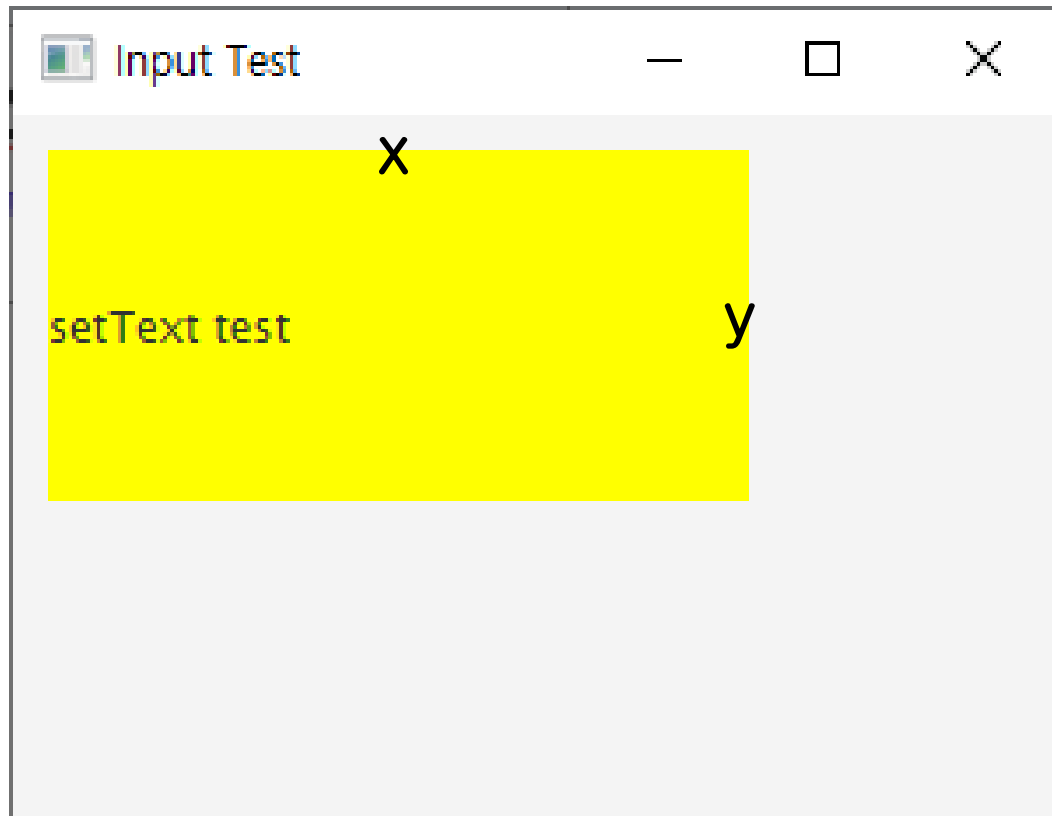
setText

```
lbl.setText("setText test");
```

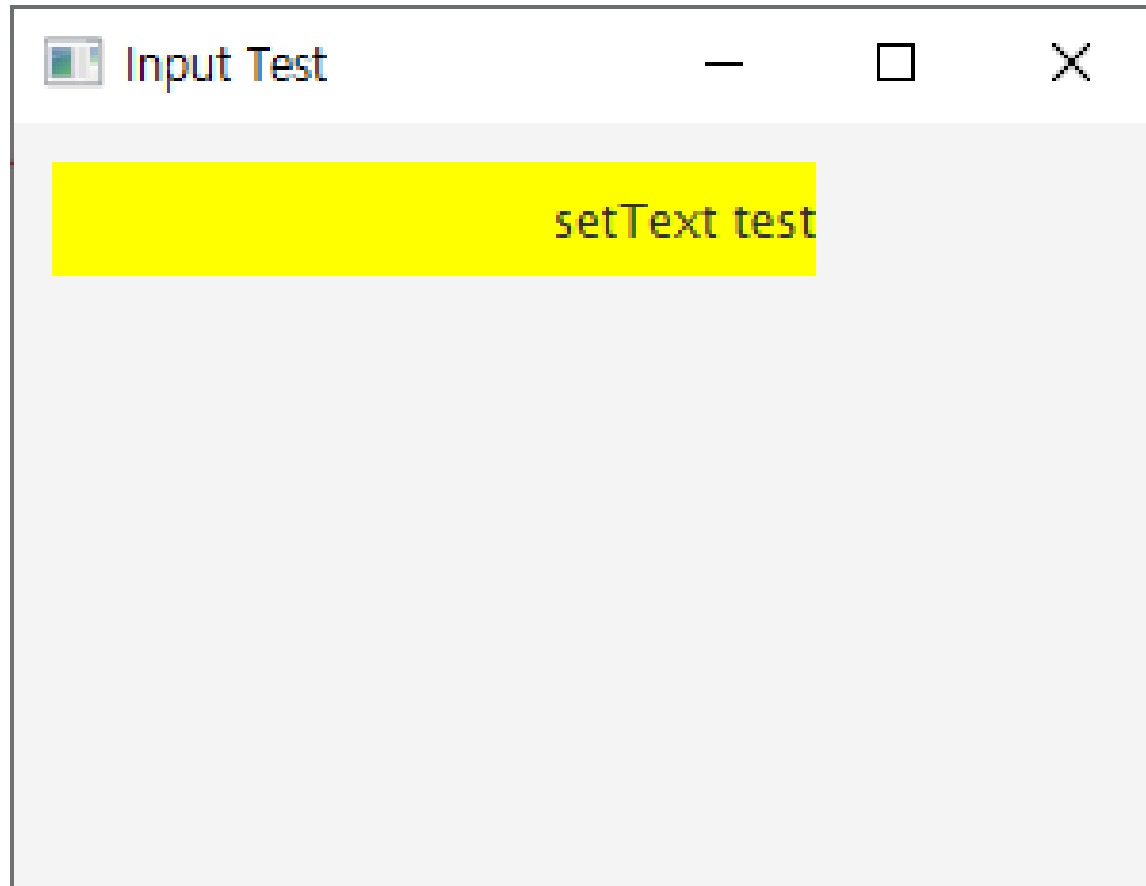


setPrefSize

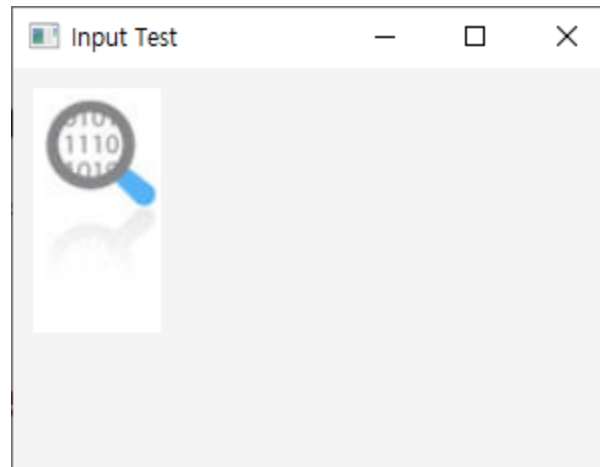
```
lbl.setPrefSize(200, 100);  
lbl.setStyle("-fx-background-color: yellow;");
```



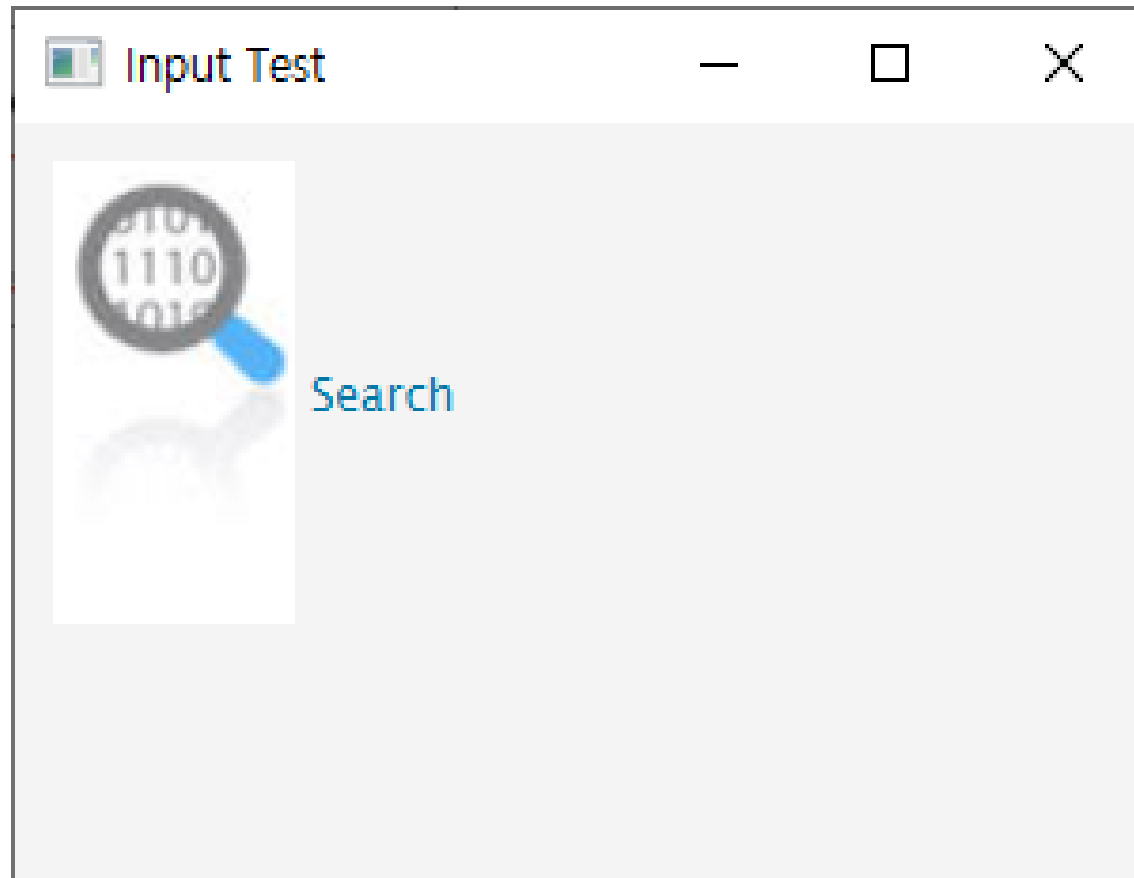
lbl.setText(Pos.*CENTER_RIGHT*);



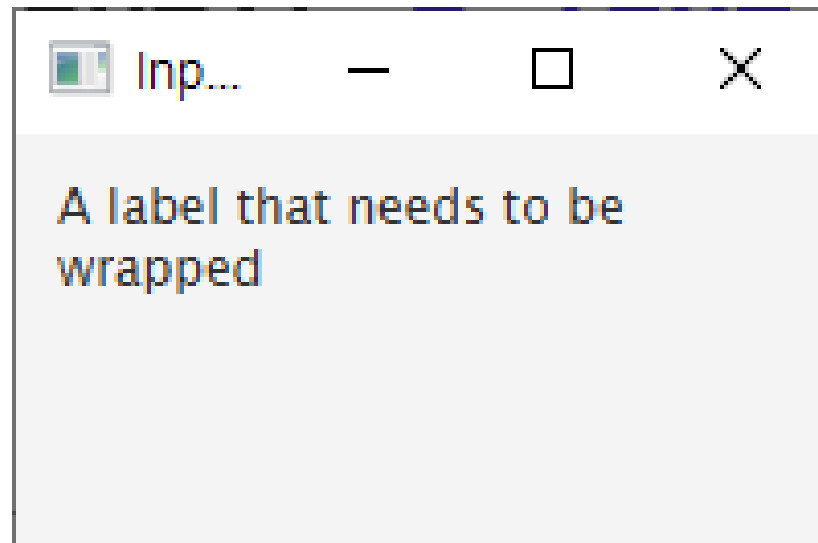

```
Image image = new Image(  
    getClass().getResourceAsStream(  
        "/img/search.png"  
    )  
);  
Label lbl = new Label("", new ImageView(image));
```



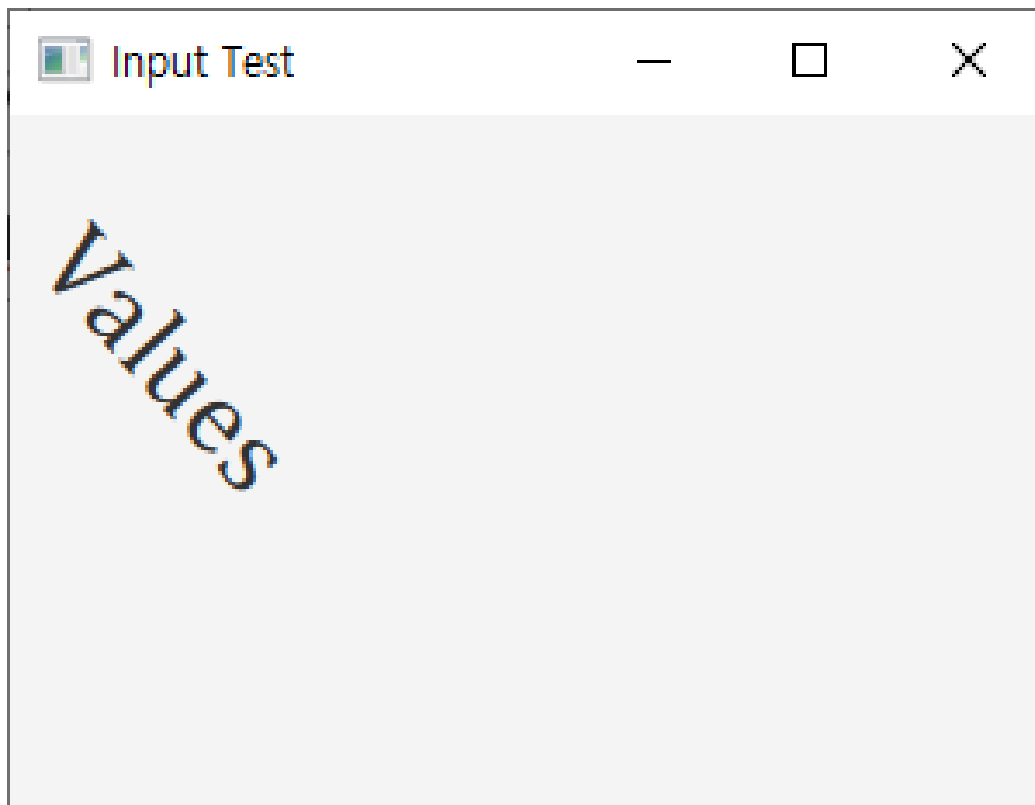
```
lbl.setGraphic(new ImageView(image));  
lbl.setTextFill(Color.web("#0076a3"));
```



```
Label lbl = new Label("A label that needs to be  
wrapped");  
lbl.setText(true);  
//lbl.setText(false);
```



```
lbl.setRotate(48);  
lbl.setTranslateY(50);
```



```
lbl.setOnMouseEntered(new  
EventHandler<MouseEvent>() {  
    @Override public void handle(MouseEvent e) {  
        lbl.setScaleX(1.5);  
        lbl.setScaleY(1.5);  
    }  
});  
lbl.setOnMouseExited(new  
EventHandler<MouseEvent>() {  
    @Override public void handle(MouseEvent e) {  
        lbl.setScaleX(1);  
        lbl.setScaleY(1);  
    }  
});
```

Quiz

Quiz

다음과 같이 객체를 만들고 각 객체에
마우스 오버시 크기를 확대하시오

