

13.1 Introduction

This chapter continues our JavaFX presentation^{[1](#)} that began in [Chapter 12](#). In this chapter, you'll:

^{[1](#)}. The corresponding Swing GUI chapter is now online [Chapter 35](#) and can be covered after online [Chapter 26](#), which requires as prerequisites the only [Chapters 1](#) through [11](#).

- Use additional layouts (`TitledPane`, `BorderPane` and `Pane`) and controls (`RadioButton` and `ListView`).
- Handle mouse and `RadioButton` events.
- Set up event handlers that respond to property changes on controls (such as the value of a `Slider`).
- Display `Rectangles` and `Circles` as nodes in the scene graph.
- Bind a collection of objects to a `ListView` that displays the collection's contents.
- Customize the appearance of a `ListView`'s cells.

Finally, we overview other JavaFX capabilities and mention Java SE 9's JavaFX changes that are discussed in our online Java SE 9 chapters.