

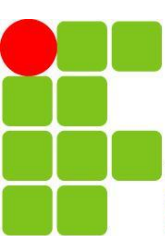
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Elementos de Interface Gráfica: JavaFX

Programação Orientada a Objetos II

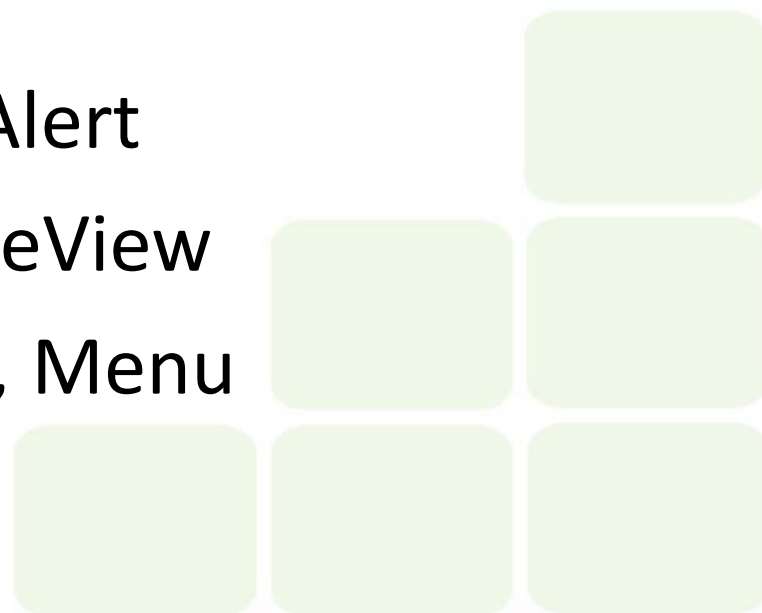
Rafael Vargas Mesquita

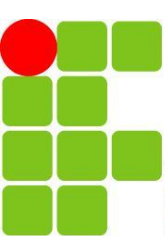
<http://www.ci.ifes.edu.br>
<ftp://ftp.ci.ifes.edu.br/informatica/mesquita/>



Roteiro

- Introdução sobre Interface Gráfica Java
 - AWT, Swing, JavaFX
 - Implantação de Projeto
- JavaFX
 - Label, Button, TextField, Alert
 - ComboBox, ListView, TableView
 - BorderPane, AnchorPane, Menu



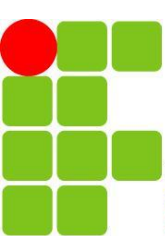


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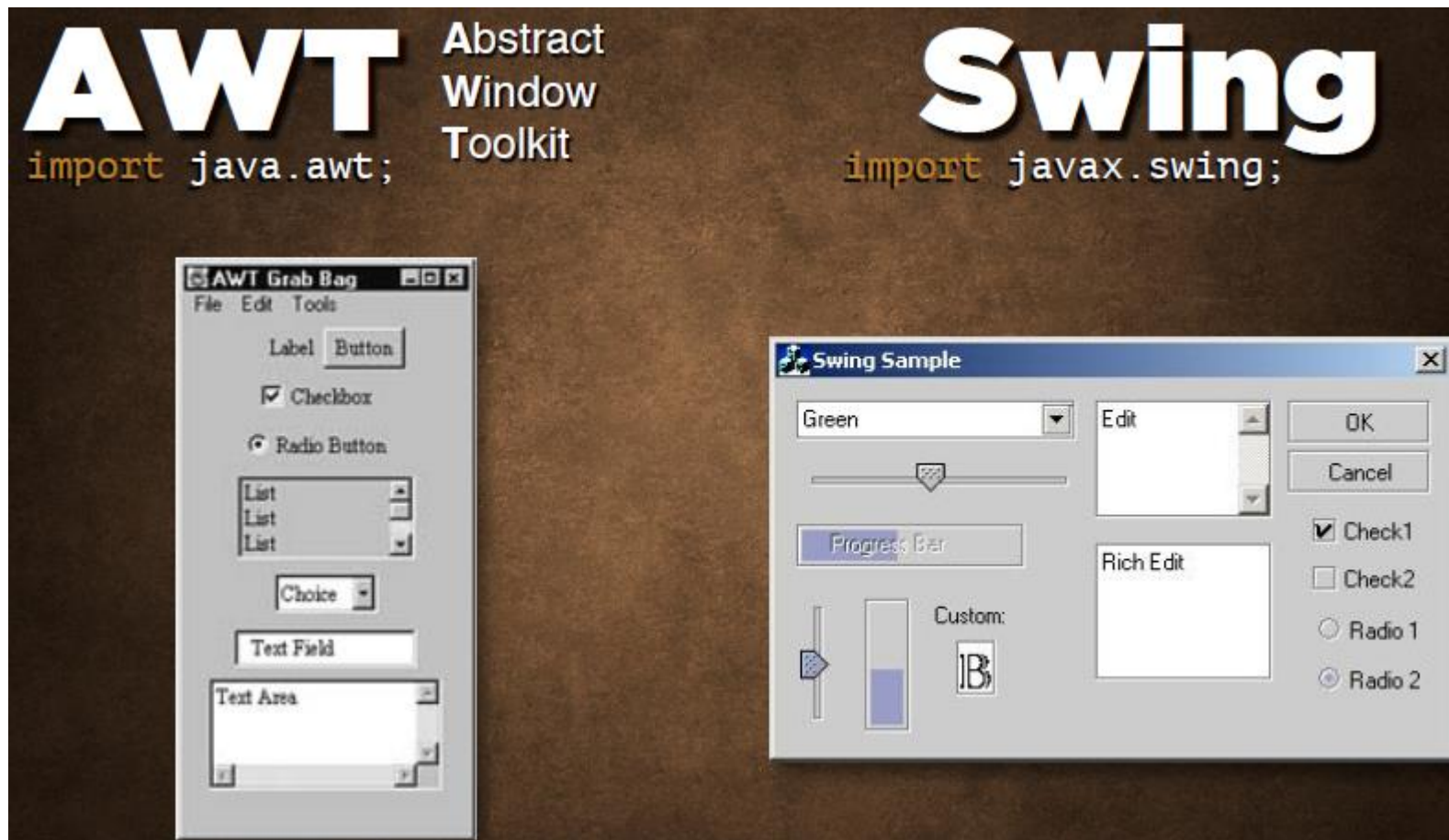
Swing

Biblioteca Swing

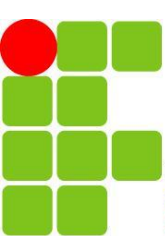




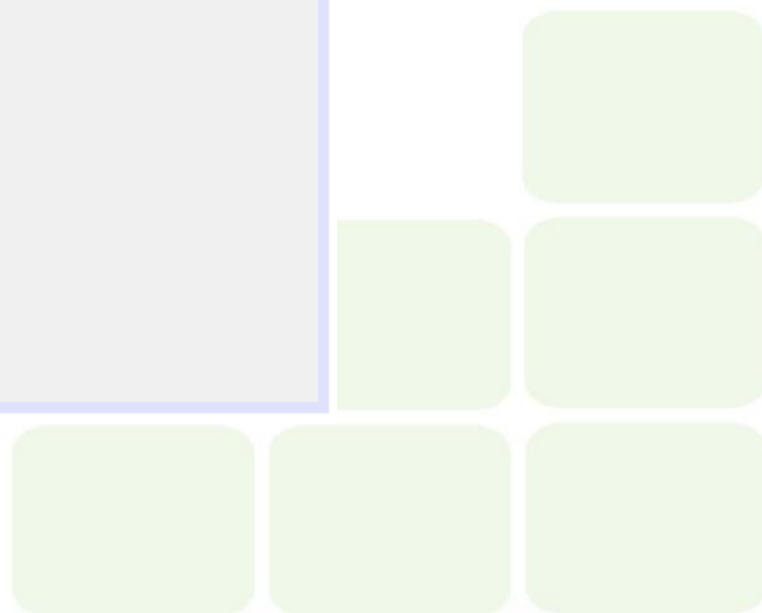
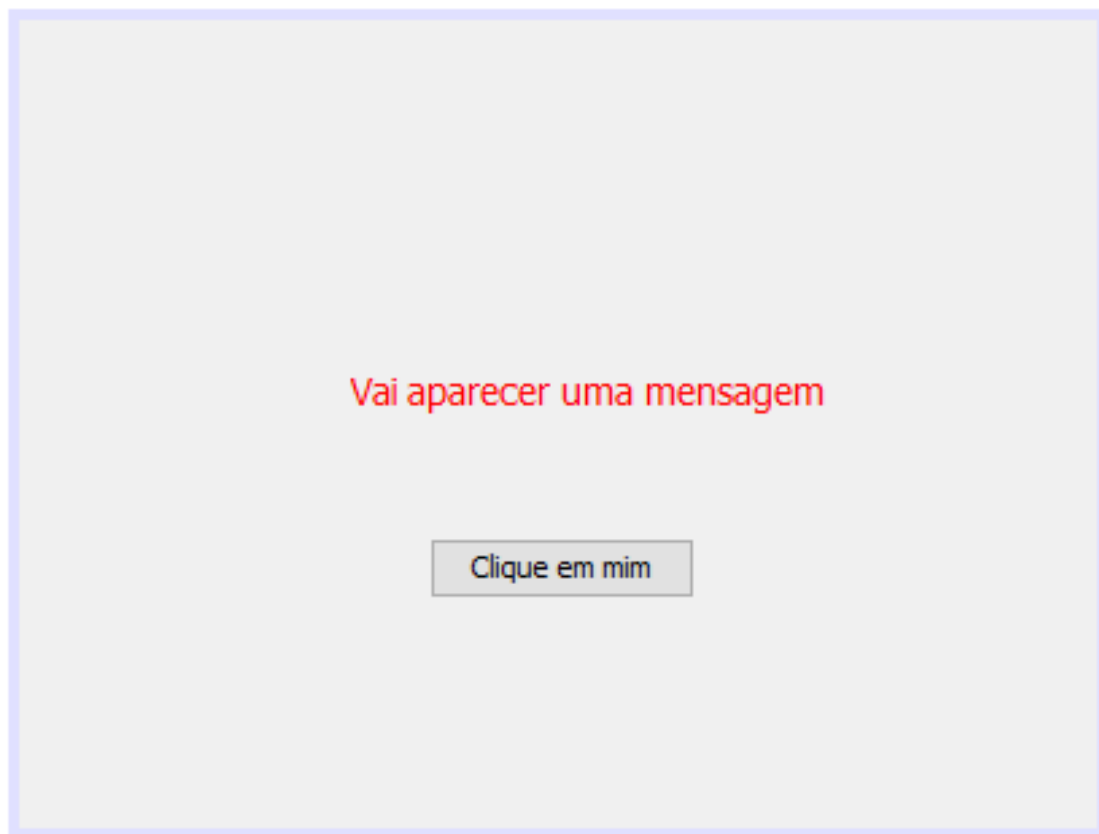
AWT x Swing



Exemplo de telas AWT e Swing no Windows



Swing: Exemplo de Código



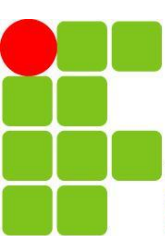
Swing: Exemplo de Código

Encapsulamento Herança

```
public class TelaSwing extends javax.swing.JFrame {  
    private javax.swing.JButton btnClick;  
    private javax.swing.JLabel lblMensagem;  
    private void btnClickActionPerformed(...) {  
        lblMensagem.setText("Olá, Mundo!");  
    }  
}
```

Evento



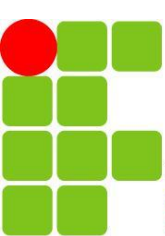


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JavaFX

Plataforma JavaFX

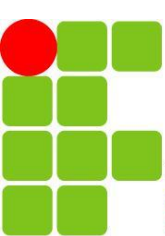




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JavaFX

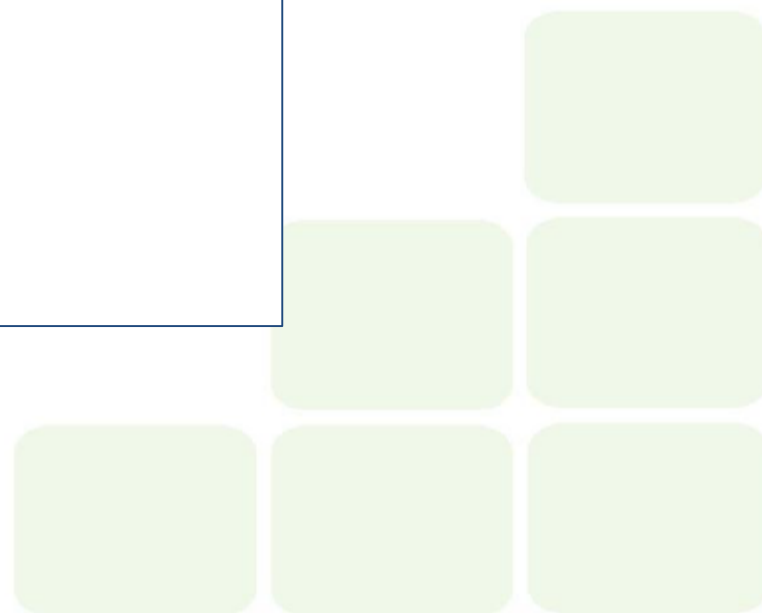


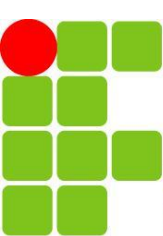


JavaFX: Exemplo de Código

Vai aparecer uma mensagem

Clique em mim





JavaFX: Exemplo de Código

```
import javafx.fxml.FXML;

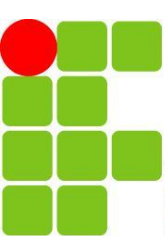
public class FXMLDocumentController
    implements Initializable {

    @FXML
    private Button btnClick;
    private Label lblMensagem;

    @FXML
    private void clicouBotao(...) {
        lblMensagem.setText("Olá, Mundo!");
    }
}
```

Interface





Swing x JavaFX

```
public class TelaSwing extends javax.swing.JFrame {
```

```
    private javax.swing.JButton btnClick;  
    private javax.swing.JLabel lblMensagem;
```

```
    private void btnClickActionPerformed(...) {  
        lblMensagem.setText("Olá, Mundo!");  
    }
```

```
}
```

```
import javafx.fxml.FXML;  
public class FXMLDocumentController  
    implements Initializable {
```

```
    @FXML  
    private Button btnClick;  
    private Label lblMensagem;
```

```
    @FXML  
    private void clicouBotao(...) {  
        lblMensagem.setText("Olá, Mundo!");  
    }
```

```
}
```

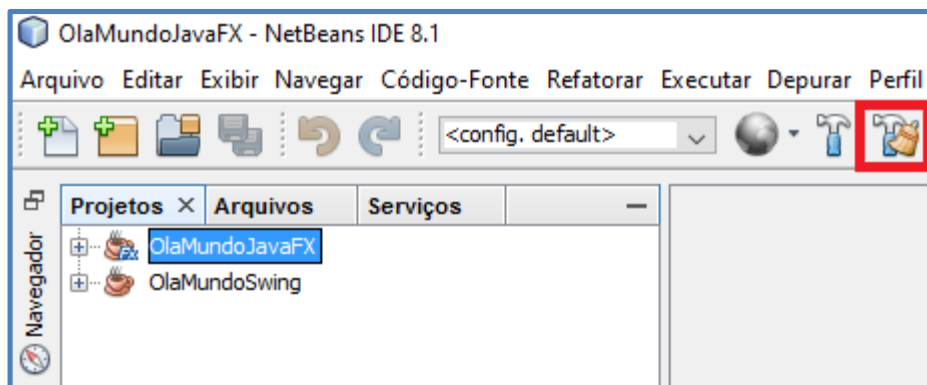
Swing

JavaFX
FXML

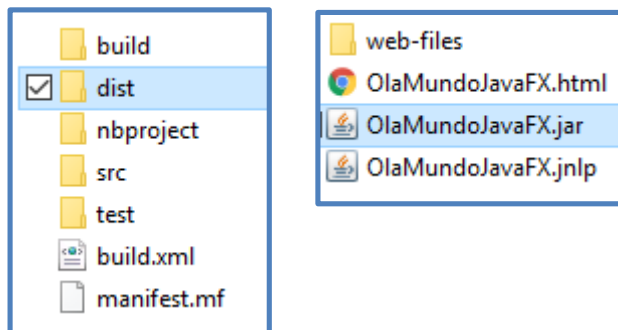


Implantação

- Distribuição da aplicação Java: **jar**



Escolhendo opção 'Limpar e construir' da IDE NetBeans



Localização do arquivo .jar da aplicação

Referências Bibliográficas

Curso em Vídeo: Curso de Java

<http://www.cursoemvideo.com/lesson/swing-javafx/>



Oracle Java Documentation: JavaFX - Working with JavaFX UI Components

http://docs.oracle.com/javase/8/javafx/user-interface-tutorial/ui_controls.htm#JFXUI336