DEPENDENCY INJECTION - AN EXAMPLE

THE CONTROLLER CLASS CAN TREAT UI ELEMENTS IN THE FXML AS MEMBER

CONTROLLER JAVA CODE

FXML FILE

```
<TextField fx:id="urlTextField" text="http://doxydonkey.blogspot.in">
     <opaqueInsets>
         <Insets bottom="4.0" left="4.0" right="4.0" top="4.0" />
     </opaqueInsets>
 </TextField>
 <Button id="goButton" fx:id="goButton" mnemonicParsing="false" onAction="#goHandler"</pre>
         <Insets bottom="4.0" left="4.0" right="4.0" top="4.0" />
     </opaqueInsets>
 </Button>
 <TextField fx:id="currentDisplayedUrlText" text="${urlTextField.text}">
     <opaqueInsets>
         <Insets bottom="8.0" left="4.0" right="4.0" top="10.0" />
     </opaqueInsets>
 </TextField>
:hildren>
w fx:id="browser" minHeight="200.0" minWidth="200.0" prefHeight="504.0" />
```

THE CONTROLLER CLASS CAN TREAT UI ELEMENTS IN THE FXML AS MEMBER

VARIABLES
CONTROLLER JAVA CODE FXML FILE

(BTW REMEMBER THAT THE FXML ALSO HAS A LINK TO THE NAME OF THE CONTROLLER CLASS, THAT'S NOT IN THE SNIPPING HERE)

```
public class Controller {
    @FXML
    private Button goButton;

@FXML
    private WebView browser;

@FXML
    private TextField urlTextField;

@FXML
    public void goHandler(A tionExpendence).ls.acartTextField.getText());
}
```

```
p://doxydonkey.blogspot.in">
                                                                se'(onAction="#goHan
                                               onicParsin
           Insets bottom="4.0" left="4.0"
                                               t="4.0" top="4.0"
         pagueInsets>
 </Button>
 <TextField fx:id=
                                    euurlText"
                                                 xt="${urlTex
                                                                 eld.text}">
          <insets bottom="8.0" left="4.0" rig</pre>
     </opaqueInsets>
 </TextField>
:hildren>
w fx:id="browser" minHeight="200.0" minWidth="2
                                                        prefHeight="504.0" />
```

THE LINK RELIES ON TWO BITS OF SYNTAX

THE @FXML ANNOTATION THE FX:ID TAG

AS YOU CAN SEE - AT HEART, FXML IS A WAY TO SET UP MEMBER VARIABLES OF COMPLICATED CLASSES AT RUNTIME

THIS IS EXACTLY WHAT THE

STRATEGY PATTERN

IS ALL ABOUT

AND IT IS ALSO A PRETTY CLASSIC EXAMPLE OF

DEPENDENCY INJECTION