

Pràctica 1: Instal·lar e(fx)clipse IDE

DE LA PÀGINA 1 A LA PÀGINA 11 HA SIGUT AMB ECLIPSE (NO SOL·LUCIONAT)

A PARTIR DE LA PÀGINA 12 HO HE FET AMB INTELLIJ

Guies:

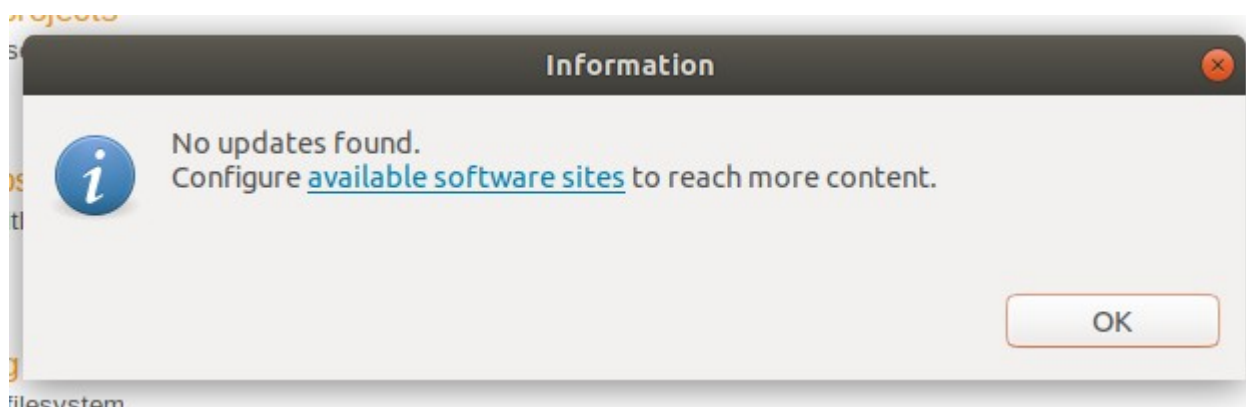
[https://wiki.eclipse.org/Efxclipse/Tutorials/AddingE\(fx\)clipse_to_eclipse](https://wiki.eclipse.org/Efxclipse/Tutorials/AddingE(fx)clipse_to_eclipse)

<https://www.youtube.com/watch?v=oxAzlZQK0o0>

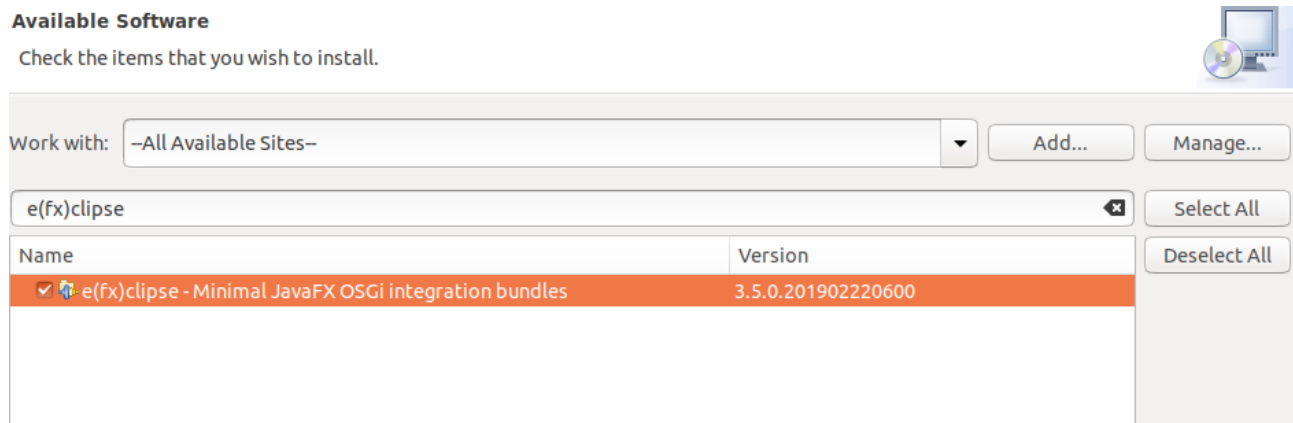
<https://stackoverflow.com/questions/32630354/the-import-javafx-cannot-be-resolved/34244725>

Abans de començar:

- Comprovem que el programa estigui actualitzat.



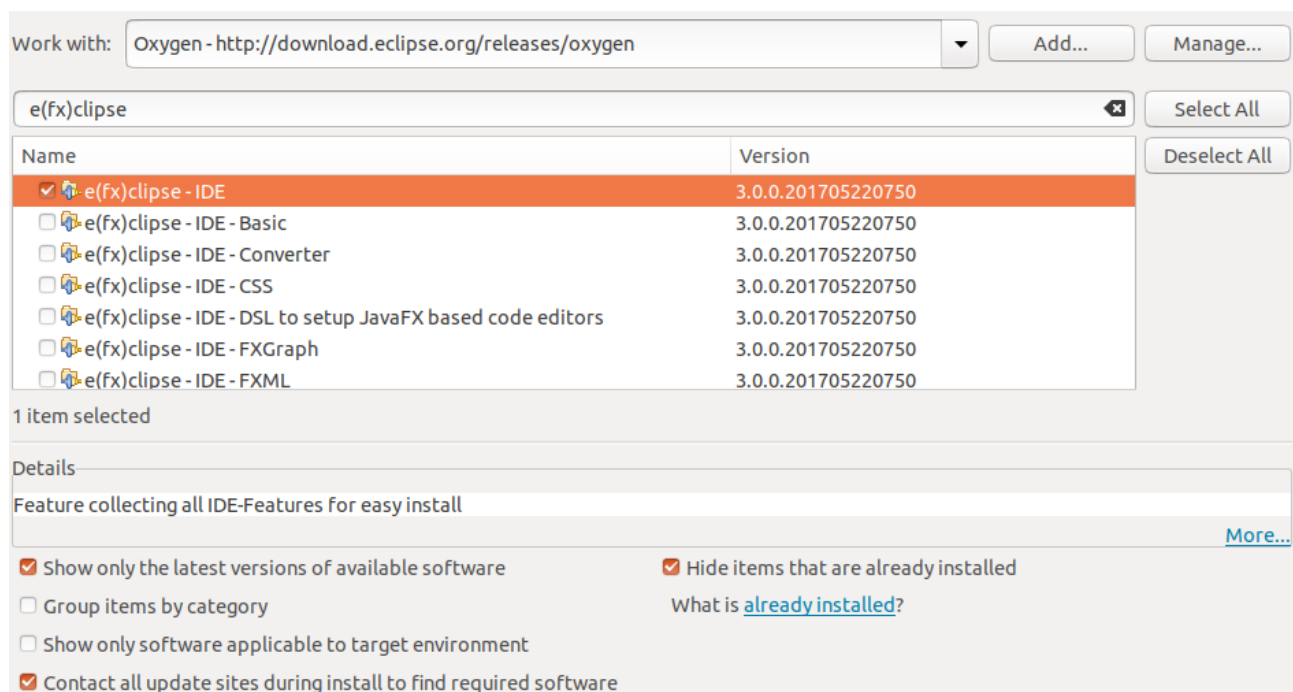
1 - Anem al menú Help>Install New Software... Un cop allà, busquem amb 'All Available Sites' i busquem en el cercador 'e(fx)clipse':



Com podem veure, no ens surt el que busquem. Per a que ens sorti l'opció que volem descarregar, afegim un nou Site:

Oxygen - <http://download.eclipse.org/releases/oxygen>

Ho deixem igual que la captura i premem a 'Next >'.




- * En el 'Work with' el canviem a -Oxygen--
- * Pusem a la barra de cerca = e(fx)clipse i sel·leccionem la primera opció disponible.
- * Desel·leccionem el checkbox de 'Group items by category'

2 – Premem al botó 'Next >'. Ens fa assegurar que instal·li lo que hem sel"leccionat. En cas afirmatiu, premem 'Next >':

Install Details


Review the items to be installed.



Name	Version	Id
▶  e(fx)clipse - IDE	3.0.0.201705220750	org.eclipse.fx.ide.feature.feature.group

Size: Unknown

Details

 < Back Next > Cancel Finish

3 – I per acabar ens fan acceptar els termes de llicència. En cas afirmatiu, premem 'Finish'. A continuació ens farà reiniciar l'Eclipse:

Review Licenses

Licenses must be reviewed before the software can be installed. This includes licenses for software required to complete the install.



Licenses:

- ▶ Eclipse Foundation Software User Agreement
- ▶ Eclipse Foundation Software User Agreement

License text:

Eclipse Foundation Software User Agreement
April 9, 2014

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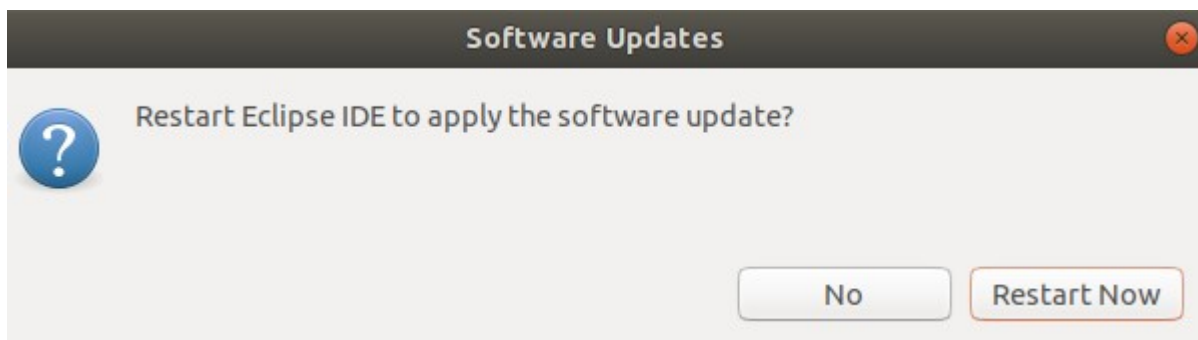
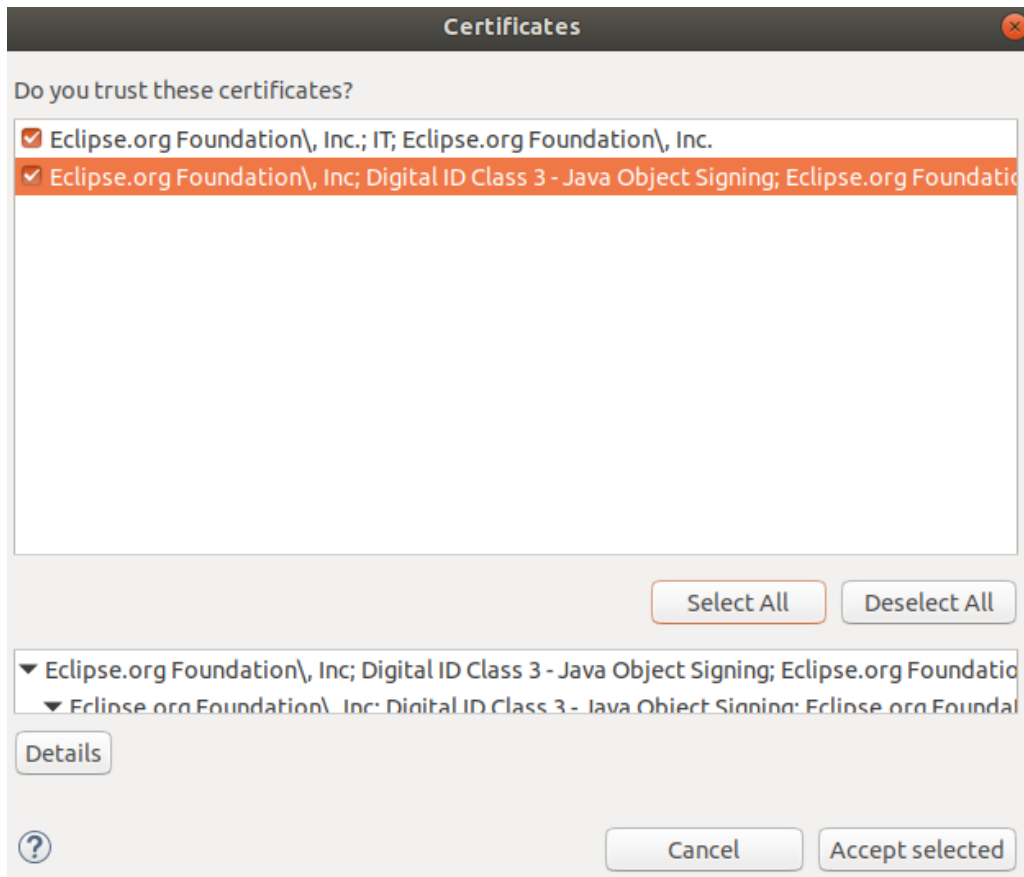


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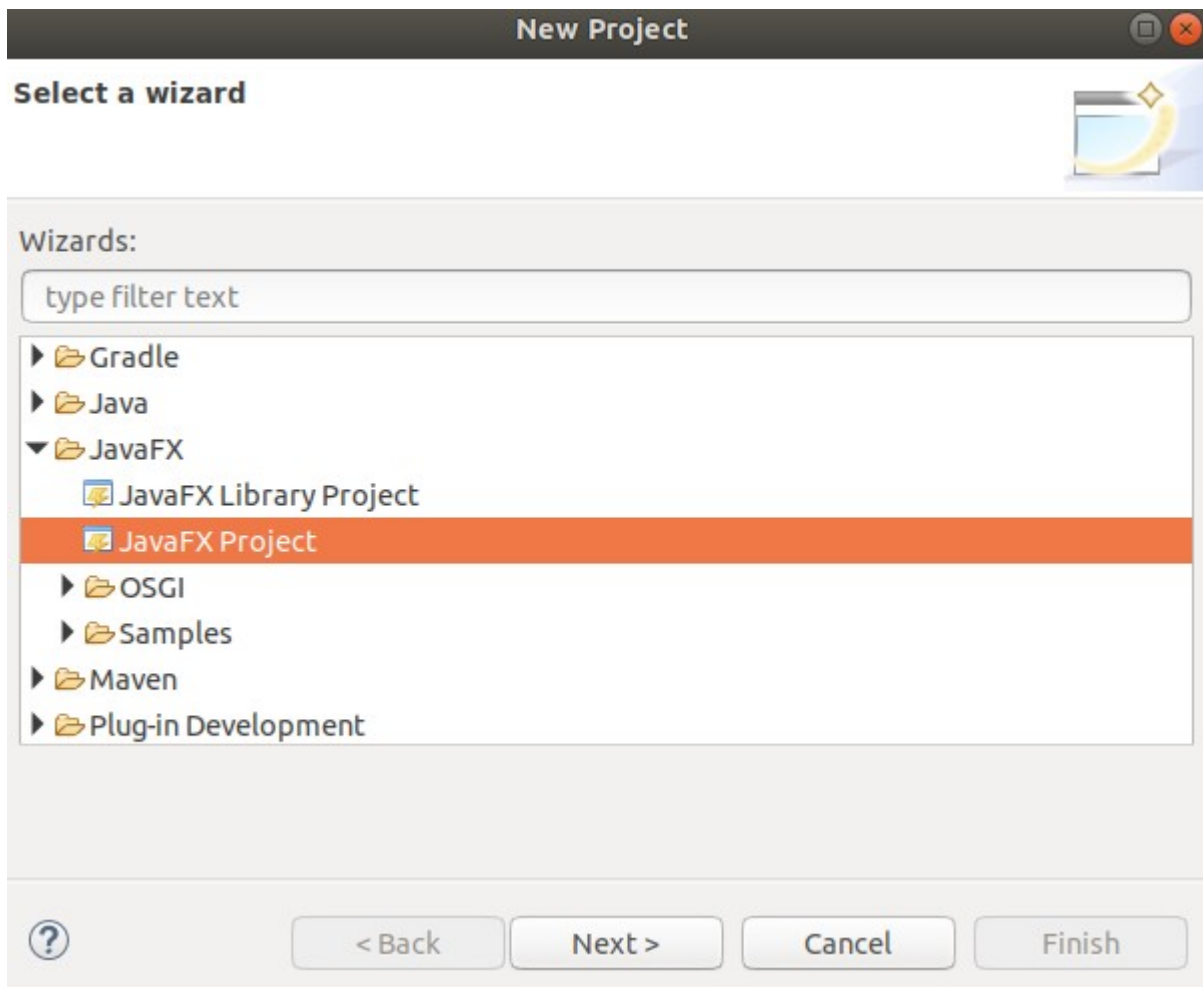
Next >

Cancel

Finish



4 – Un cop reiniciat l'Eclipse, anem a crear un nou projecte. Seleccionem el 'JavaFx Project':



5 – Anomenem el següent projecte i li indiquem el directori. Premem ‘Next >’, i seguim tal i com estan les captures:

Create a Java Project

Create a Java project in the workspace or in an external location.



Project name:

☐ Use default location

Location:

[Browse...](#)

JRE

☒ Use an execution environment JRE:

☐ Use a project specific JRE:

☐ Use default JRE 'java-11-openjdk-amd64' and workspace compiler preferences

[Configure JREs...](#)

Project layout

☐ Use project folder as root for sources and class files

☒ Create separate folders for sources and class files

[Configure default...](#)

Working sets

☐ Add project to working sets

[New...](#)

Working sets:

[Select...](#)

 The wizard will automatically configure the JRE and the project layout based on the existing source.



< Back

Next >

Cancel

Finish

Java Settings

Define the Java build settings.



Source Projects Libraries Order and Export Module Dependencies

> ProjecteJavaFX [DAW_M3-5-7-8 master]

- src
 - .gitignore

Details

- [Create new source folder](#): use this if you want to add a new source folder to your project.
- [Link additional source](#): use this if you have a folder in the file system that should be used as additional source folder.
- [Add project 'ProjecteJavaFX' to build path](#): Add the project to the build path if the project is the root of packages and source files. Entries on the build path are visible to the compiler and used for building.

☐ Allow output folders for source folders

☒ Create module-info.java file

Default output folder:

ProjecteJavaFX/bin Browse...

? < Back Next > Cancel Finish

Application type Desktop ▾

Package Name


Declarative UI

Language FXML ▾

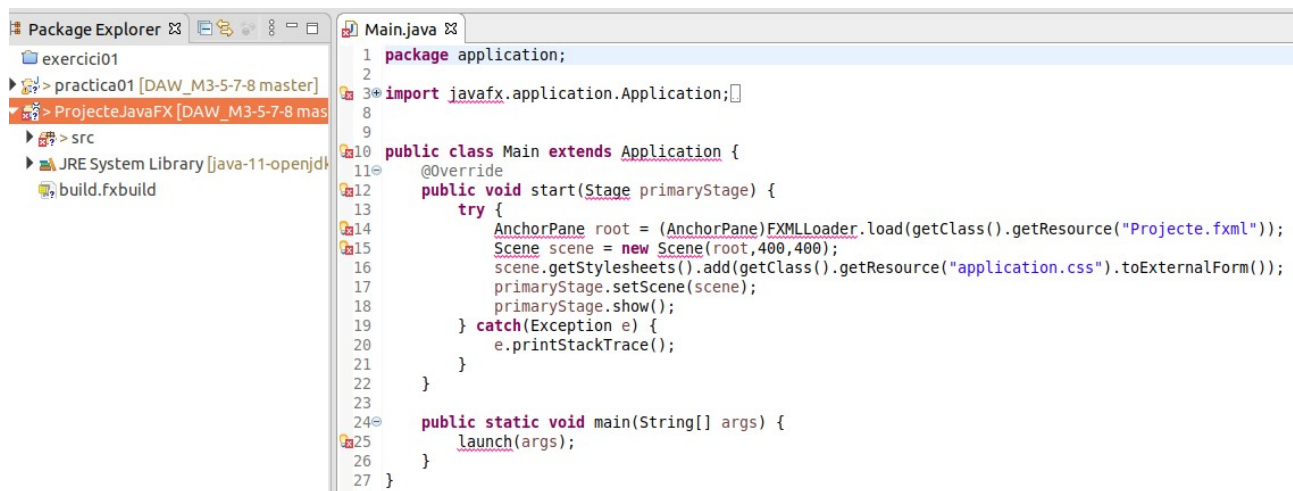
Root-Type javafx.scene.layout.AnchorPane ▾

File Name

Controller Name

 < Back Next > Cancel Finish

6 – Un cop acabat tot, ens sortirà això:



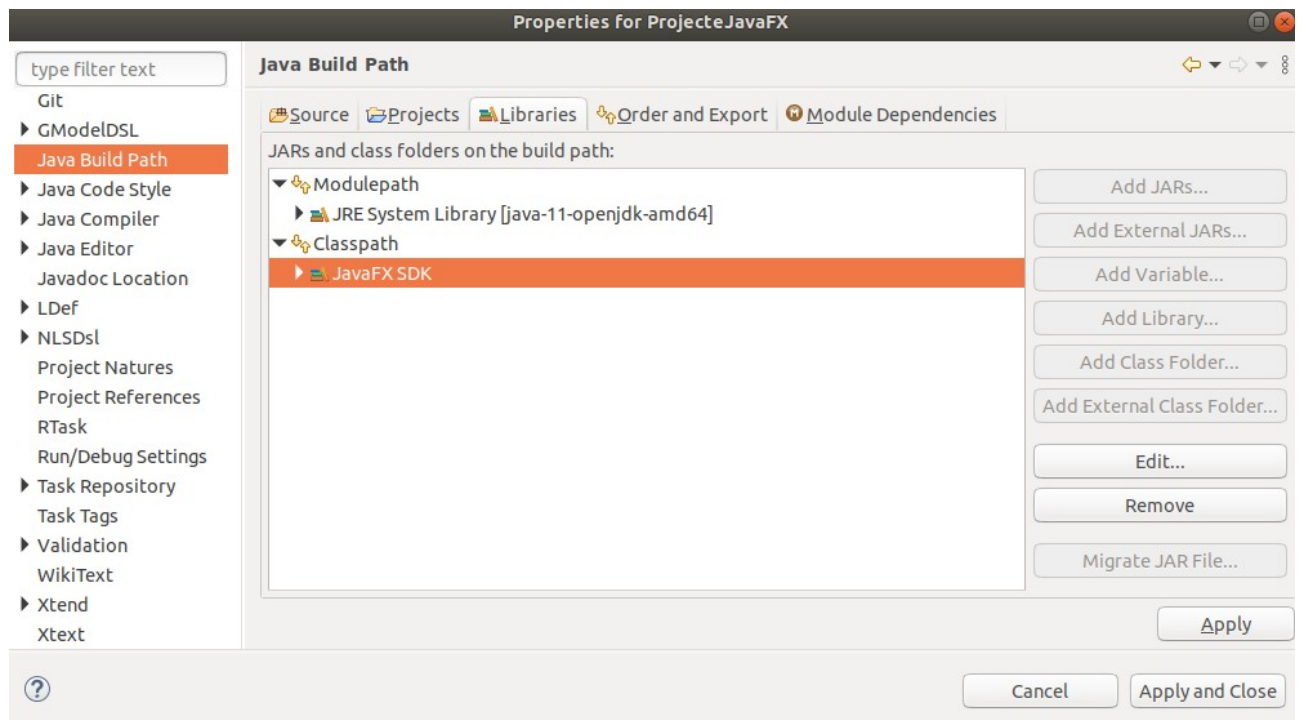
```
1 package application;
2
3 import javafx.application.Application;
4
5
6
7
8
9
10 public class Main extends Application {
11     @Override
12     public void start(Stage primaryStage) {
13         try {
14             AnchorPane root = (AnchorPane)FXMLLoader.load(getClass().getResource("Projecte.fxml"));
15             Scene scene = new Scene(root,400,400);
16             scene.getStylesheets().add(getClass().getResource("application.css").toExternalForm());
17             primaryStage.setScene(scene);
18             primaryStage.show();
19         } catch (Exception e) {
20             e.printStackTrace();
21         }
22     }
23
24     public static void main(String[] args) {
25         launch(args);
26     }
27 }
```

7 – Com podem apreciar, ens estan sortint errors, per sol·lucionar-los executem la següent comanda:

sudo apt-get install openjfx

```
adria@adria-HP-ProDesk-600-G1-SFF:~$ sudo apt-get install openjfx
Leyendo lista de paquetes... Hecho
Creando árbol de dependencias
Leyendo la información de estado... Hecho
Los paquetes indicados a continuación se instalaron de forma automática y ya no son necesarios.
gir1.2-geocodeglib-1.0 libfwup1 libllvm8 libllvm8:i386
linux-headers-5.3.0-40 linux-headers-5.3.0-40-generic
linux-image-5.3.0-40-generic linux-modules-5.3.0-40-generic
linux-modules-extra-5.3.0-40-generic ubuntu-web-launchers
```

8 – Reiniciem el programa, però res. Anem a mirar a les llibreries si està allà:



IntelliJ i JavaFX

Guies:

<https://openjfx.io/openjfx-docs/#IDE-IntelliJ>

1 – Anem a la següent link i ens anem al apartat ‘Latest Release’. Un cop allà, ens descarragem la versió SDK del nostre SO :

<https://gluonhq.com/products/javafx/>

Latest Release

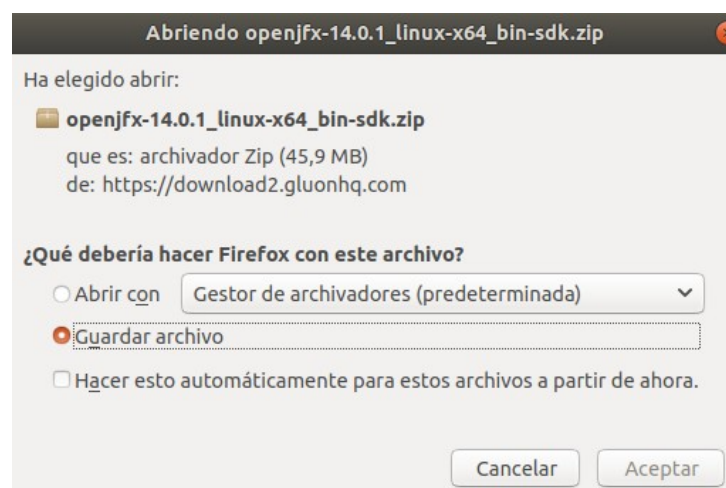
JavaFX 14.0.1 is the latest release of JavaFX. We will support it until the release of JavaFX 15.

The JavaFX 14.0.1 runtime is available as a platform-specific SDK, as a number of jmods, and as a set of artifacts in maven central.

The Release Notes for JavaFX 14.0.1 are available in the OpenJFX GitHub repository: [Release Notes](#).

This software is licensed under GPL v2 + Classpath (see <http://openjdk.java.net/legal/gplv2+ce.html>).

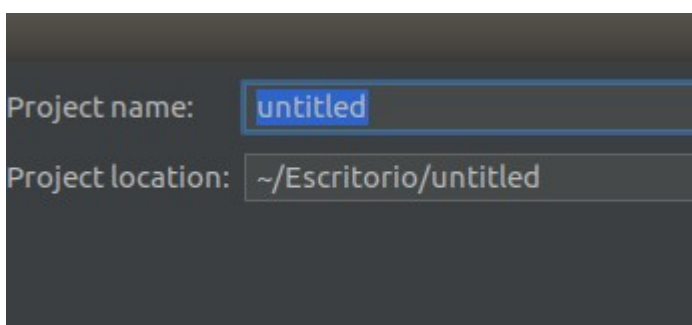
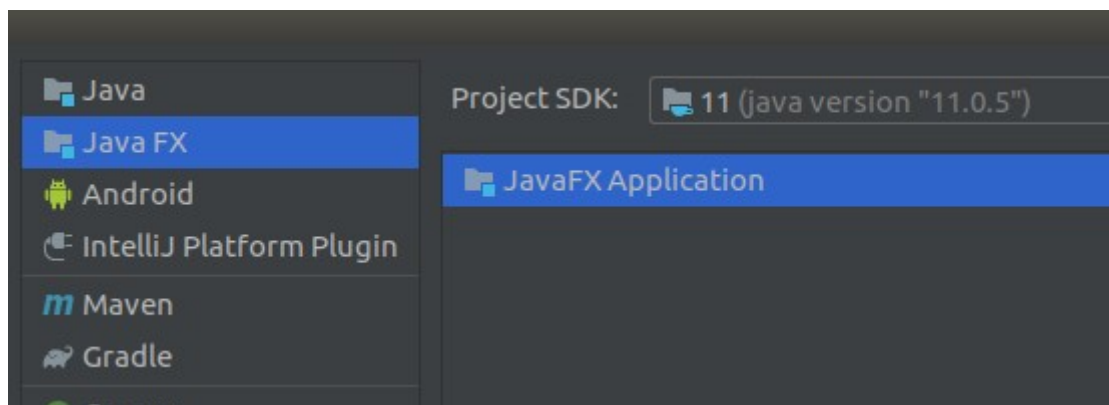
Product	Version	Platform	Download
JavaFX Windows x64 SDK	14.0.1	Windows x64	Download [SHA256]
JavaFX Windows x64 jmods	14.0.1	Windows x64	Download [SHA256]
JavaFX Windows x86 SDK	14.0.1	Windows x86	Download [SHA256]
JavaFX Windows x86 jmods	14.0.1	Windows x86	Download [SHA256]
JavaFX Mac OS X SDK	14.0.1	Mac	Download [SHA256]
JavaFX Mac OS X jmods	14.0.1	Mac	Download [SHA256]
JavaFX Linux SDK	14.0.1	Linux	Download [SHA256]
JavaFX Linux jmods	14.0.1	Linux	Download [SHA256]
JavaFX Documentation	14.0.1	Javadoc	Download [SHA256]



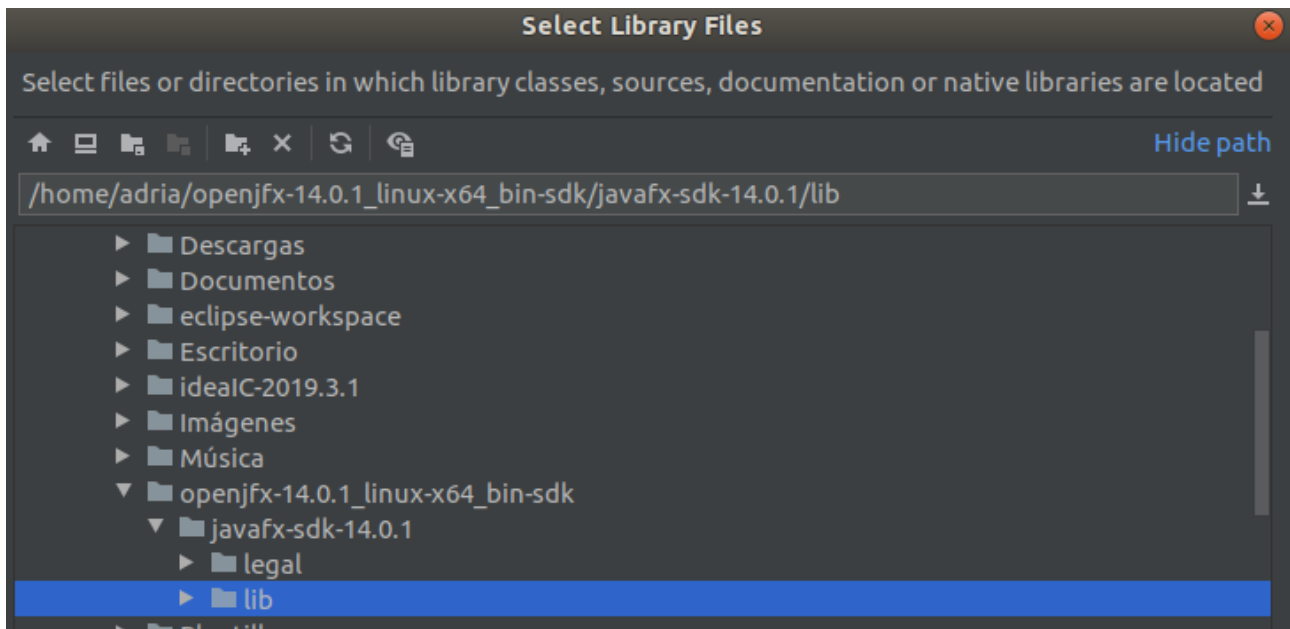
2 - Un cop descarregat l'arxiu, el descomprimim en el /home/usuari i extraiem la carpeta que conté al interior (openjfx-14.0.1):



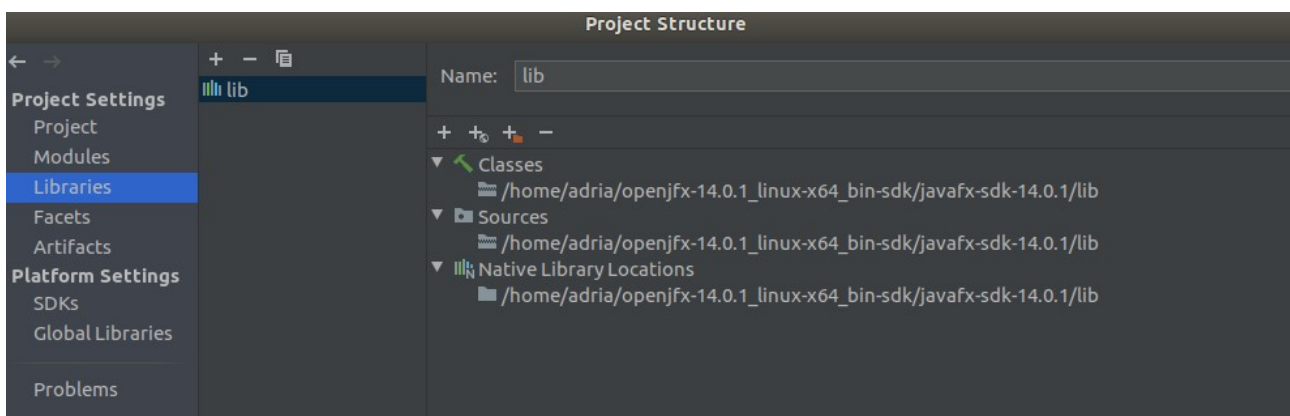
3 - A continuació, anem a crear un nou projecte al IntelliJ. Sel·leccionem al menú esquerra Java FX. A continuació anomenem el projecte i indiquem l'ubicació:



4 - Se'ns obrirà el projecte però ens sortiran uns quants errors. Per solucionar-los, anem a File>Project Structure ...>Libraries. Allà, premarèm el botó + , el qual seleccionarem 'Java'. Busquem per /home la carpeta openjfx-14... i seleccionem la subcarpeta lib.

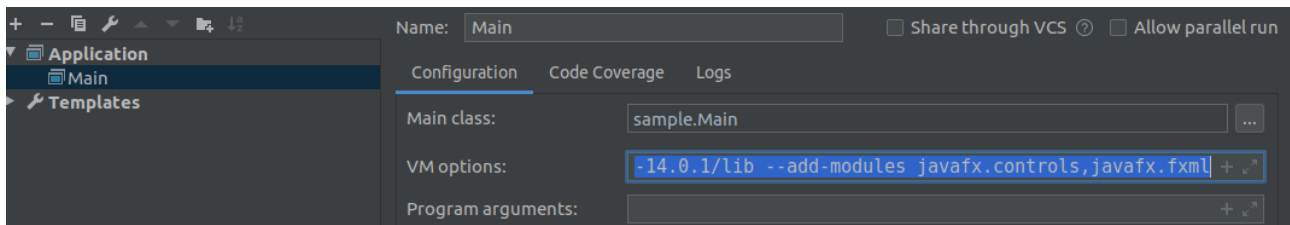


Donem a acceptar i ens sortirà així:



5 – Per acabar, ens anem a Run>EditConfigurations ... Al input VM options afegim el següent codi i guardem els canvis:

--module-path /home/adria/Descargas/javafx-sdk-14.0.1/lib --add-modules javafx.controls,javafx.fxml



6 – I amb aixó, ja hem acabat la instal·lació de javafx al projecte:



IntelliJ i Scene Builder

1 - Anem a la següent link i ens anem a la versió de java més recent. Un cop allà, ens descarregem la per el nostre SO:

<https://gluonhq.com/products/scene-builder/#download>

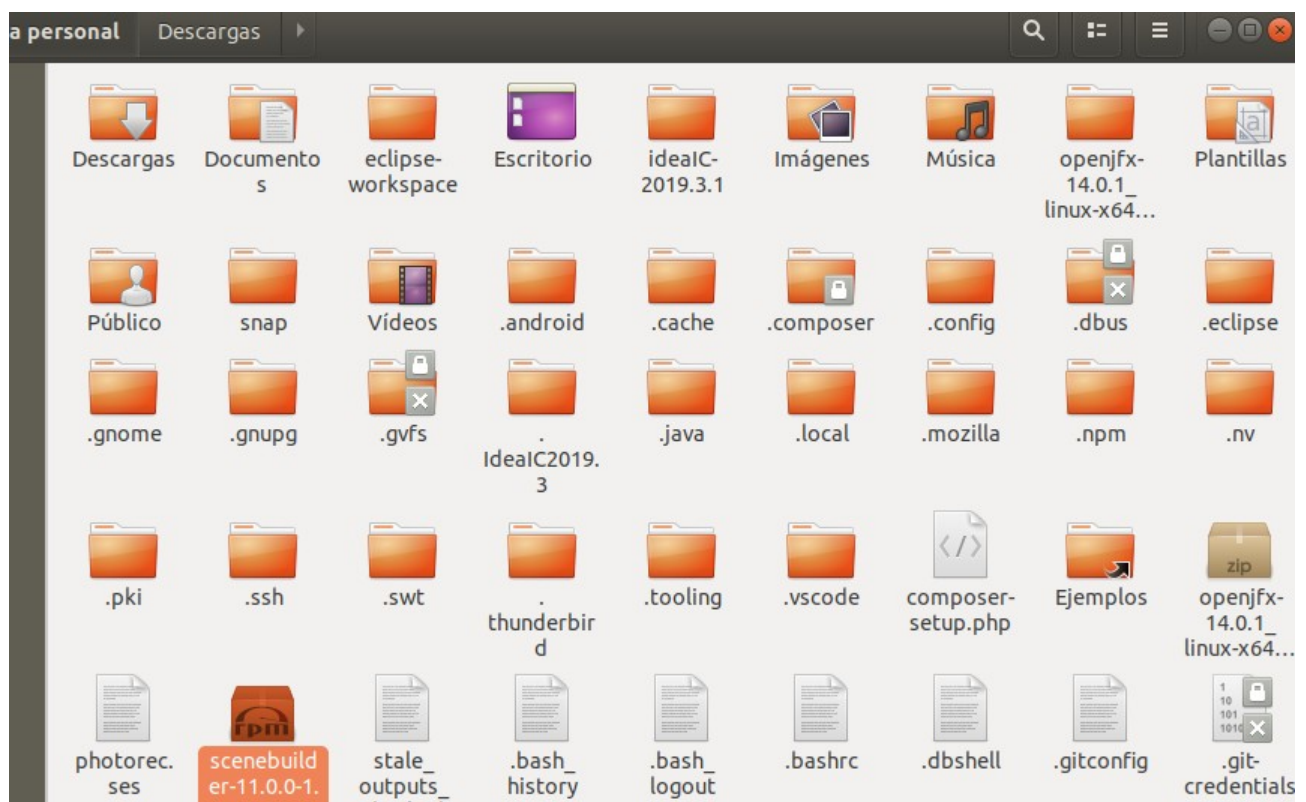
Download Scene Builder for Java 11

The latest version of Scene Builder for Java 11 is **11.0.0**.

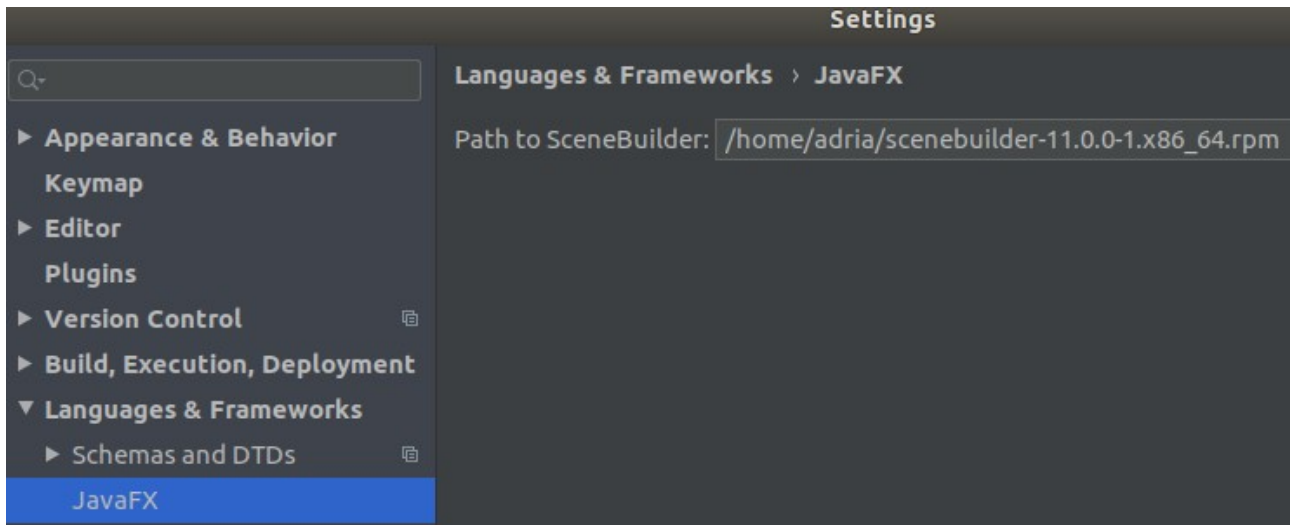
To be kept informed of Scene Builder releases, consider subscribing to the [Gluon Newsletter](#).

Product	Platform	Download
Scene Builder	Windows Installer	Download
Scene Builder	Mac OS X dmg	Download
Scene Builder	Linux RPM	Download
Scene Builder	Linux Deb	Download
Scene Builder Kit info	Jar File	Download

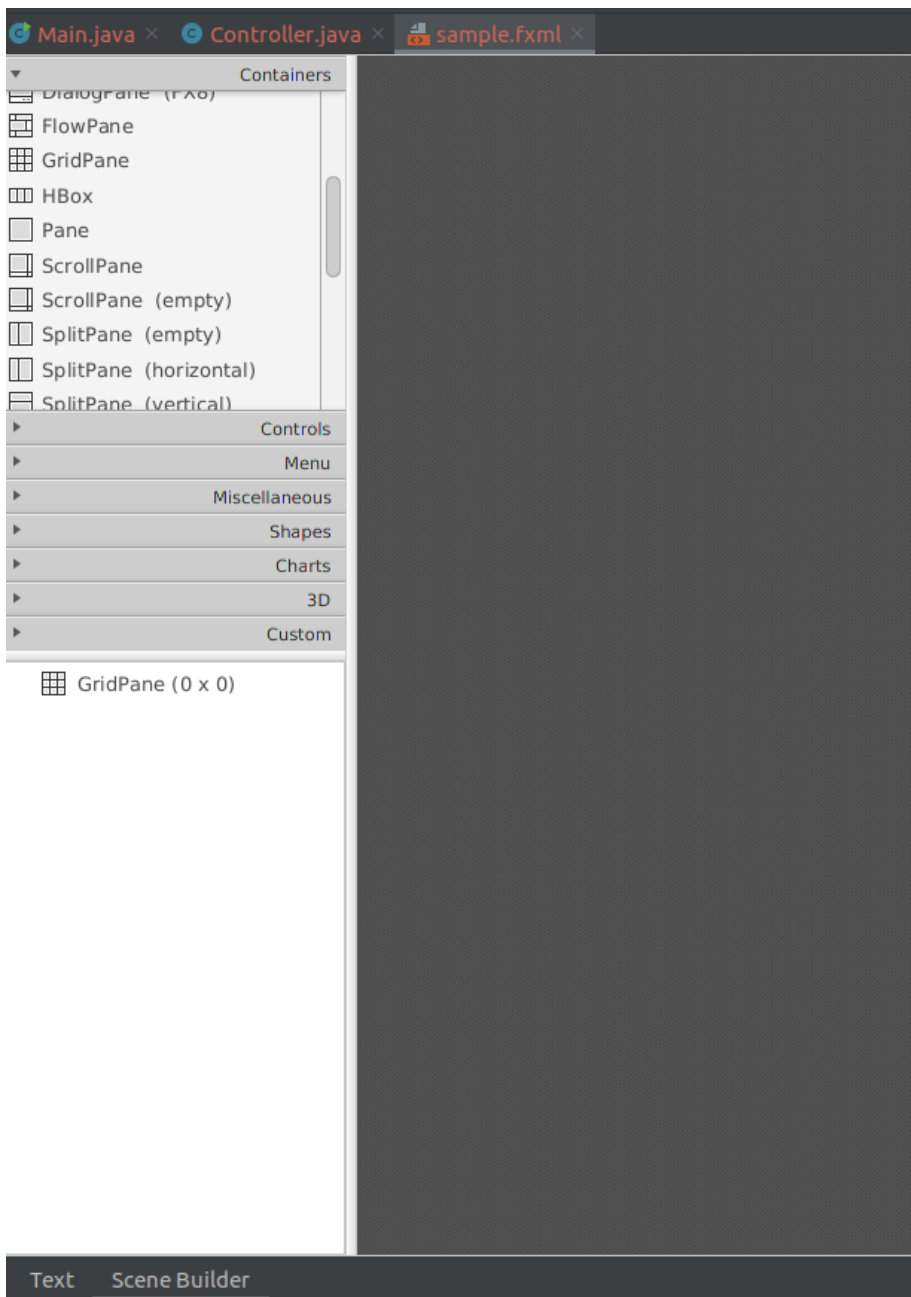
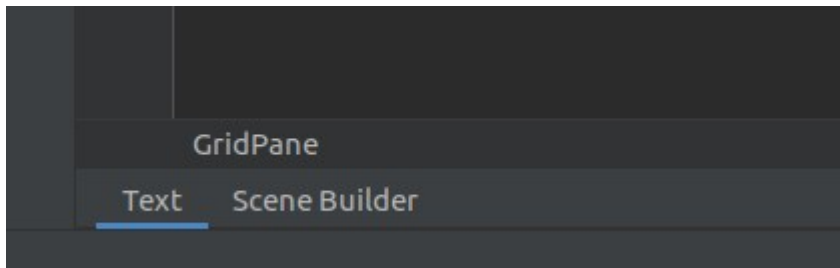
2 - Un cop descarregat l'arxiu, el deixem a /home/usuari:



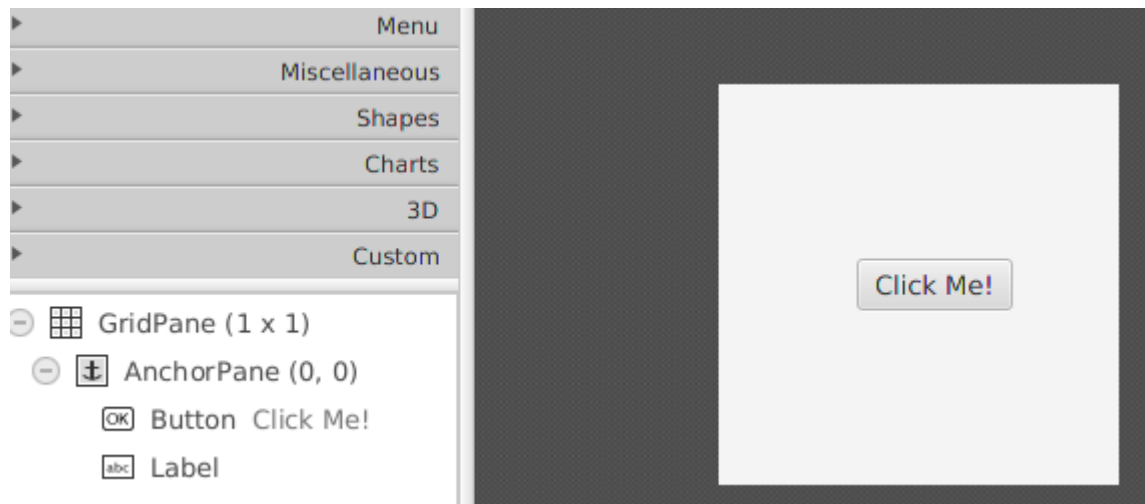
3 - Dins del projecte, anem a File>Settings>Languages & FrameWorks>Schemas and DTDs>JavaFX. Allà seleccionem el arixu prèviament descarregat. Un cop seleccionat, apliquem els canvis i premem 'OK':



4 – Obrim l'arxiu .fxml, i obrim la pestanyeta 'Scene Builder'. Ens mostrarà lo següent:



5 - Ho configurem fins que ens quedi així:



6 - El resultat és el següent:

