

## 12.6 Features Covered in the Other JavaFX Chapters

JavaFX is a robust GUI, graphics and multimedia technology. In Chapters 13 and 22, you'll:

- Learn additional JavaFX layouts and controls.
- Handle other event types (such as `MouseEvent`s).
- Apply transformations (such as moving, rotating, scaling and skewing) and effects (such as drop shadows, blurs, reflection and lighting) to a scene graph's nodes.
- Use CSS to specify the look-and-feel of controls.
- Use JavaFX properties and data binding to enable automatic updating of controls as corresponding data changes.
- Use JavaFX graphics capabilities.
- Perform JavaFX animations.
- Use JavaFX multimedia capabilities to play audio and video.

In addition, our JavaFX Resource Center



<http://www.deitel.com/JavaFX>

contains links to online resources where you can learn more about JavaFX's capabilities.