

AN EXAMPLE FRAMEWORK: JAVAFX

THE BASIC STRUCTURE OF A JAVAFX PROGRAM

EACH UI APPLICATION HAS A SINGLE Stage

A Stage CONTAINS MANY Scenes

EACH SCENE CONTAINS UI ELEMENTS CALLED Nodes

EXAMPLES OF Node INCLUDE

UI CONTROLS (BUTTONS, TREES, SCROLLPANES)	shapes	Text
Images	MediaPlayers	Browser controls

THE Nodes CAN BE EASILY SYNCHED WITH
THE CONTROLLER PART OF THE CODE
USING PROPERTIES AND BINDINGS

THE MAIN CLASS USUALLY EXTENDS
(DERIVES FROM) `Application` AND THE MAIN METHOD SIMPLY
INVOKES `Application.launch`

THIS LAUNCHES THE JAVAFX FRAMEWORK WHICH DOES
ITS THING, AND EVENTUALLY CALLS THE "START"
METHOD OF THE APPLICATION OBJECT

THIS START METHOD WILL
RECEIVE AS AN ARGUMENT
THE `Stage`

YOU OVERRIDE THE START METHOD
TO CREATE AND MANIPULATE
`Scenes` AND `Nodes`

THIS IS A CLASSIC EXAMPLE OF THE
TEMPLATE PATTERN -

THE APPLICATION CLASS DOES A
BUNCH OF STUFF BEHIND-THE-SCENES

THE USER SIMPLY PLUGS IN THE
START METHOD