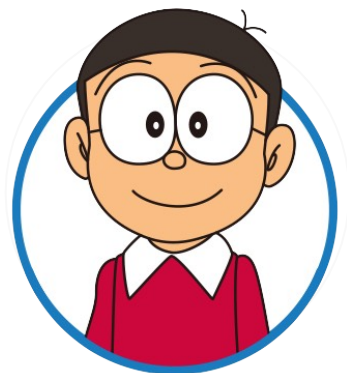


JavaFX 简明教程 3

INTRODUCTION



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Outline



Issues with UI created using API

FXML

- Understand FXML
- Create UI

Scene Builder

- Installation
- Generate FXML



FXML



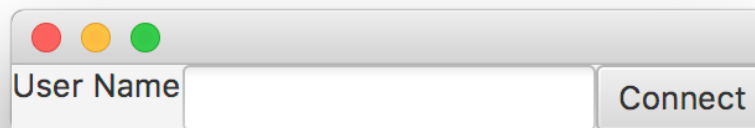
FXML

An XML based markup language for defining the user interface of a Java FX application



```
HBox box = new HBox();  
box.getChildren().addAll(new Label("User Name"),  
                           new TextField(),  
                           new Button("Connect"));
```

API Version



FXML Version

```
<HBox>
    <children>
        <Label text="User Name" />
        <TextField />
        <Button text="Connect" />
    </children>
</HBox>
```

```
HBox box = FXMLLoader.<HBox>load(this.getClass()
                                .getResource("simpleui.fxml"));
```



Components

FXML Source

The XML file with
declarations for UI

FXMLLoader class

Utility class for loading
an FXML file

Controller

A class responsible for
behaviors



Controller

Instantiated by
FXML Loader

Contains UI
Elements
references

Maximum one
controller per
FXML

Event Handlers for
UI Elements

Can have initialize
method

Default
constructor must
be public



Benefits

Readable

Hierarchical structure of XML closely parallels Java FX Scene Graph

No Recompile

FXML is not a compiled language, just rerun app after changes

Localization

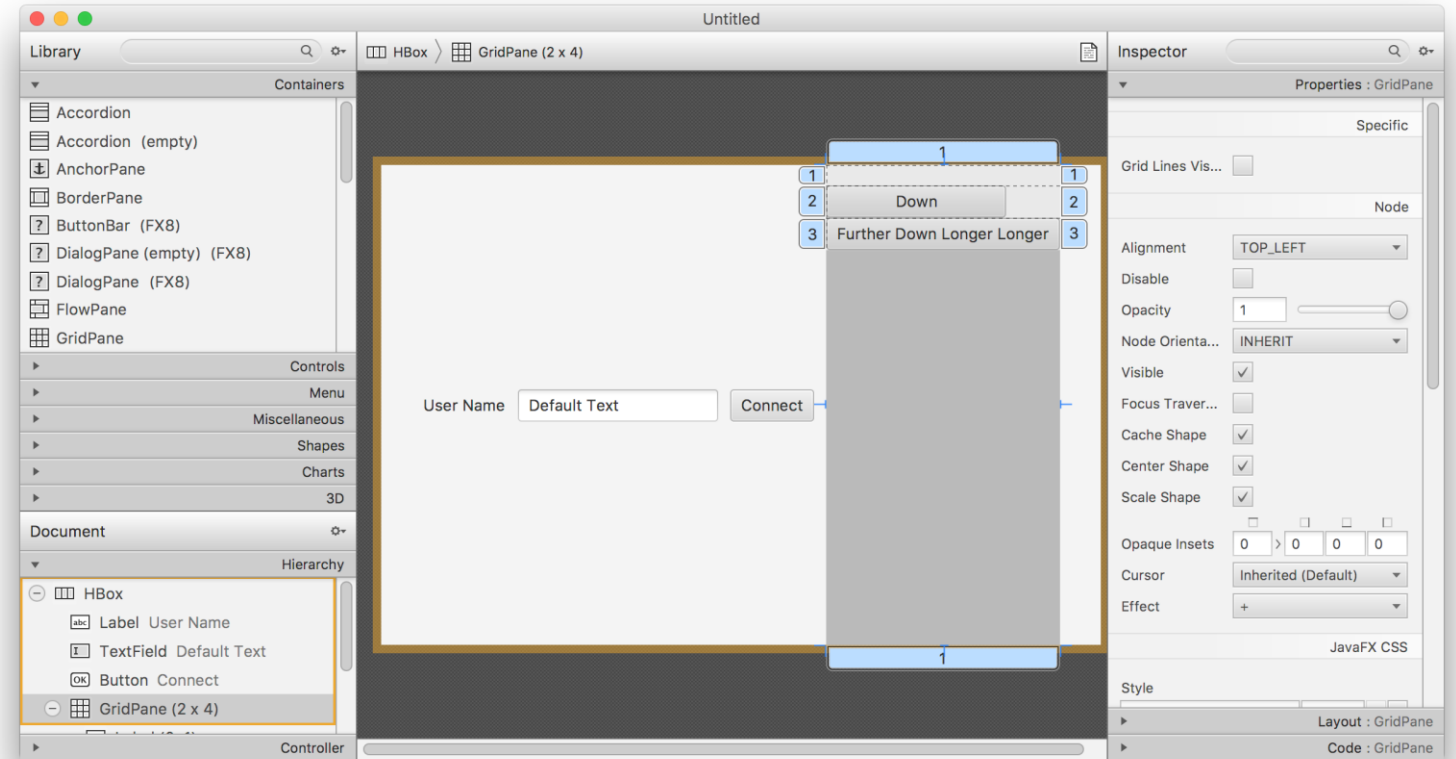
Internationalization is very simple and automatic



Scene Builder



UI Layout Tool
Drag & Drop UI
FXML Visual Editor
Cross Platform
Integrated with IDEs
CSS Support



Demo



Get Scene Builder

Configure it with NetBeans IDE

User Interface Walkthrough

Re-build our Do-It Application's UI



Summary



Understand the issues with API

Learn FXML

Get to know Scene Builder

Do-It UI using Scene Builder

