

IntelliJ with Java FX setup and SceneBuilder

Expected Output:

1. Installed IntelliJ with Java FX
2. Installed SceneBuilder
3. Created Empty Java FX Project
4. Can run the created Java FX Project
5. Can run SceneBuilder

Install IntelliJ IDE:

- \\DOLOSRE-W7\Java FX sharing (note: If you already have IntelliJ installed, you may skip this part.)

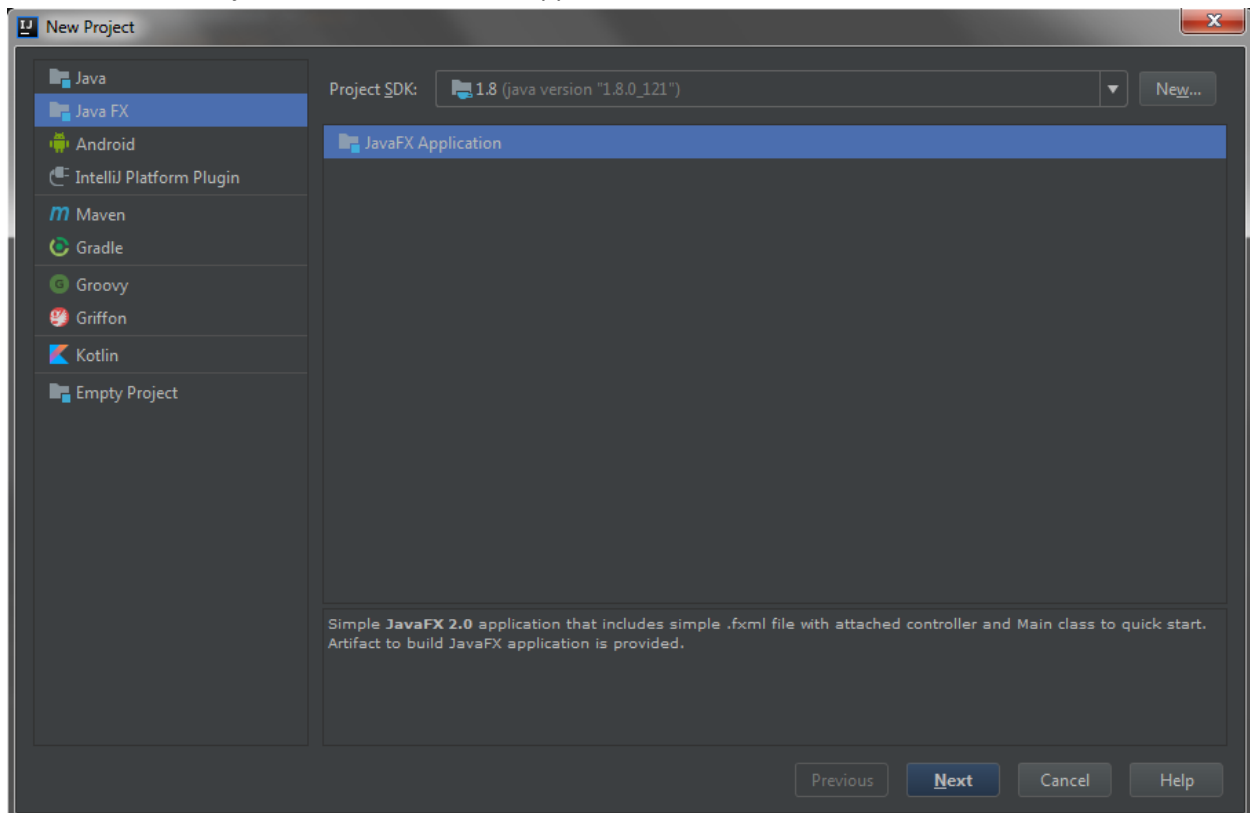
Install SceneBuilder:

- \\DOLOSRE-W7\Java FX sharing

- Note your installation directory or just install it under your D:/ drive

Check if your IntelliJ has the built-in Java FX plugin by creating a Java FX project:

- File -> New -> Project -> Java FX -> JavaFX Application -> Next ...



After creating a project, go to the Main.java class and try to run it.

```
1  package sample;
2
3  import javafx.application.Application;
4  import javafx.fxml.FXMLLoader;
5  import javafx.scene.Parent;
6  import javafx.scene.Scene;
7  import javafx.stage.Stage;
8
9  public class Main extends Application {
10
11     @Override public void start(Stage primaryStage) throws Exception{
12         Parent root = FXMLLoader.load(getClass().getResource("sample.fxml"));
13         primaryStage.setTitle("Hello World");
14         primaryStage.setScene(new Scene(root, width: 300, height: 275));
15         primaryStage.show();
16     }
17
18
19
20     public static void main(String[] args) { launch(args); }
21
22 }
23
24
```

Trying out the SceneBuilder:

- Right-click on your project's *sample.fxml* file and click "Open In SceneBuilder"
- For first timers, it will ask for your SceneBuilder's installation path.
- Sample screenshot of SceneBuilder:

