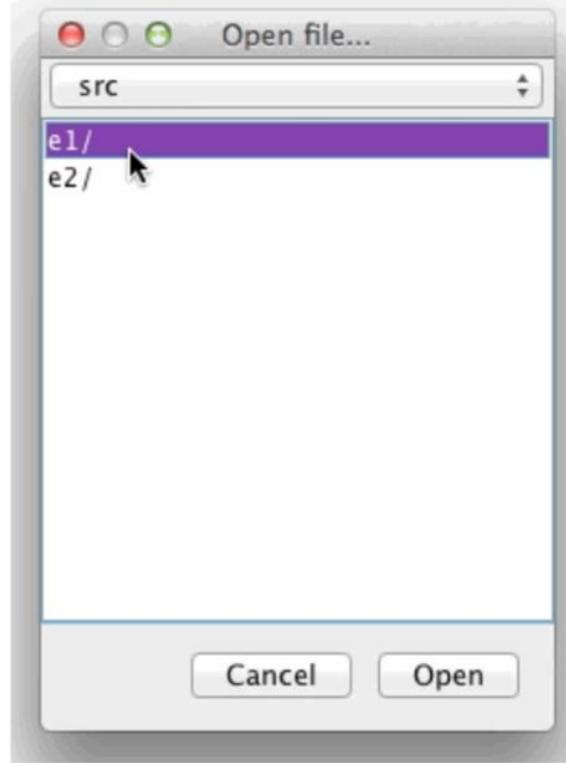


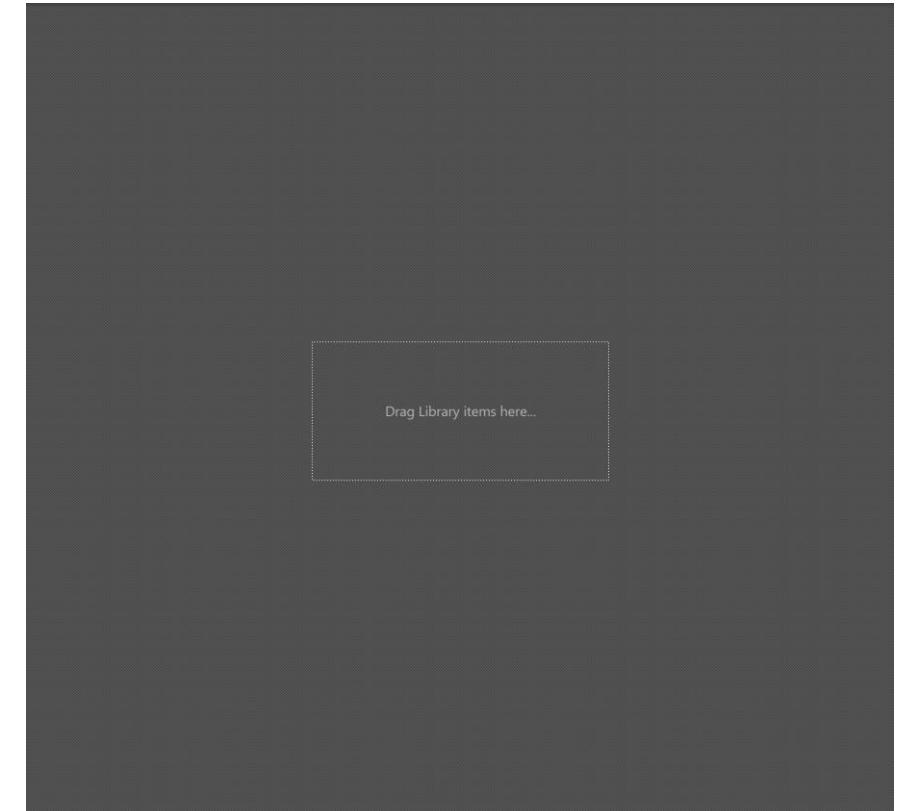
**EXAMPLE AVEC SCENE BUILDER :
LE SELECTEUR DE FICHIERS**

CREER LA SCENE

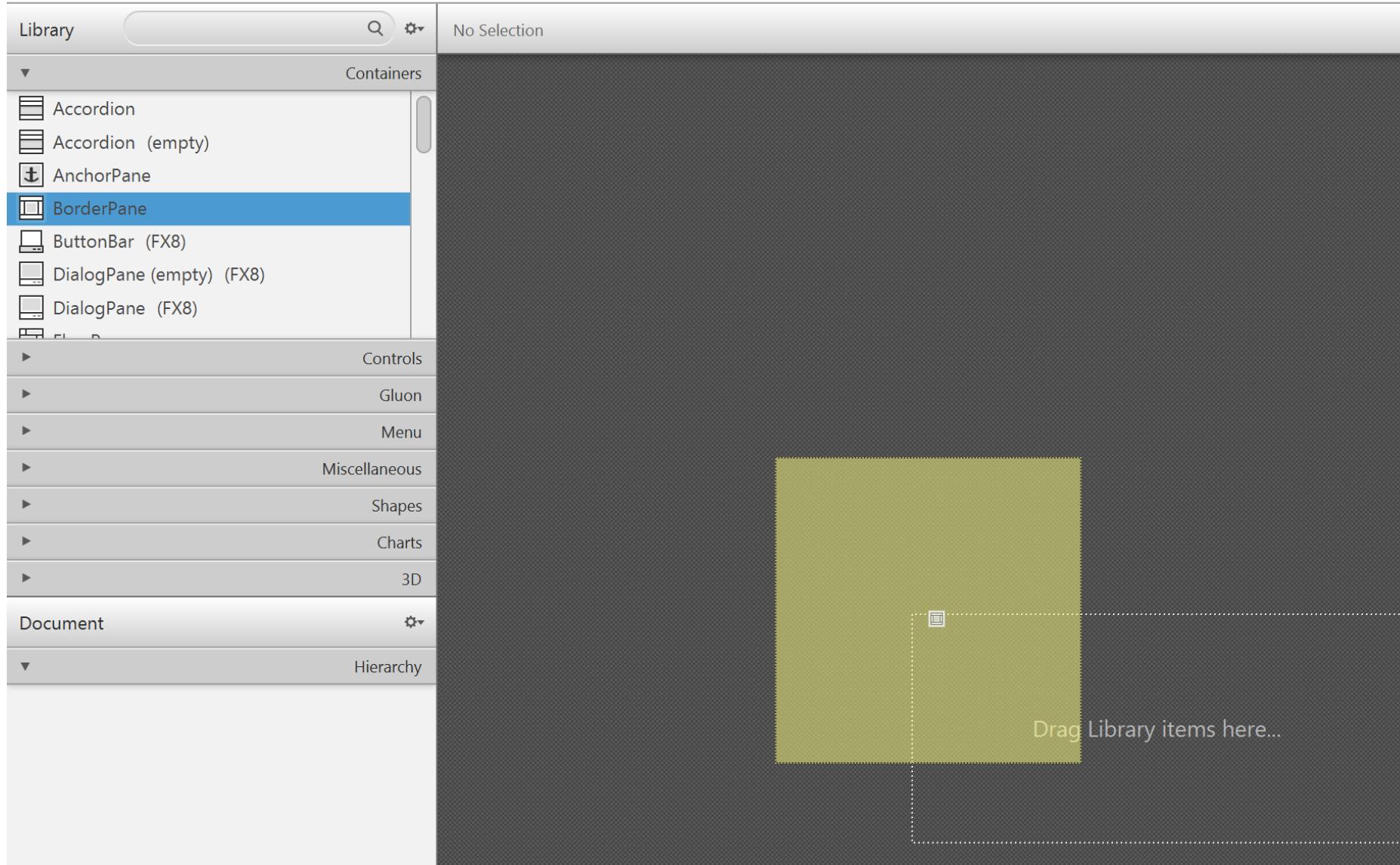
Ce que l'on veut obtenir :



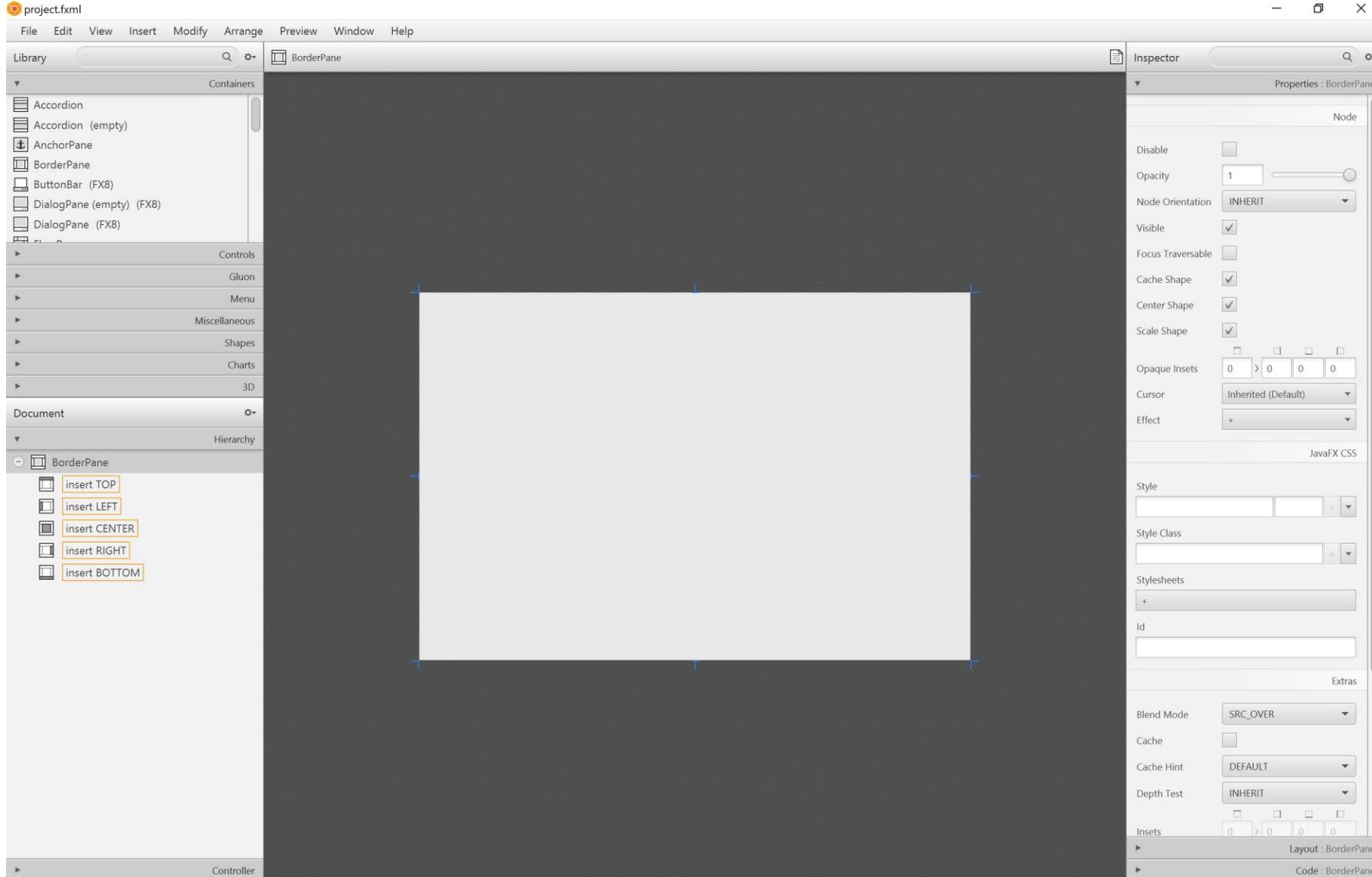
Ce que l'on a :



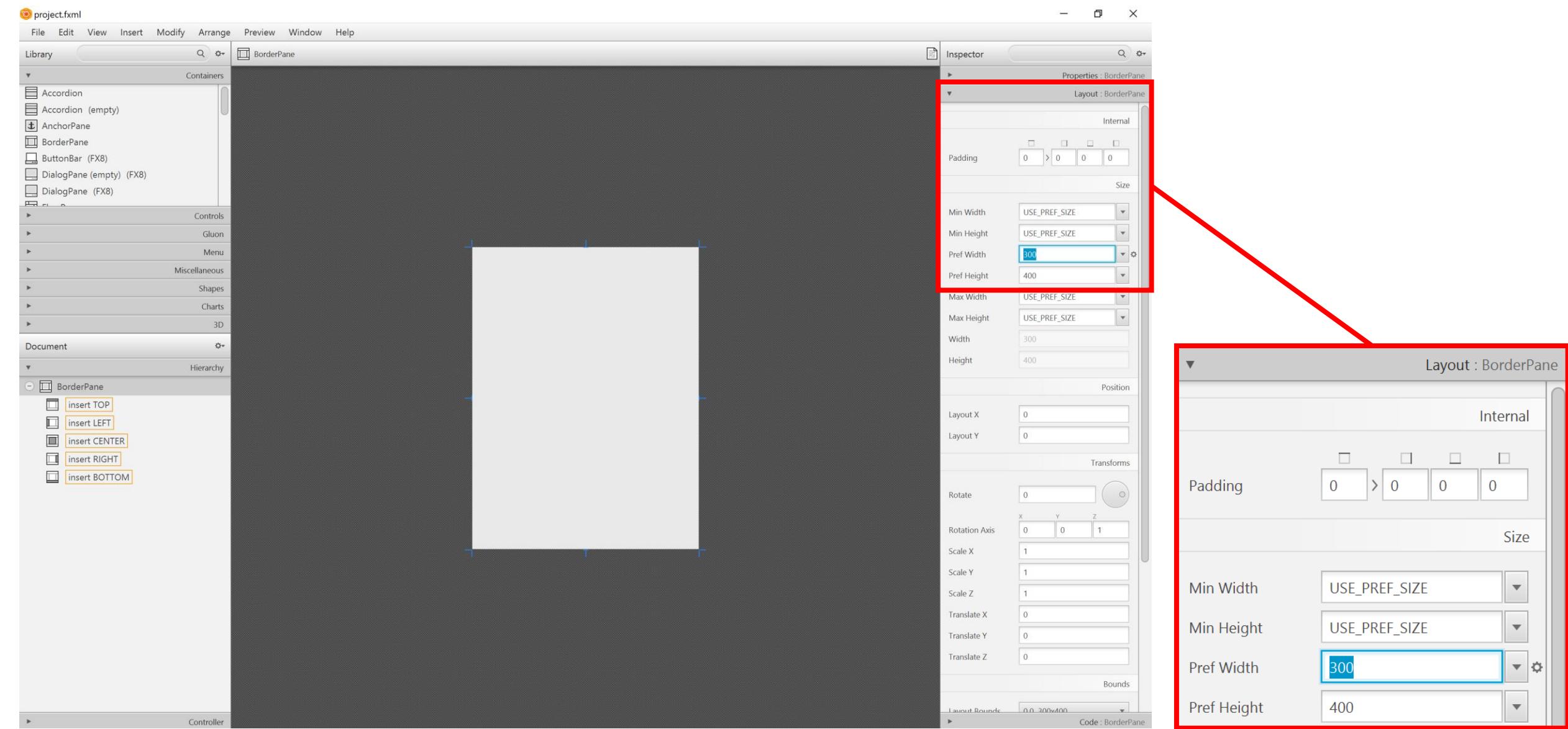
CREER LA SCENE



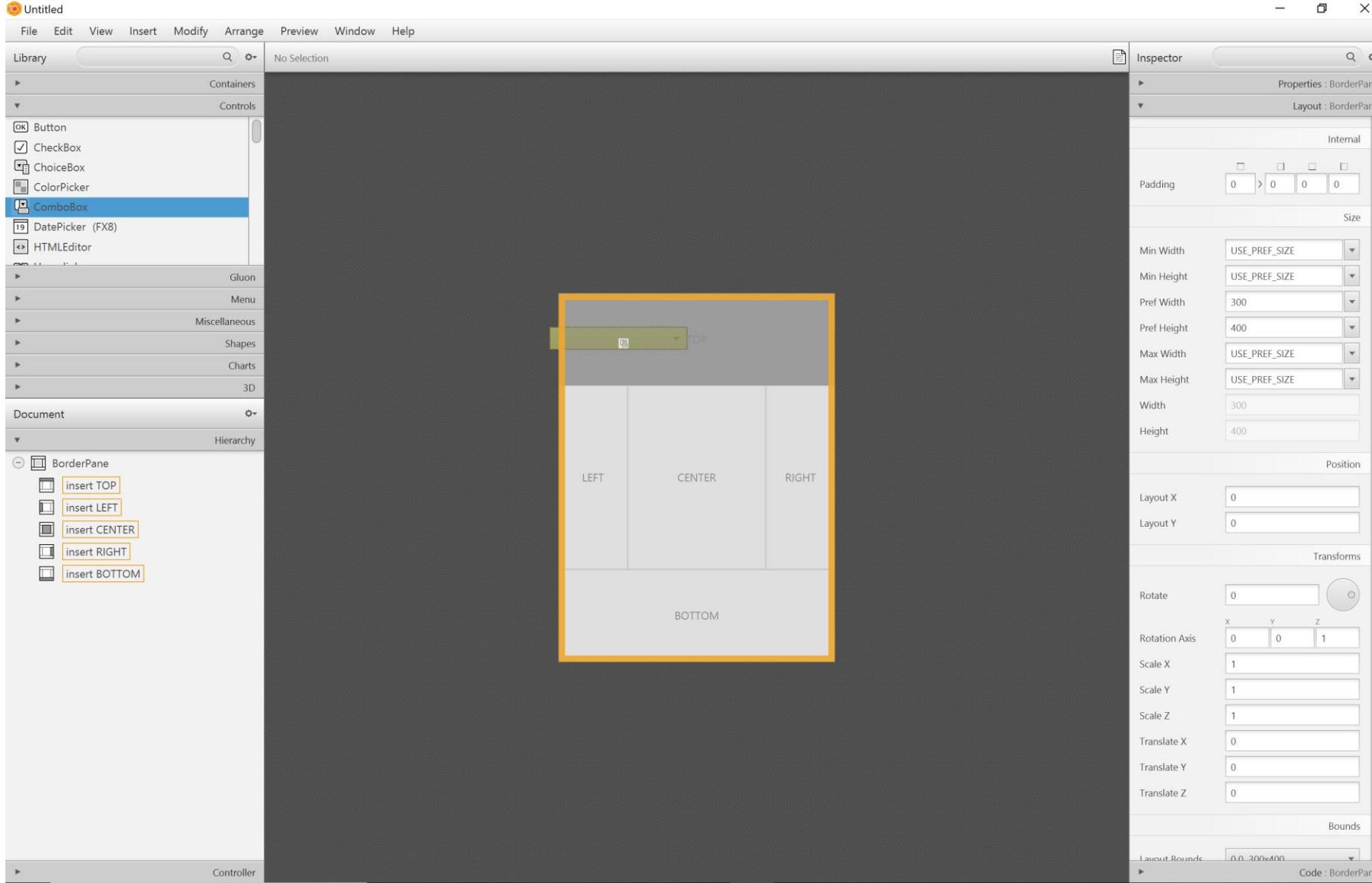
CREER LA SCENE



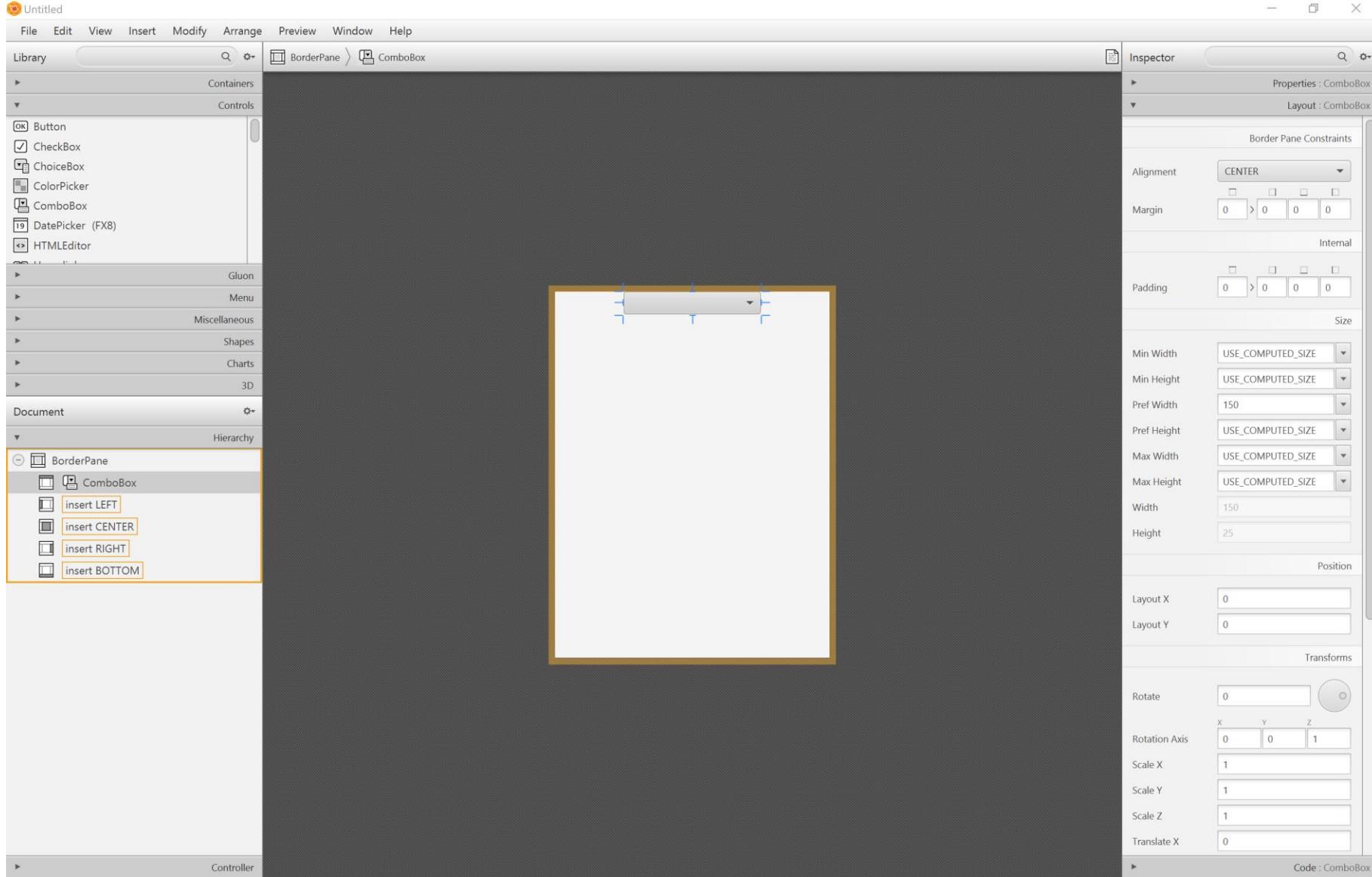
CREER LA SCENE



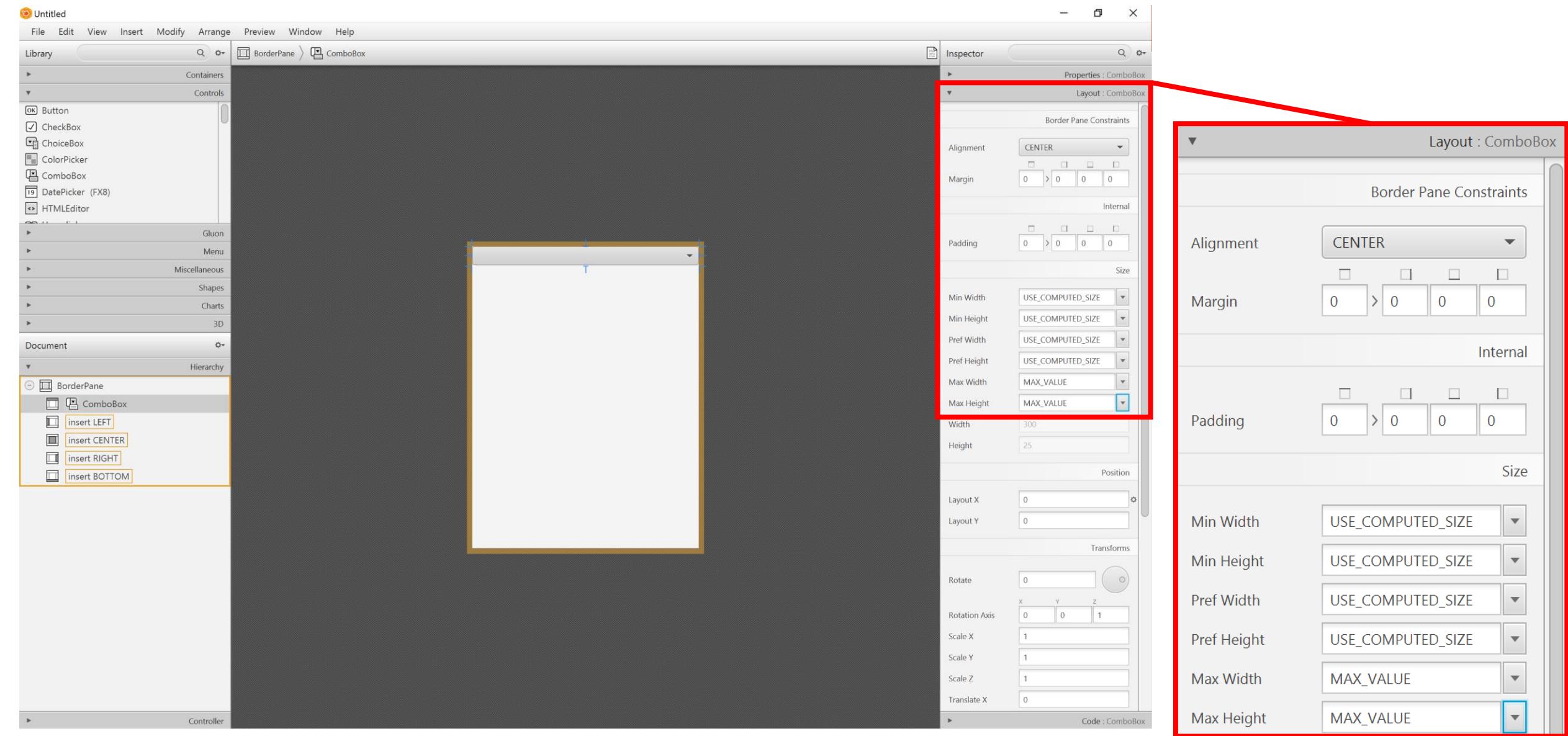
CREER LA SCENE



CREER LA SCENE

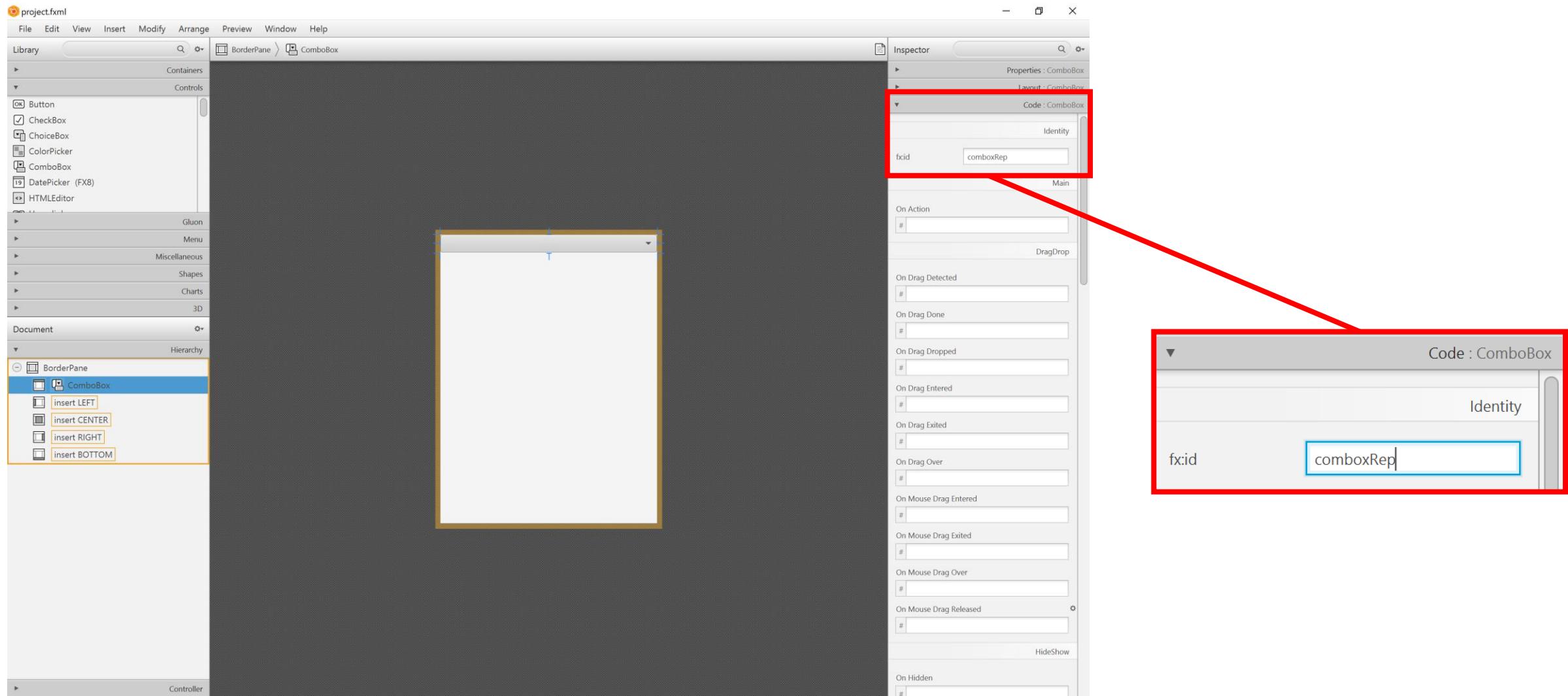


CREER LA SCENE

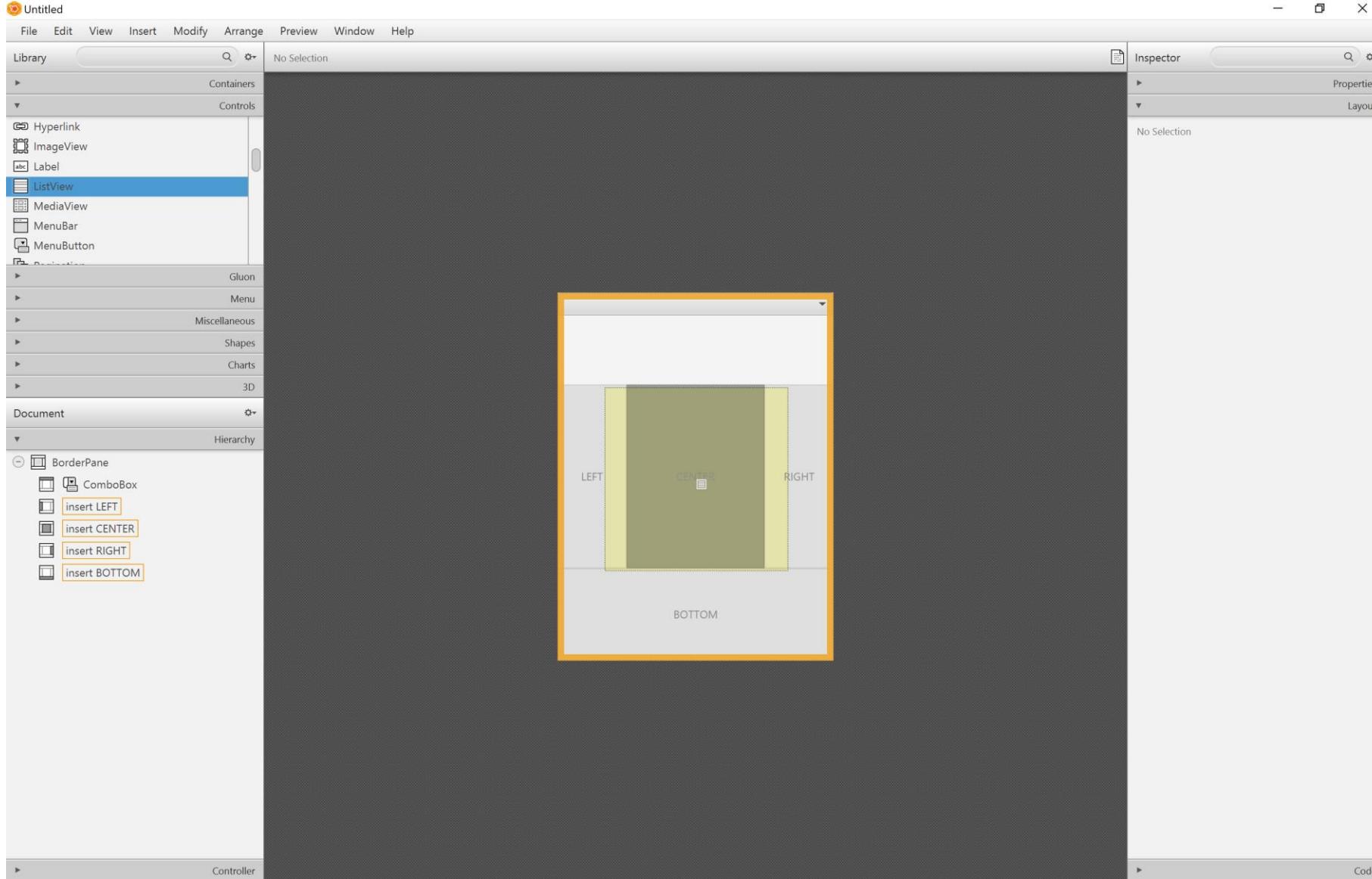


CREER LA SCENE

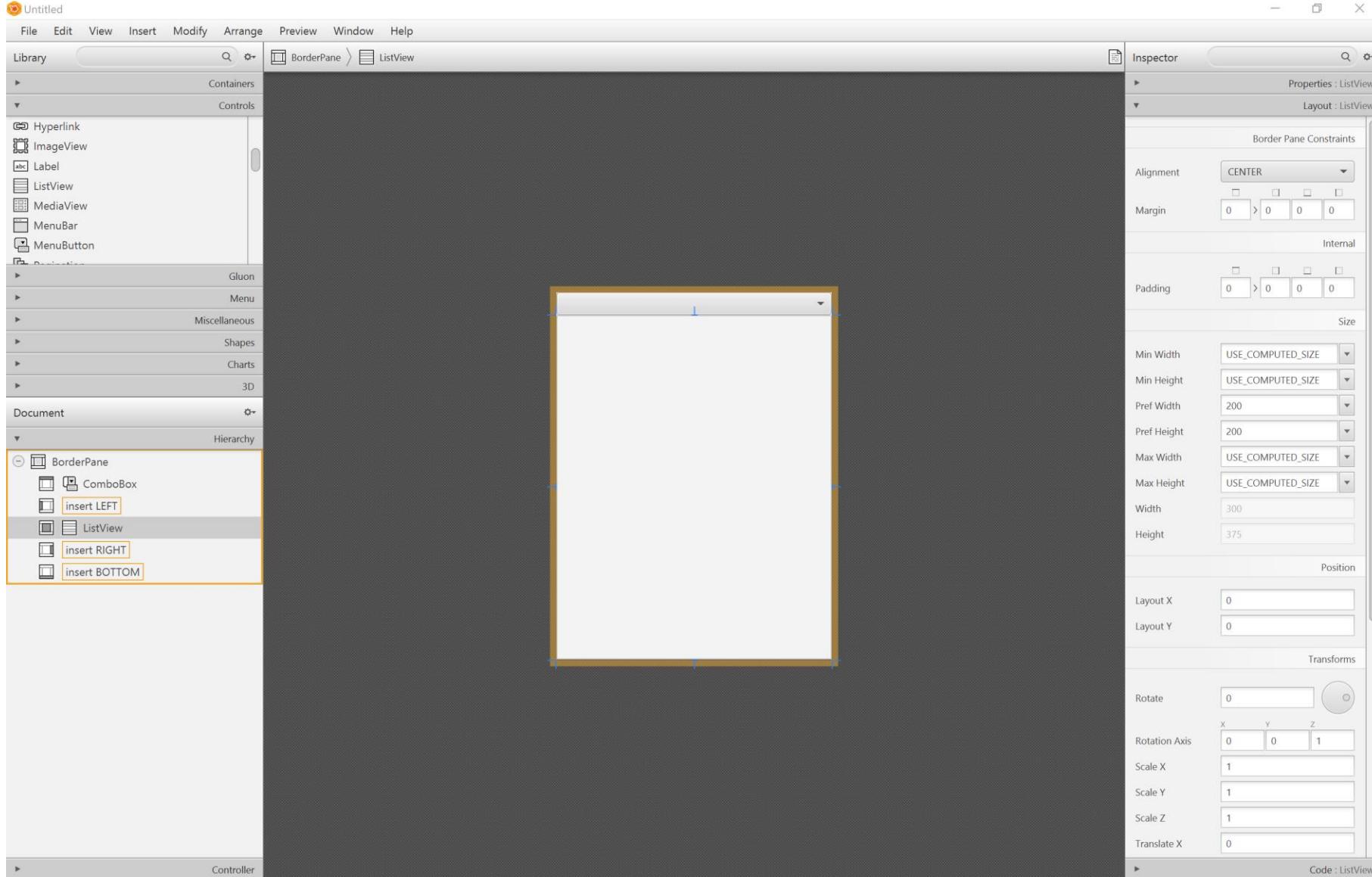
ID de la ComboBox : “comboxRep”



CREER LA SCENE

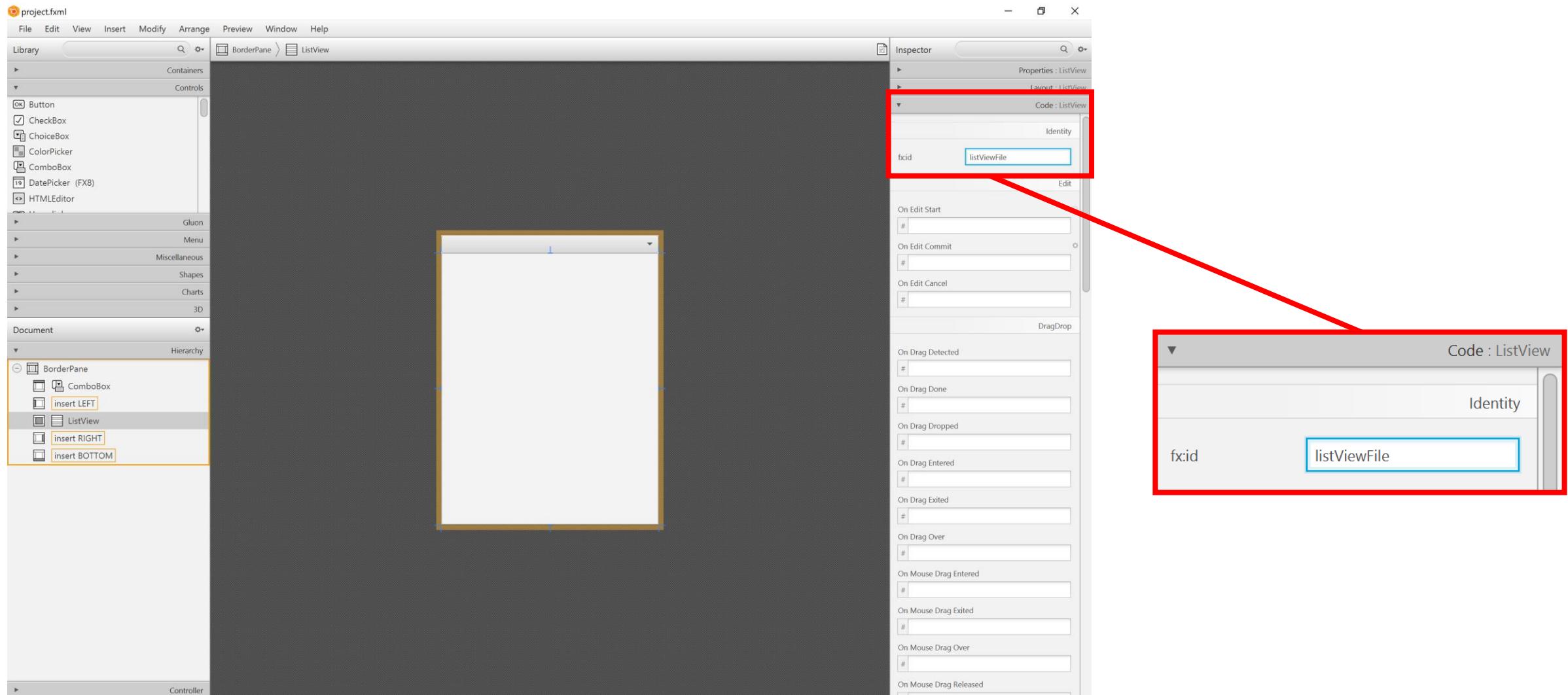


CREER LA SCENE

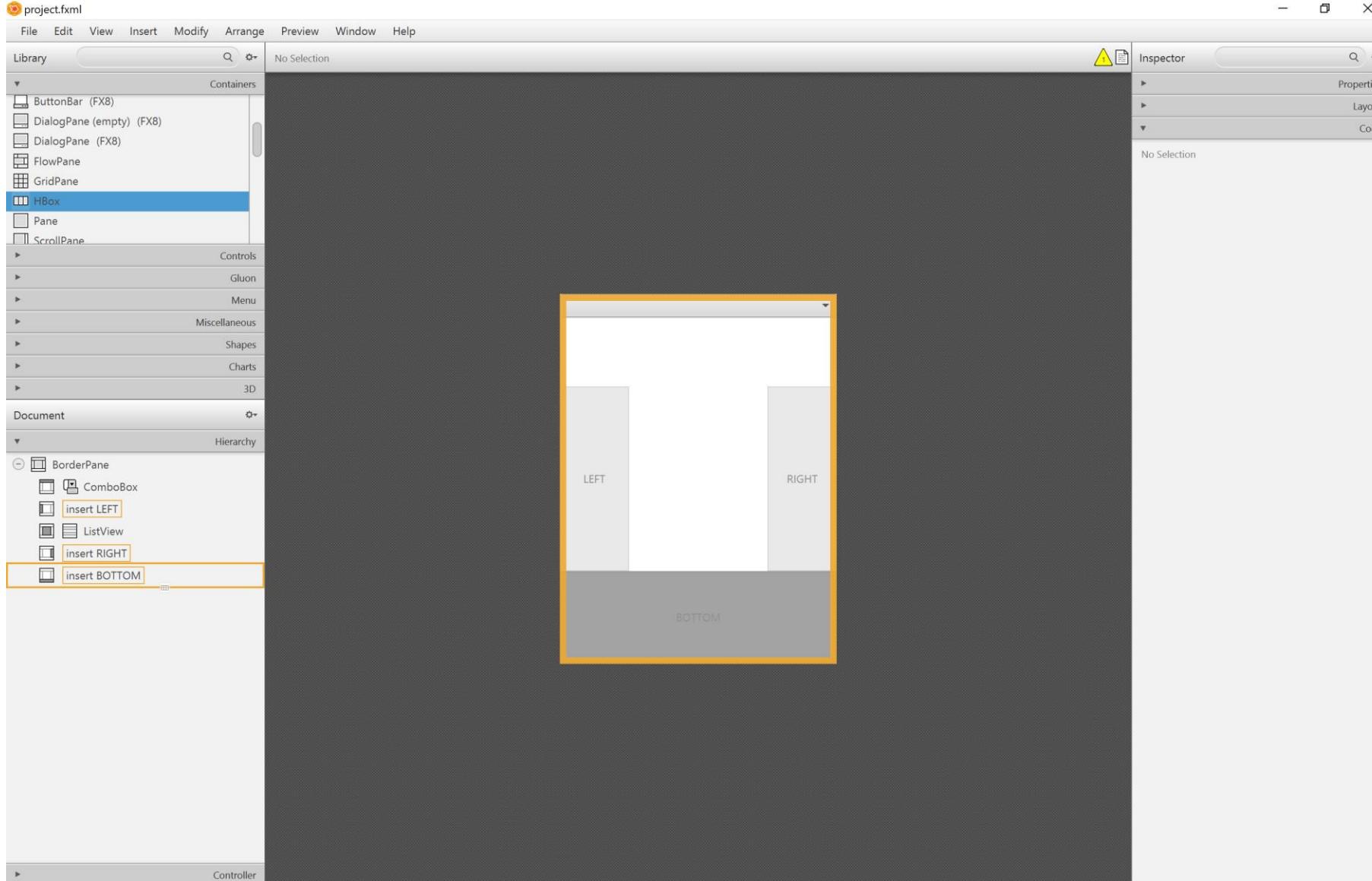


CREER LA SCENE

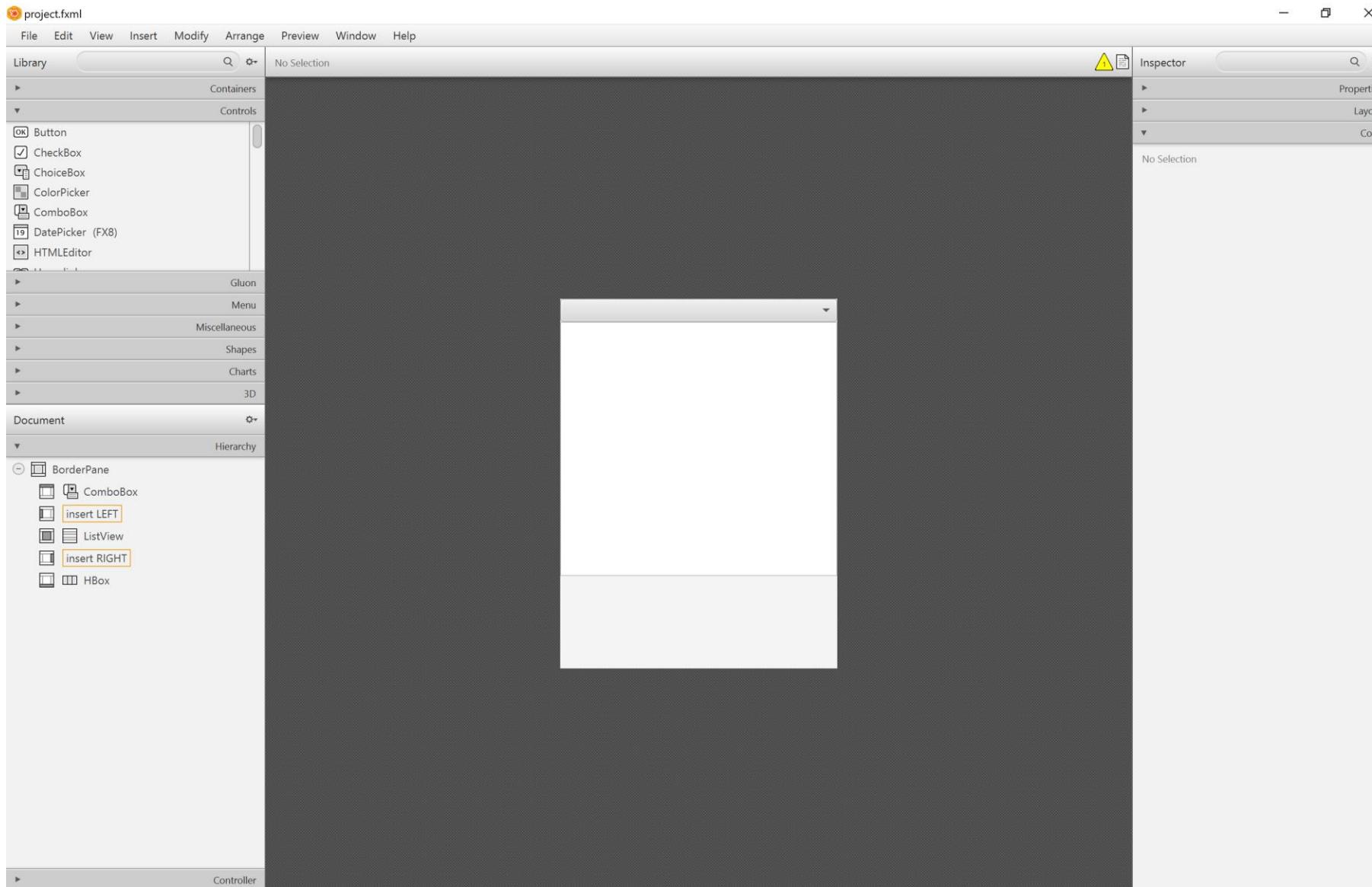
ID de la ListView : “listViewFile”



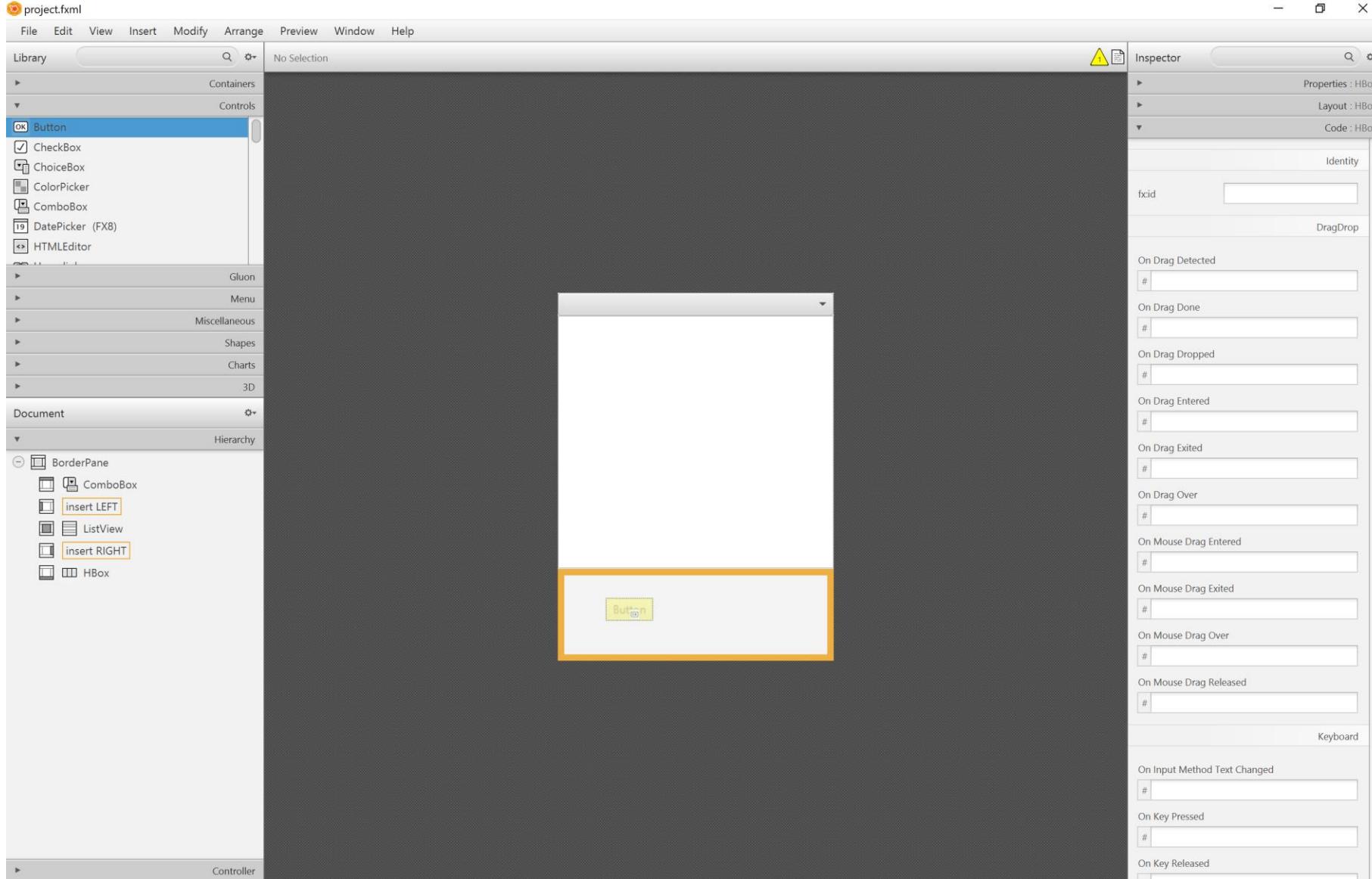
CREER LA SCENE



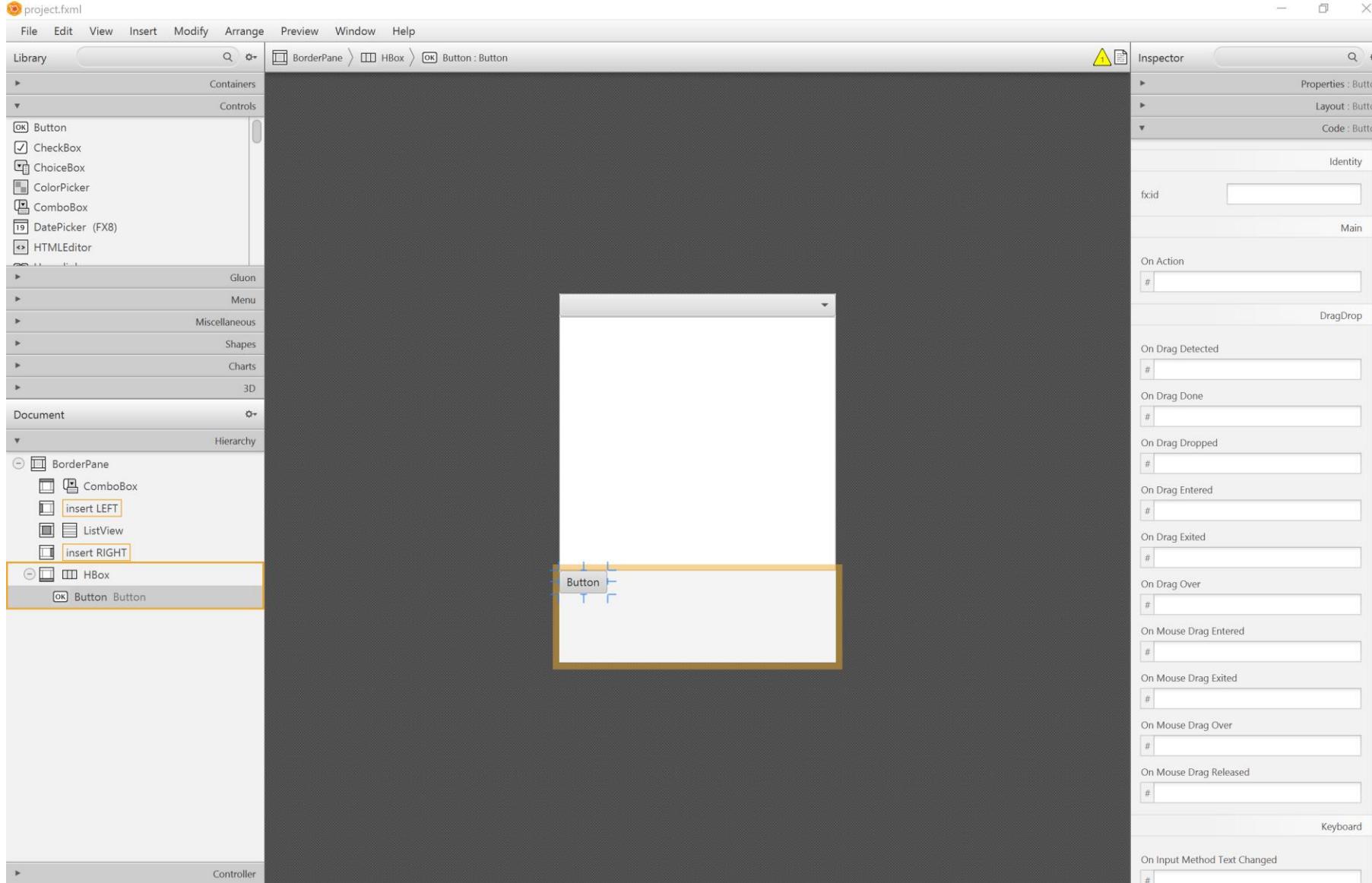
CREER LA SCENE



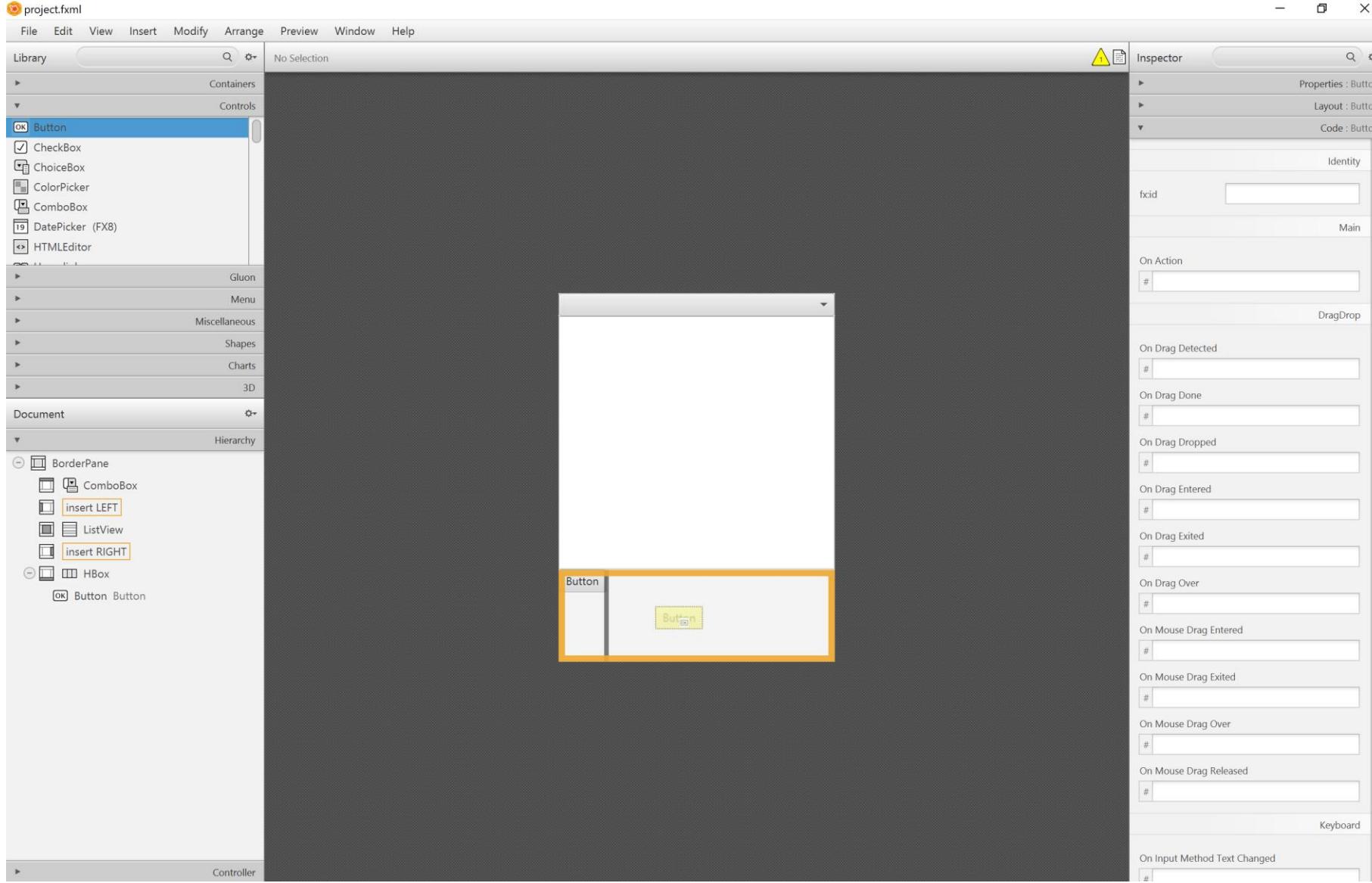
CREER LA SCENE



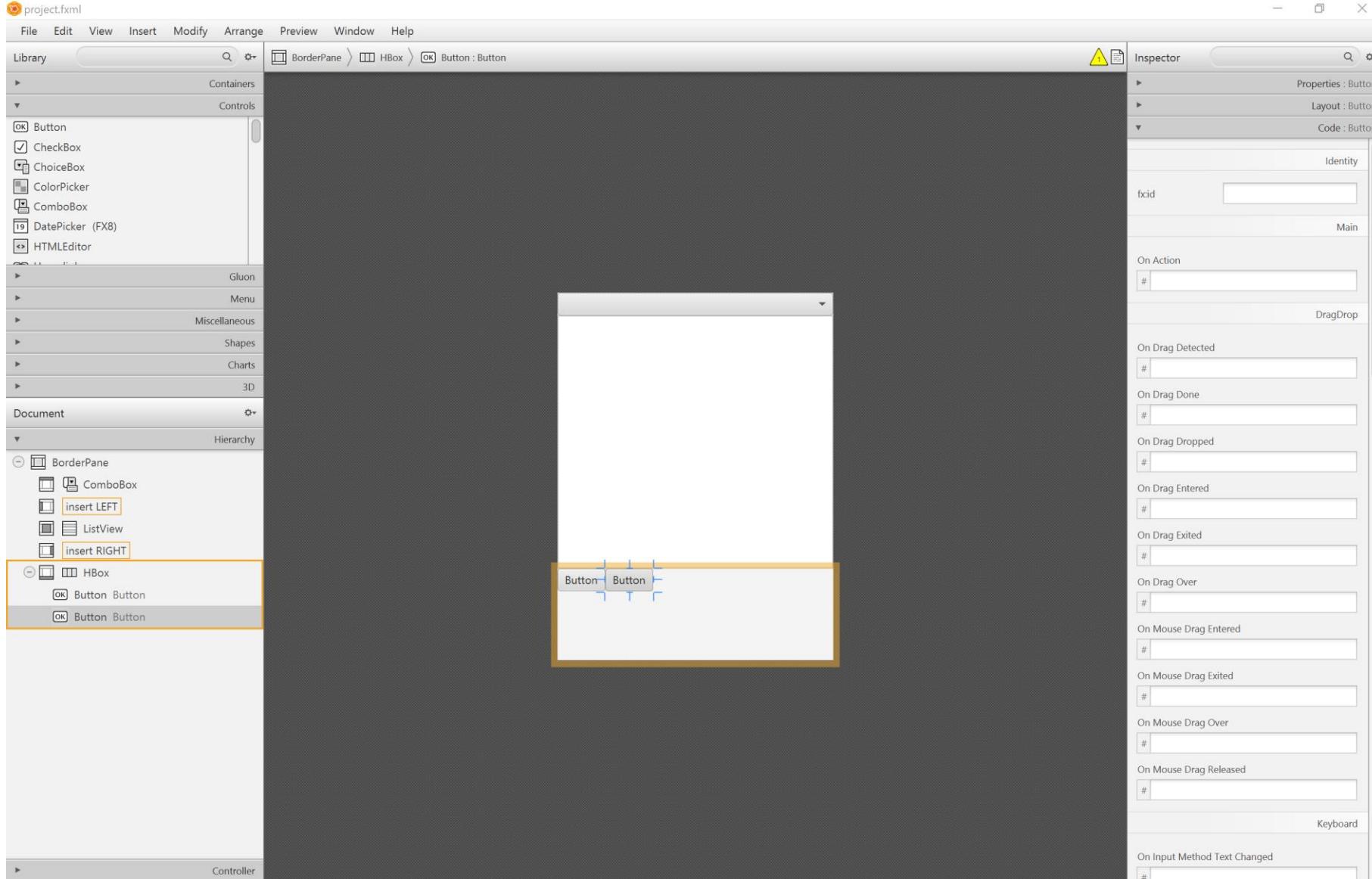
CREER LA SCENE



CREER LA SCENE

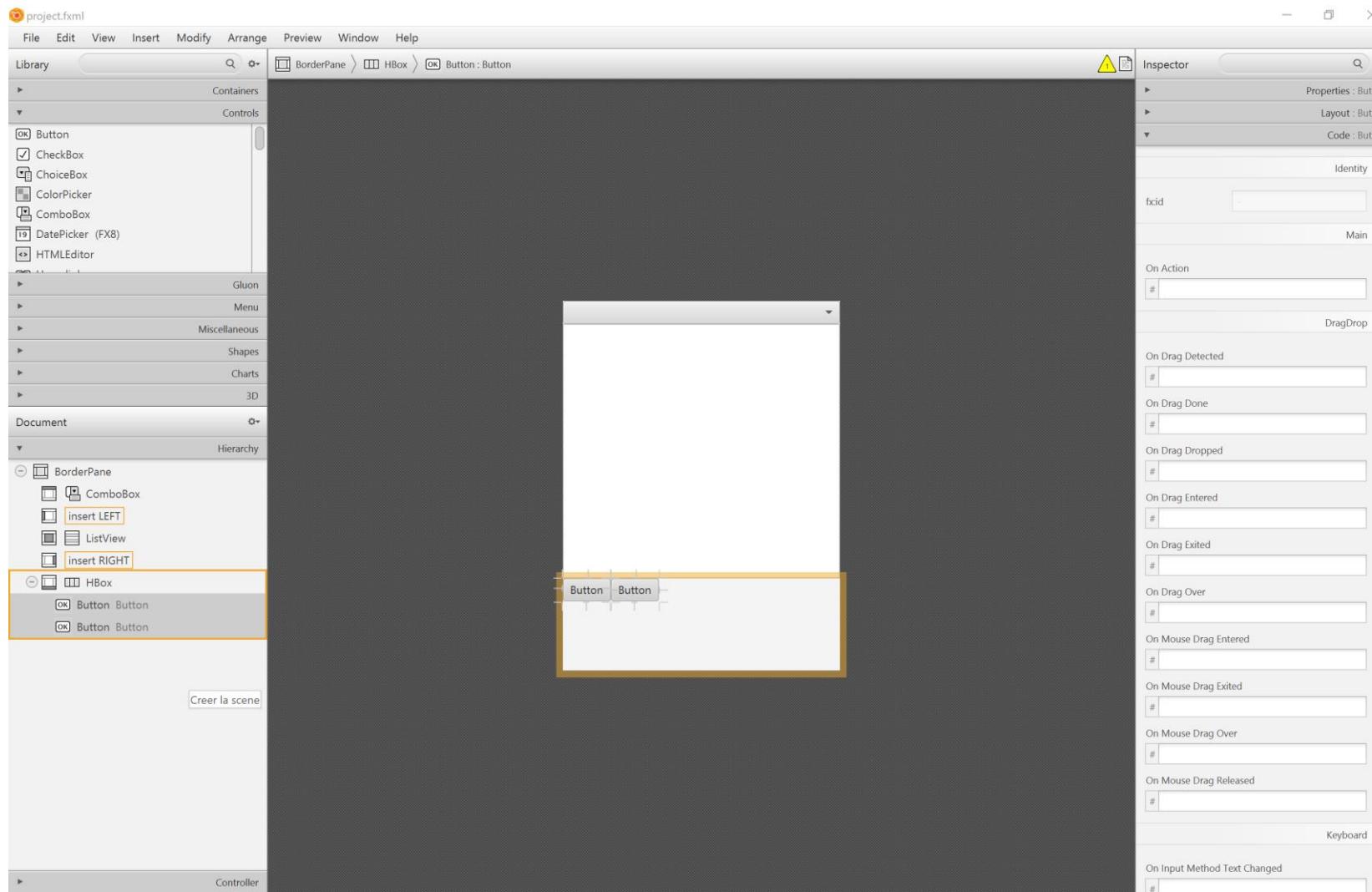


CREER LA SCENE

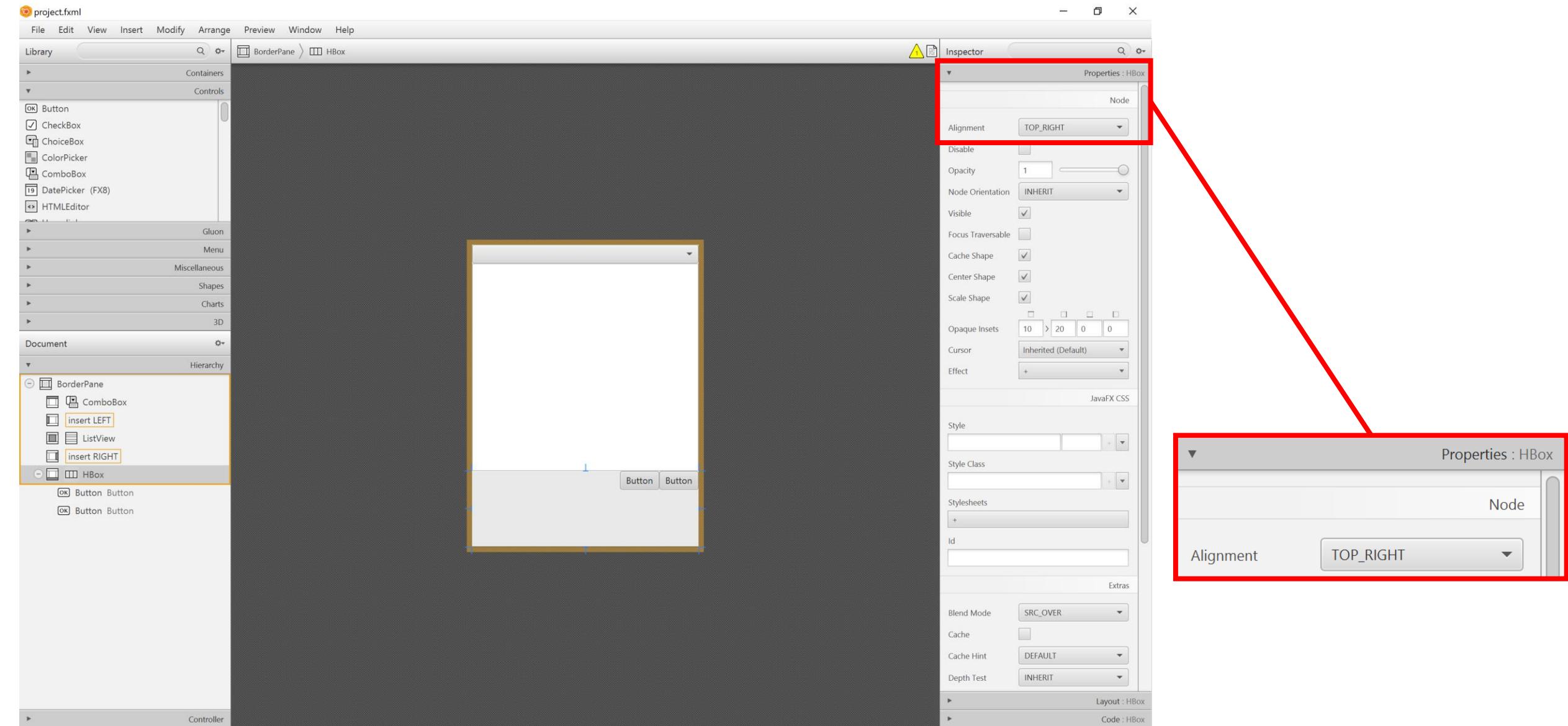


CREER LA SCENE

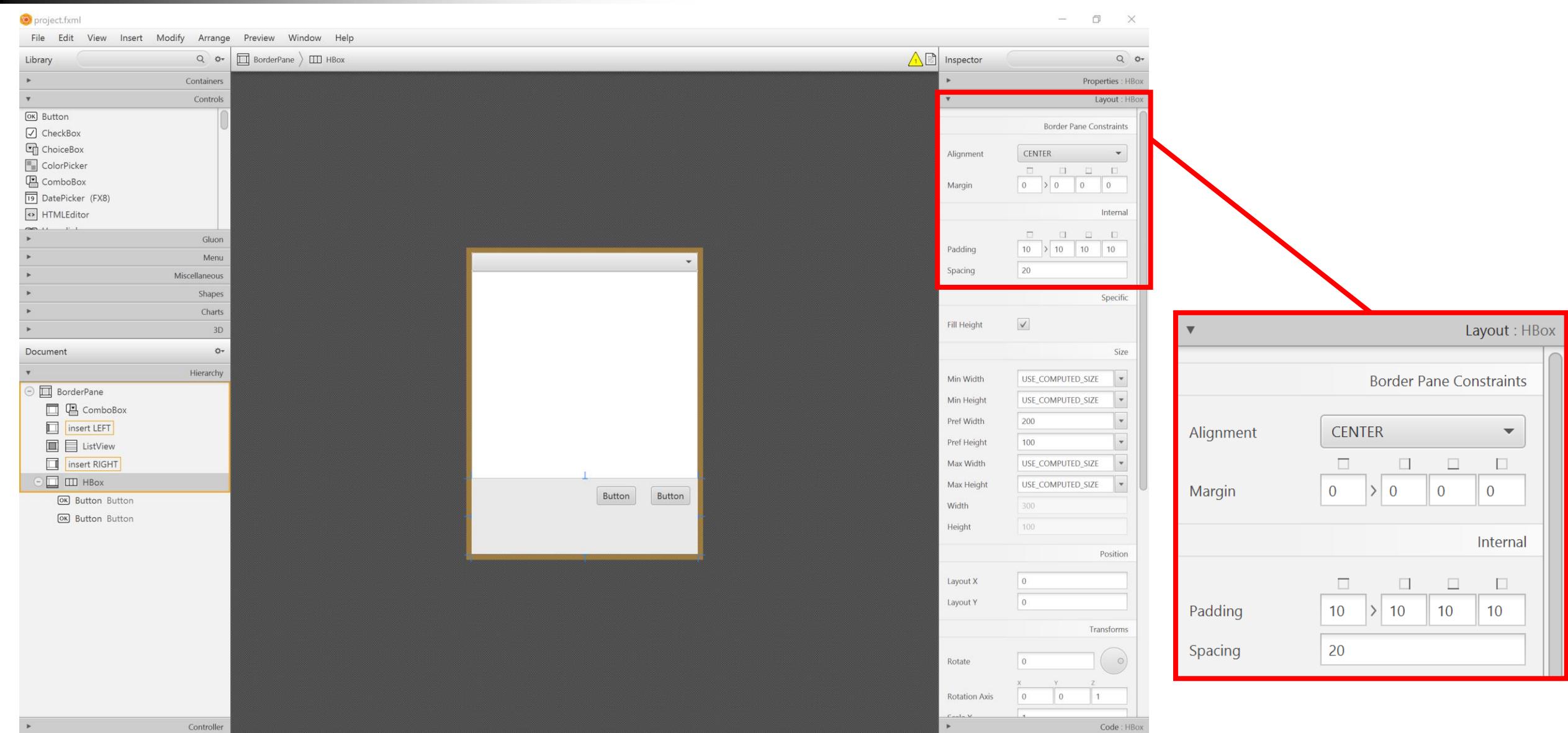
Ctrl + Clic sur plusieurs objects



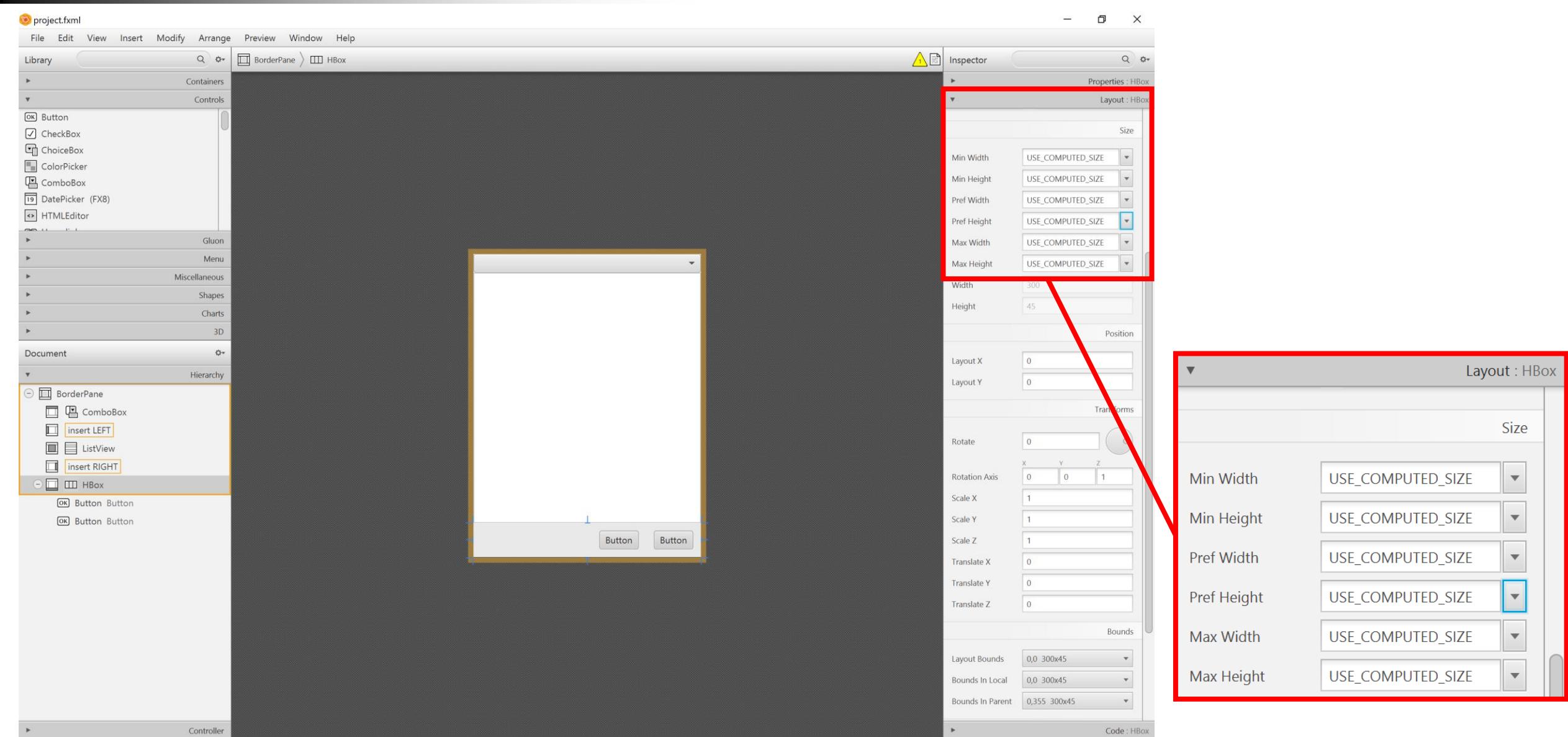
CREER LA SCENE



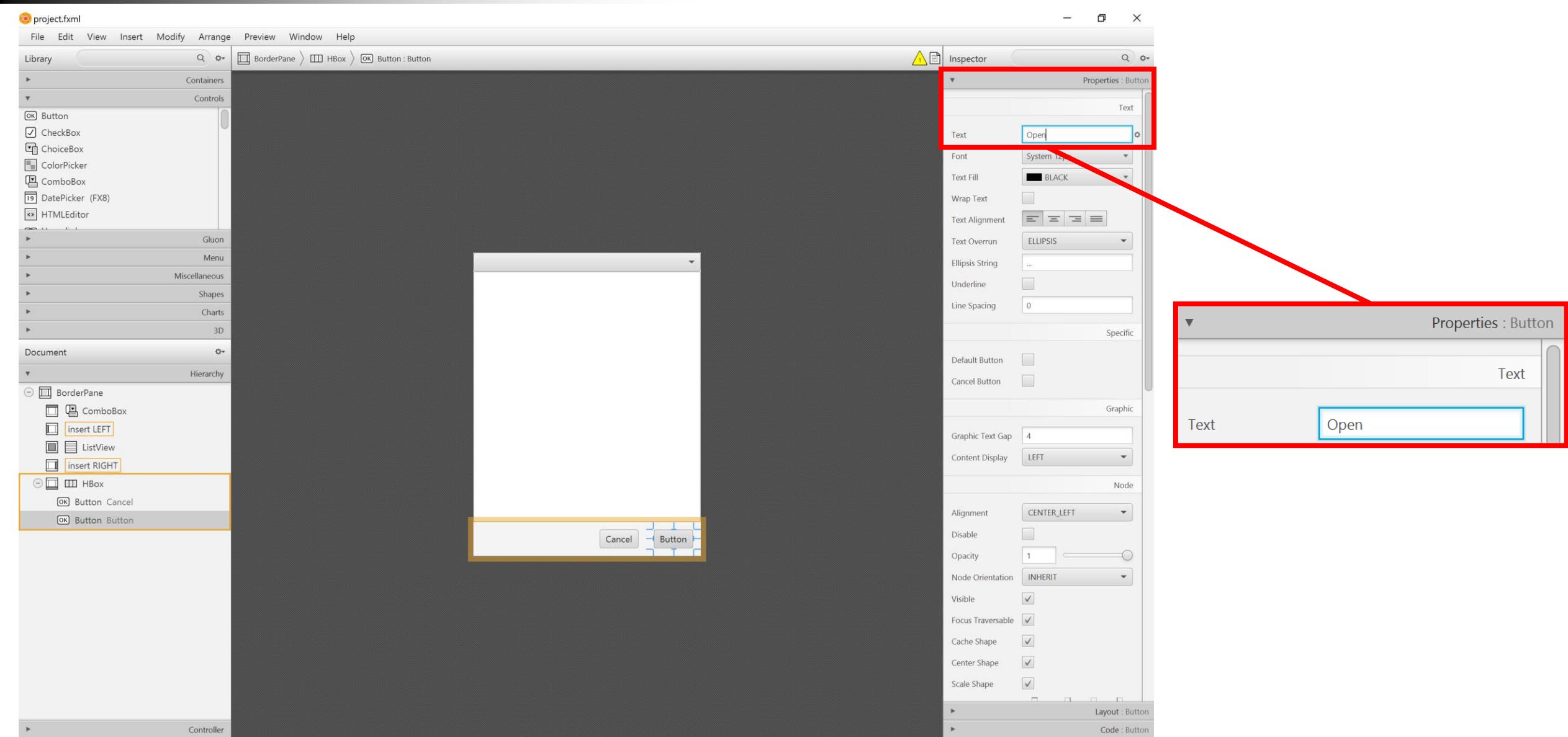
CREER LA SCENE



CREER LA SCENE

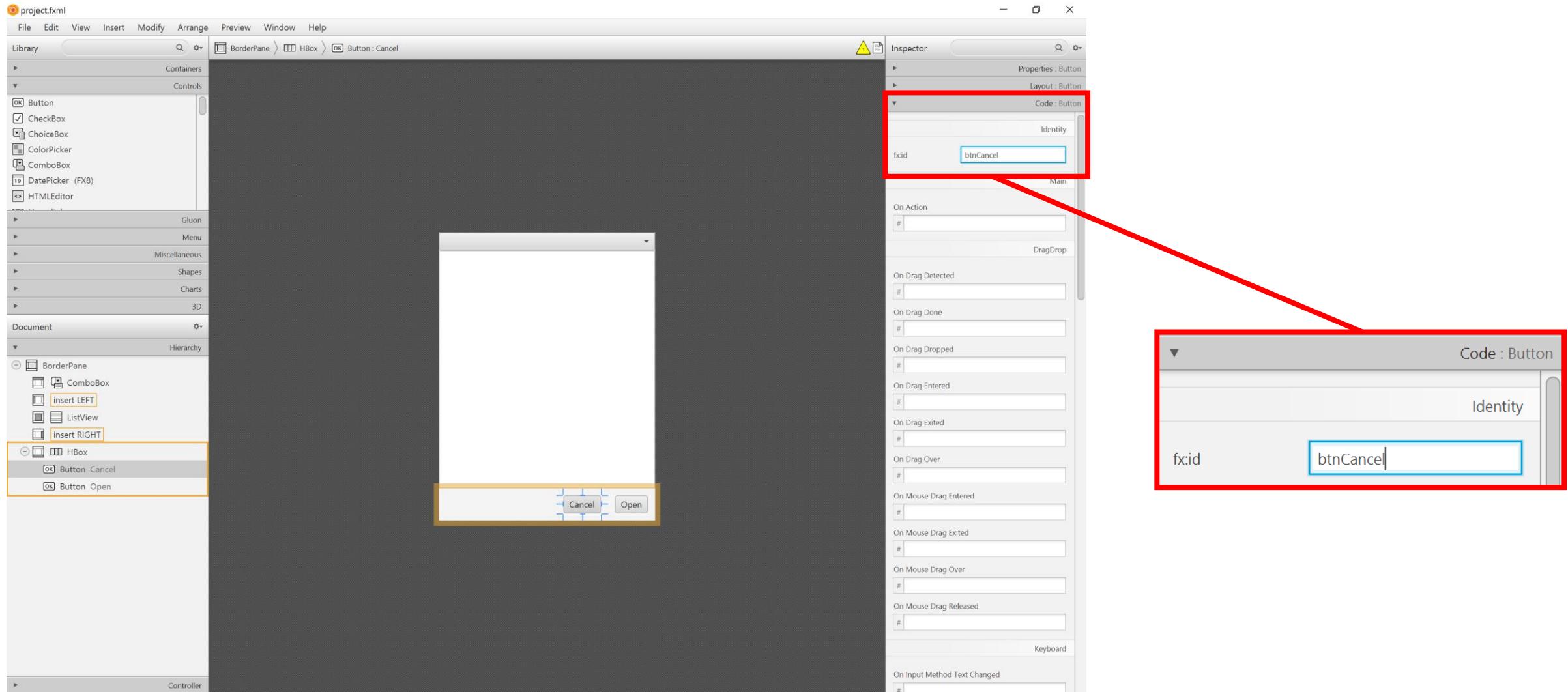


CREER LA SCENE



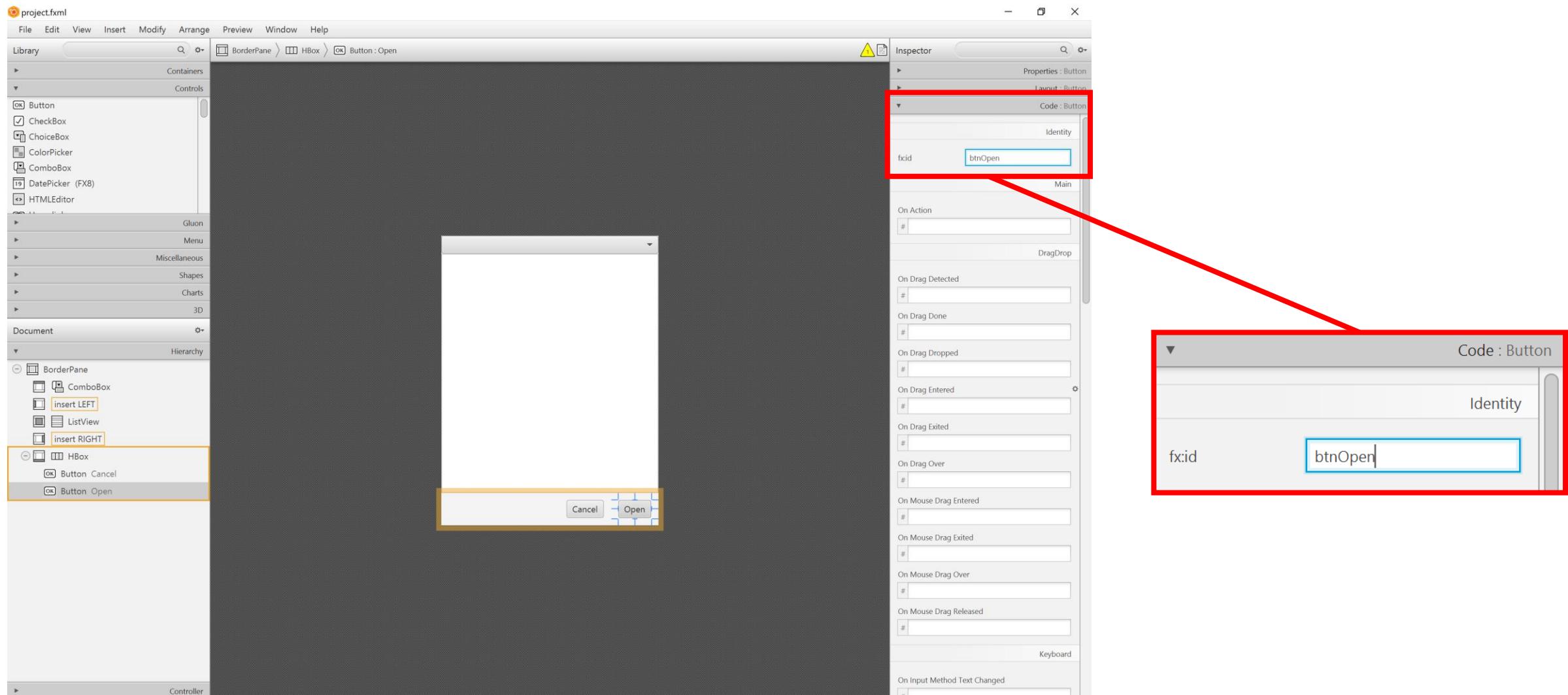
CREER LA SCENE

ID du Bouton “Cancel” : “btnCancel”



CREER LA SCENE

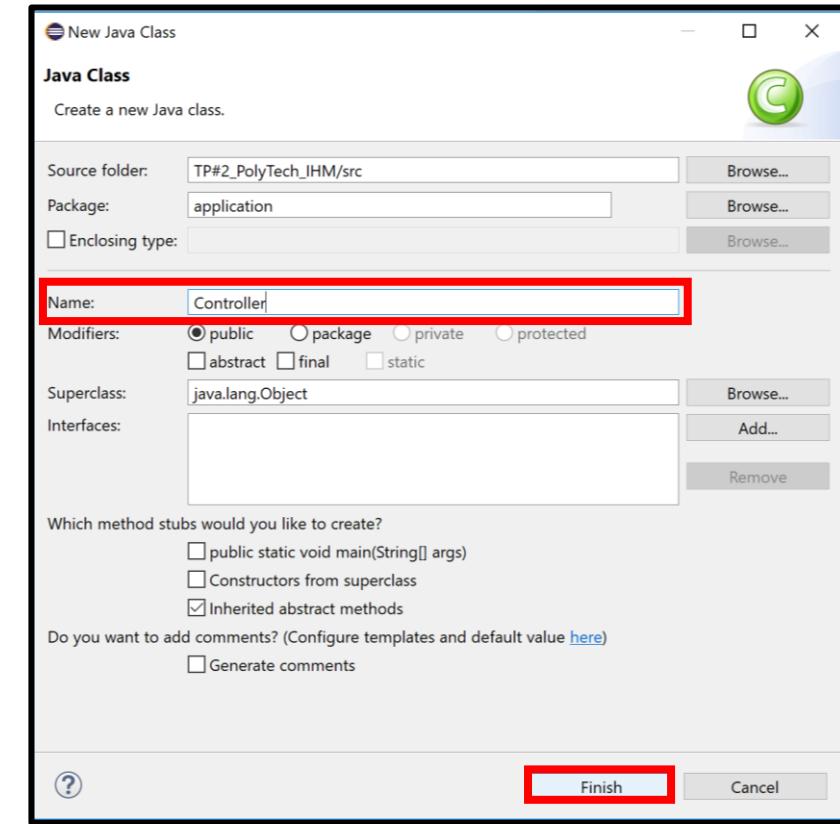
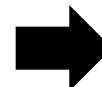
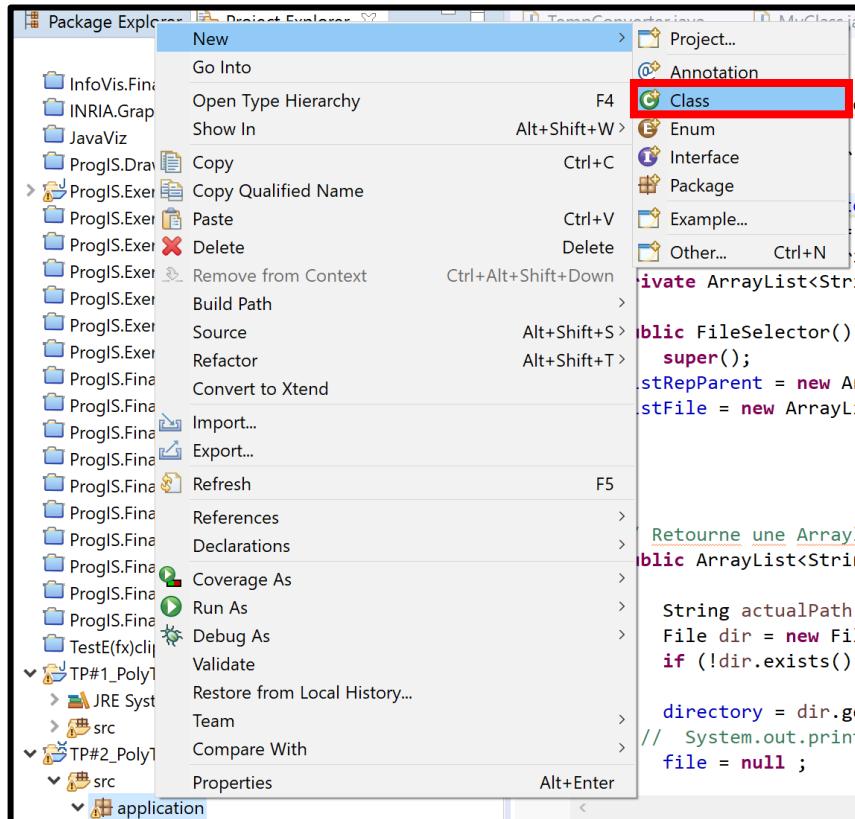
ID du Bouton “Open” : “btnOpen”



CHANGER LE “MAIN”

```
1 package application;  
2  
3 import javafx.application.Application;  
4 import javafx.fxml.FXMLLoader;  
5 import javafx.scene.Parent;  
6 import javafx.scene.Scene;  
7 import javafx.stage.Stage;  
8  
9 public class Main extends Application {  
10  
11    @Override  
12    public void start(Stage primaryStage) throws Exception{  
13        Parent root = FXMLLoader.load(getClass().getResource("sample.fxml"));  
14        primaryStage.setTitle("File selector");  
15        primaryStage.setScene(new Scene(root, 300, 400));  
16        primaryStage.show();  
17    }  
18  
19  
20    public static void main(String[] args)  
21    {  
22        Launch(args);  
23    }  
24 }
```

AJOUTER UN CONTROLEUR



AJOUTER UN CONTROLEUR

```
1 <?xml version="1.0" encoding="UTF-8"?>
2
3 <?import javafx.geometry.Insets?>
4 <?import javafx.scene.control.Button?>
5 <?import javafx.scene.control.ComboBox?>
6 <?import javafx.scene.control.ListView?>
7 <?import javafx.scene.layout.BorderPane?>
8 <?import javafx.scene.layout.HBox?>
9
10
11<BorderPane maxHeight="-Infinity" maxWidth="-Infinity" minHeight="-Infinity" minWidth="-Infinity"
12 prefHeight="400.0" prefWidth="300.0" xmlns="http://javafx.com/javafx/11.0.1"
13 fx:controller="application.Controller" xmlns:fx="http://javafx.com/fxml/1">
14    <top>
15        <ComboBox id="comboxRep" fx:id="comboxRep" maxHeight="1.7976931348623157E308" maxWidth="1.7976931348
16    </top>
17    <center>
18        <ListView fx:id="listViewFile" prefHeight="200.0" prefWidth="200.0" BorderPane.alignment="CENTER" />
19    </center>
20    <bottom>
21        <HBox alignment="TOP_RIGHT" spacing="20.0" BorderPane.alignment="CENTER">
22            <children>
23                <Button fx:id="btnCancel" alignment="CENTER" mnemonicParsing="false" text="Cancel" />
```

AJOUTER UN CONTROLEUR

```
1 package application;  
2  
3 import javafx.fxml.FXML;  
4 import javafx.scene.control.Button;  
5 import javafx.scene.control.ComboBox;  
6 import javafx.scene.control.ListView;  
7  
8 public class Controller  
9 {  
10    @FXML  
11    private Button btnCancel;  
12  
13    @FXML  
14    private Button btnOpen;  
15  
16    @FXML  
17    private ListView listViewFile;  
18  
19    @FXML  
20    private ComboBox<String> comboRep;  
21  
22    @FXML  
23    public void initialize()  
24    {  
25  
26    }  
27  
28 }
```