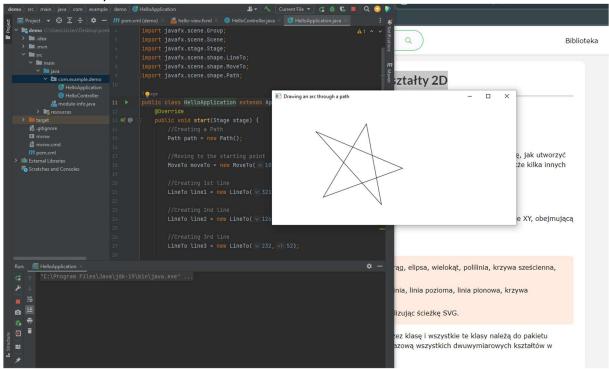
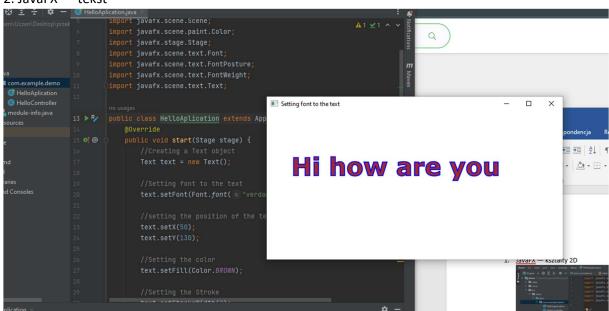
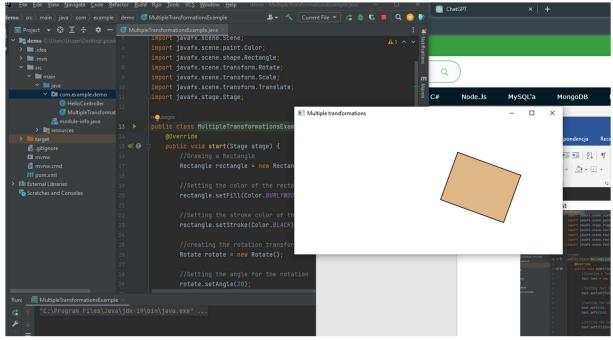
1. JavaFX — kształty 2D



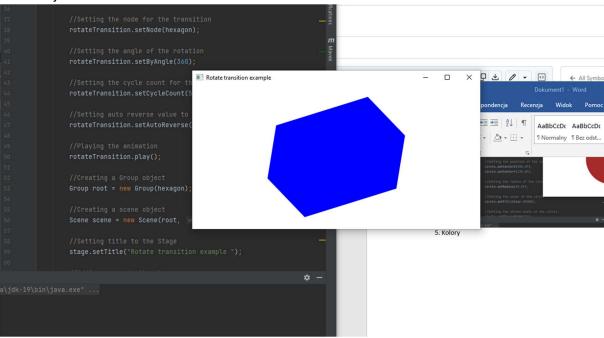
## 2. JavaFX — tekst

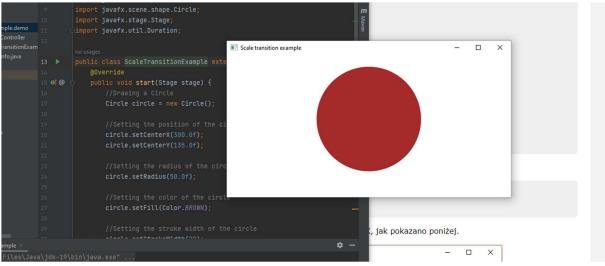


3.JavaFX – Transformacje

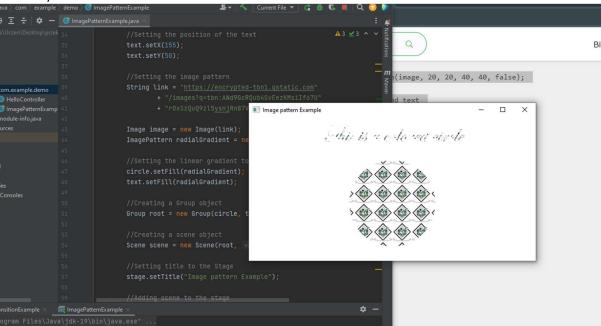


## 4.animacje

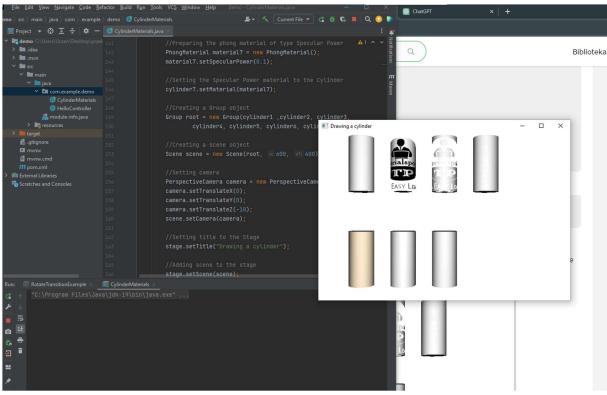




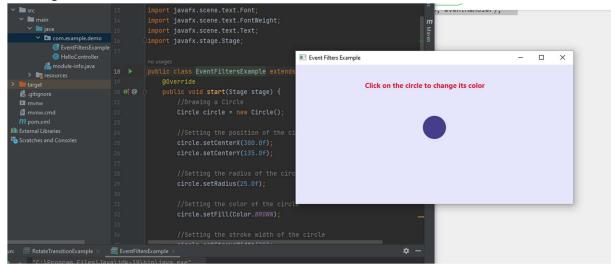
5. Kolory



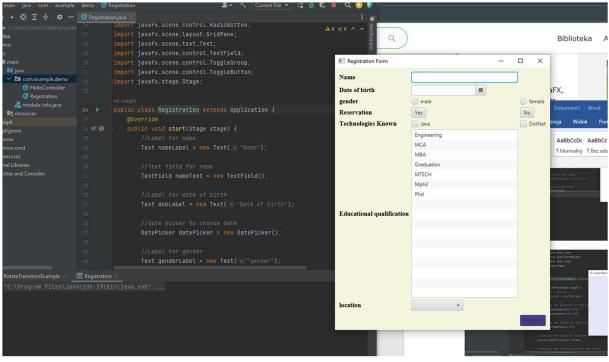
6. kształty 3d



## 7. obsługa zdarzeń



8. JavaFX — elementy sterujące interfejsu użytkownika



## 10. JavaFX - CSS

```
import javafx.scene.layout.6ridPane;
import javafx.scene.text.Text;
import javafx.scene.control.fextField;
import javafx.scene.control.fextField;
import javafx.scene.control.fextField;
import javafx.scene.control.fextField;
import javafx.scene.control.fextField;
import javafx.scene.control.fextField;

import javafx.scene.control.fextField;

import javafx.scene.text.Text;
import javafx.scene.control.fextField;

import javafx.scene.text.fext[: white;");

ateblue; -fx-text-fill: white;");

ateblue; -fx-text-fill: white;");

incuracy incurac
```

11.