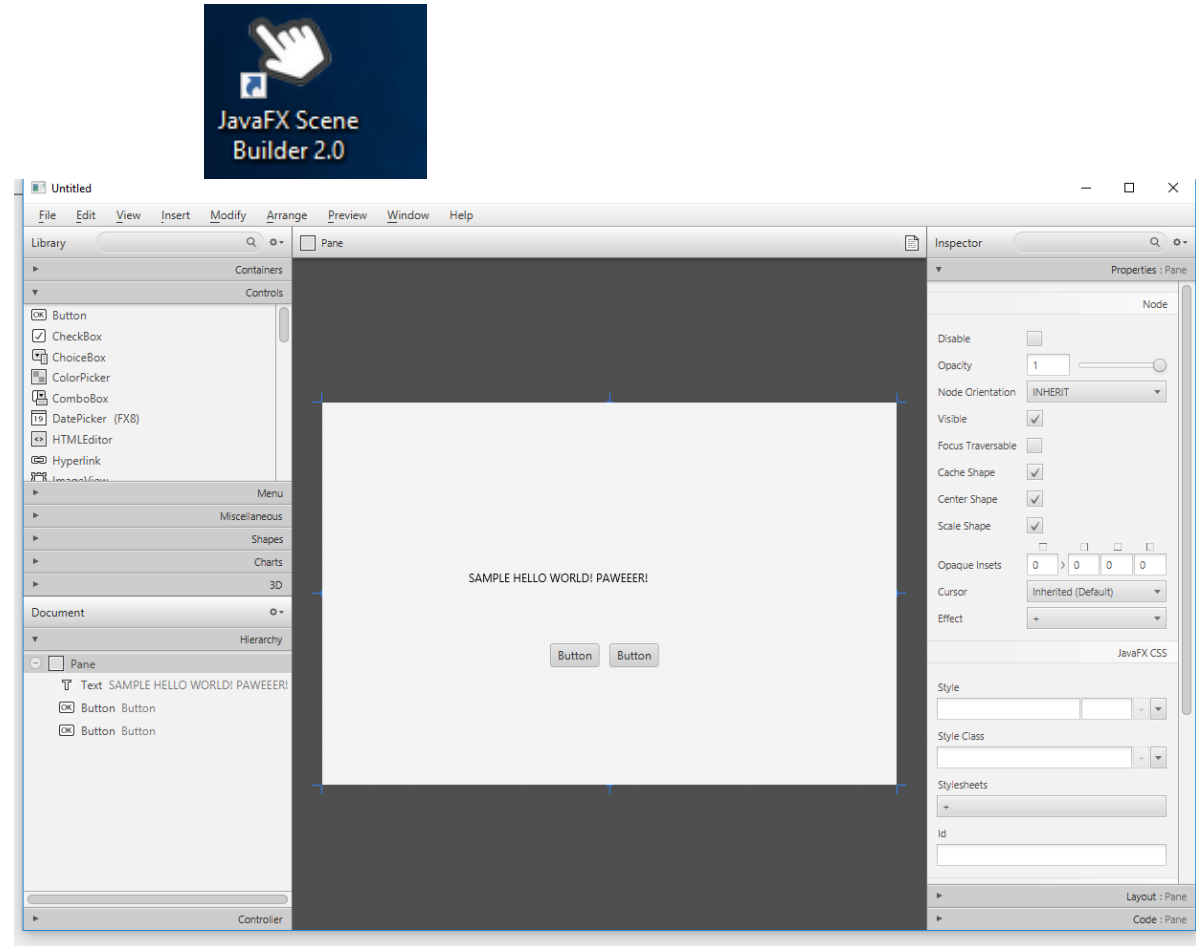


JAVAFX IntelliJ Setup

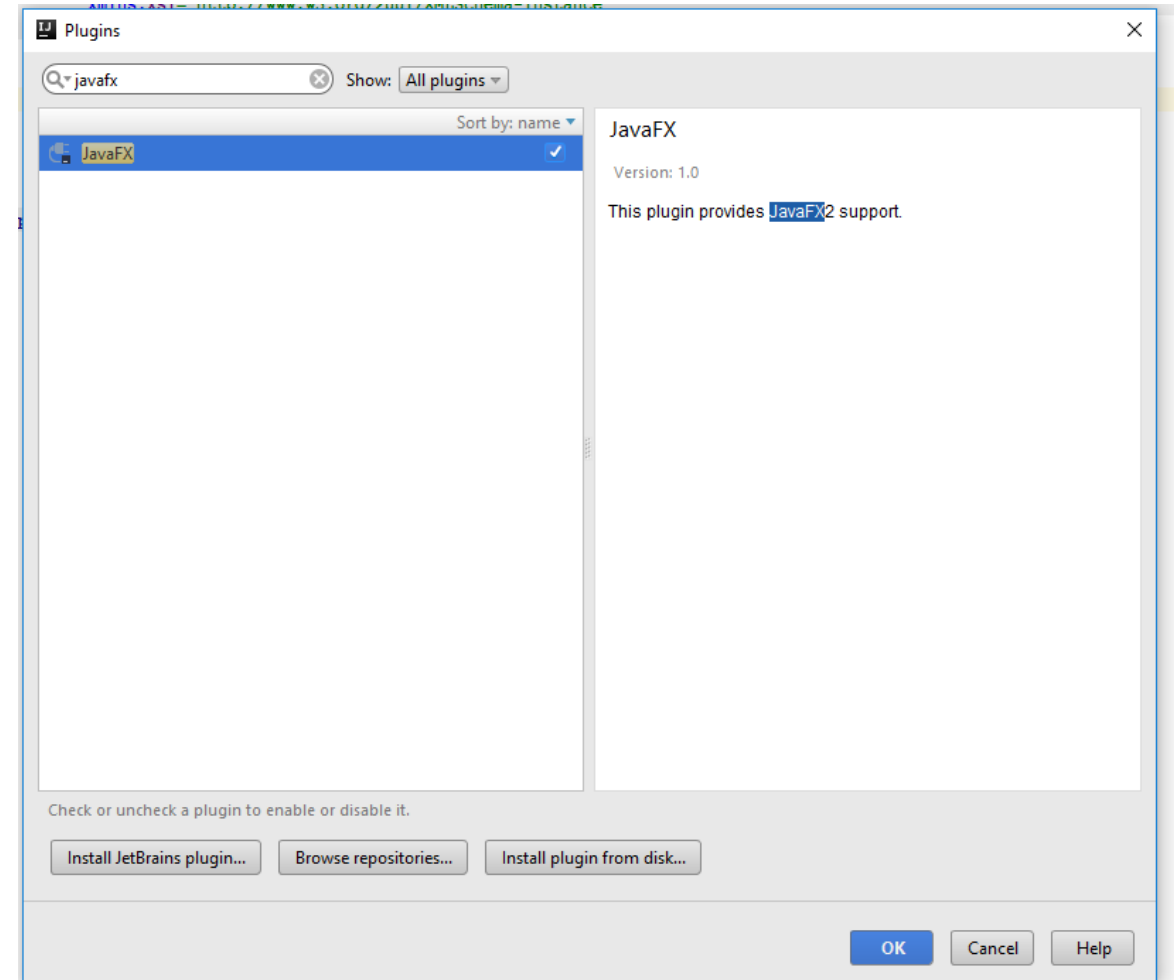
Download and Install JavaFX Scenebuilder

- <http://www.oracle.com/technetwork/java/javase/downloads/javafxscenebuilder-1x-archive-2199384.html>
- Local Copy
 - \\ZHA-ITA089-W10\installers\javafx_scenebuilder-2_0-windows.msi



JavaFX IntelliJ Plugin

- Check if the plugin is already installed in your IntelliJ
- If not , cry T_T
 - Just download the plugin :D



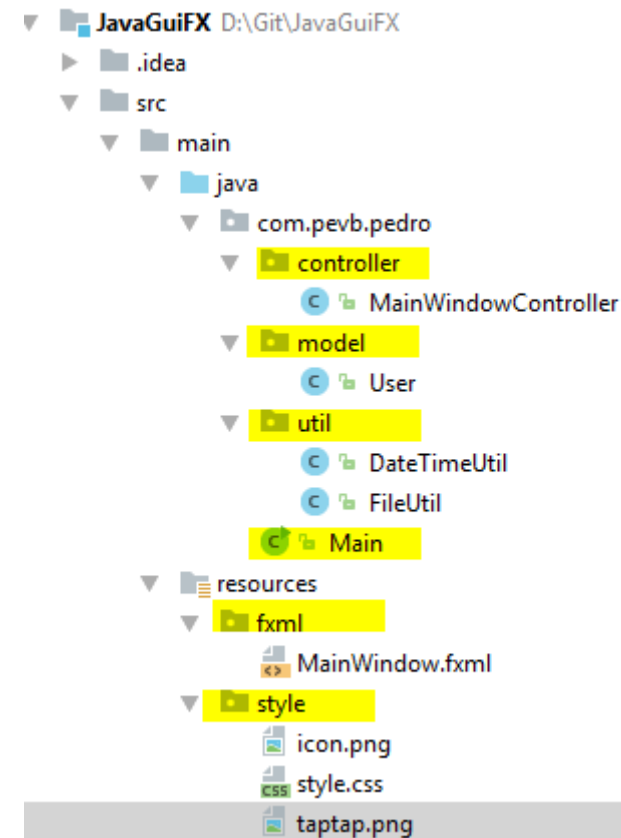
Create your View using scene builder

- Just explore the scene builder. It is somehow the same with Sencha Architect that we are using



Typical project structure

- No need for explanation for this.
- You can always have your own project structure but always keep in mind that we want to build a collaborative project.



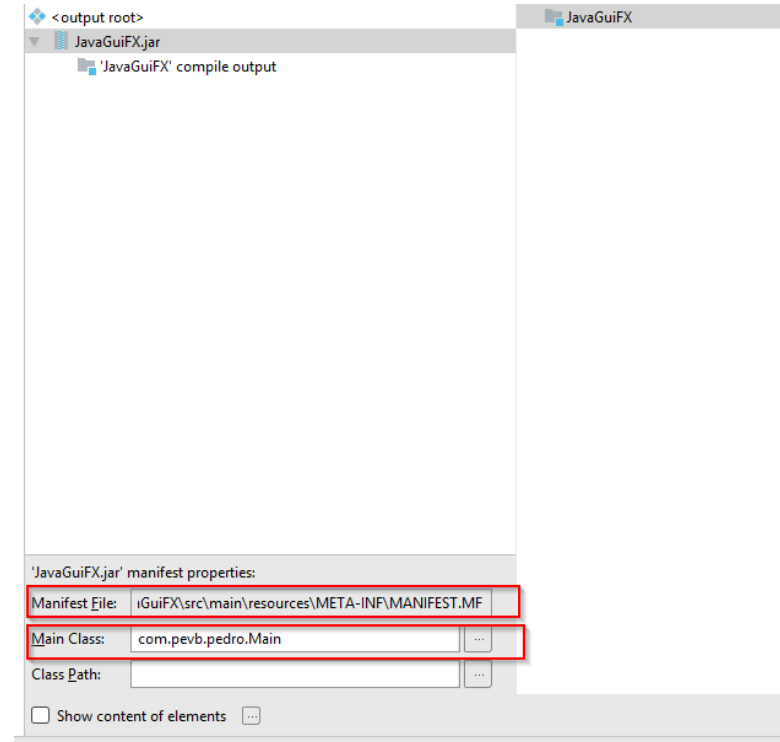
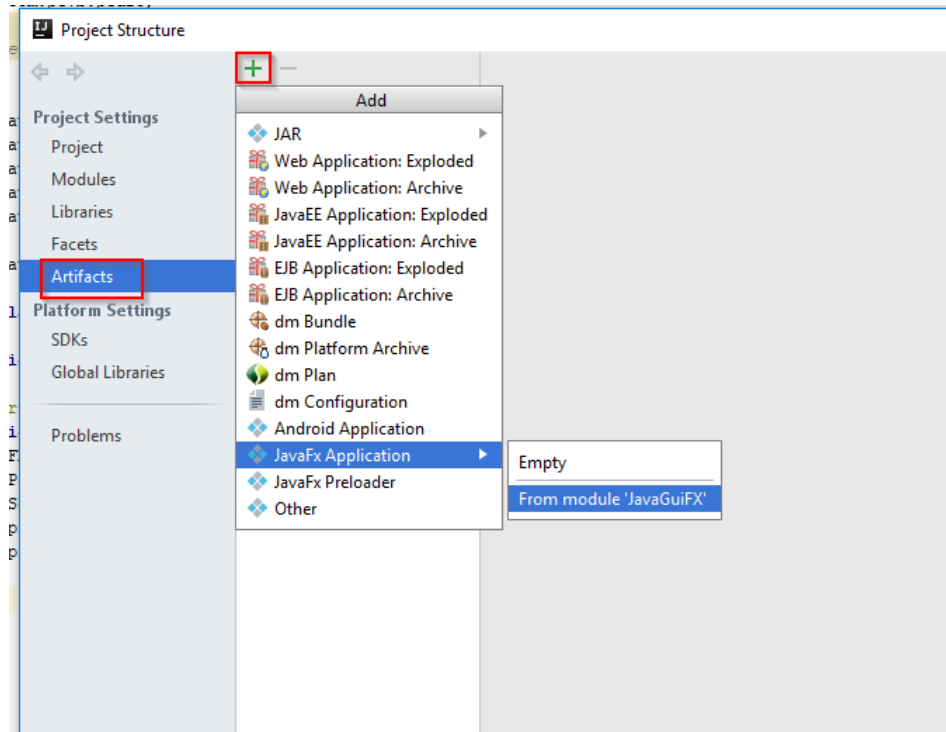


Tap! Tap! Tap! Tap! Tap!



Tap

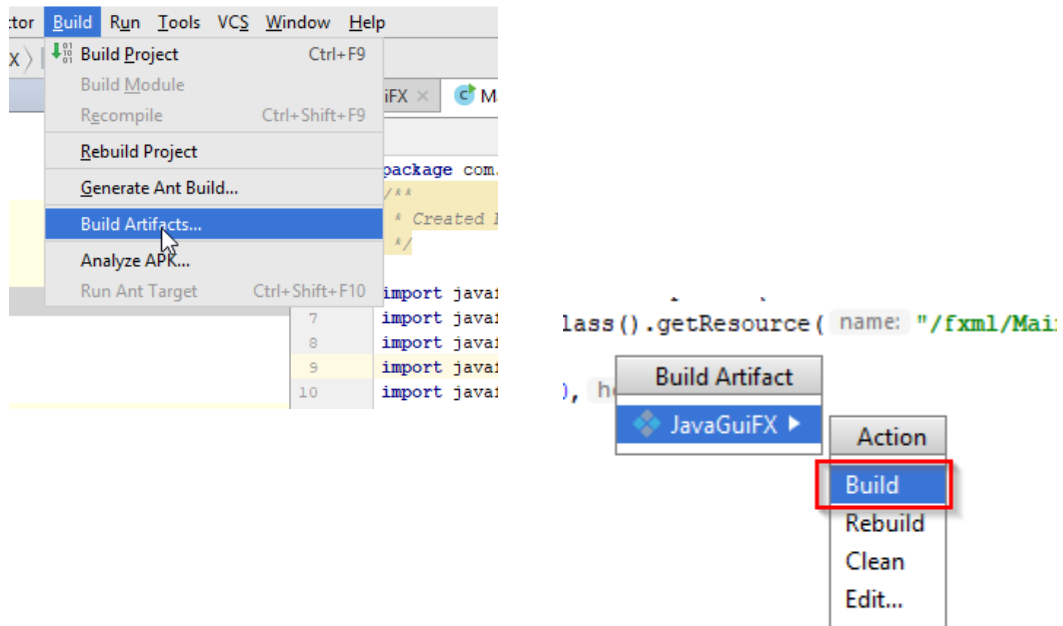
Exporting to Runnable Jar



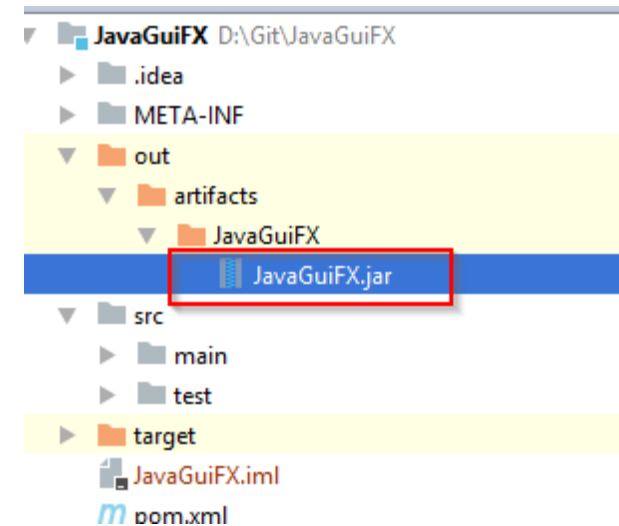
- Specify your manifest properties
- Specify your main class

Build Artifact

- Build your artifact



- Check the output (It should be runnable now)



Project Github

- You can see the sample code here
 - <https://github.com/pvbarredo/JavaGuiFX.git>

Setup Reference

<https://www.jetbrains.com/help/idea/preparing-for-javafx-application-development.html>