

JavaFX workshop

Create a clock

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JavaFX

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You need the following

- NetBeans 8.1
- JavaFX Scene Builder 2.0
- JDK 1.8
- Joda-Time v 2.9

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Integrate Scene Builder 2.0 into NetBeans

Windows

Tools/Options/Java/JavaFX/

Mac OS X

NetBeans/Preferences/Java/JavaFX/

Linux

NetBeans/Tools/Options/Java/JavaFX/

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Create the Project

Create a new project in NetBeans.

Project informations

Projecttyp: Java FX FXML Application

Name: JavaFXClock

FXML name: Clock

Package structure

javafxclock/controller

javafxclock/model

javafxclock/style

javafxclock/util

javafxclock/view

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Tasks 1

S

style your FXML View. Use the css file to make color changes to your view.

Hint

Use the -fx-prefix in your css file. You can use classes and ids.

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└ Tasks 1

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Use the -fx-prefix in your css file. You can use classes and ids.

Tasks 2

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Hint

use the `ButtonAction` function to alter the text of the label.

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Tasks 3

Task 3

Convert the amount clicked to a SimpleIntegerProperty. Bind the label text to that Property.

Hint

See this (TODO) example to see an example of properties

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Tasks 4

Task 4

Change the integers in the 'TimeUnit' class to Properties. Bind them to the labels.

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See this (TODO) example to see an example of properties

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Change the integers in the 'TimeUnit' class to Properties. Bind them to the labels.

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See this (TODO) example to see an example of properties

Create the view

- 1 Label: for time — `timeLabel`
- 2 `HBox`
- 3 Button: Start/Stop — `startStopToggleButton`
- 4 Button: Alarm — `alarmToggleButton`
- 5 Button: Sync — `syncButton`
- 6 Button: Add Hour — `addHourButton`
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