

13 JavaFX GUI: Part 2

Objectives

In this chapter you'll:

- Learn more details of laying out nodes in a scene graph with JavaFX layout panels.
- Continue building JavaFX GUIs with Scene Builder.
- Create and manipulate `RadioButtons` and `ListView`s.
- Use `BorderPanes` and `TitledPanes` to layout controls.
- Handle mouse events.
- Use property binding and property listeners to perform tasks when a control's property value changes.
- Programmatically create layouts and controls.
- Customize a `ListView`'s cells with a custom cell factory.
- See an overview of other JavaFX capabilities.
- Be introduced to the JavaFX 9 updates in Java SE 9.

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