

JavaFX

RG & MW

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JavaFX workshop

Create a clock

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You need the following

- NetBeans 8.1
- JavaFX Scene Builder 2.0
- JDK 1.8

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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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explanation

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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 2

A

add a function that shows how often the button was clicked. Set the label text to that number.

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.

Hint

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

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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

7 Button: Minus Hour — minusHourButton

8 Button: Add Minute — addMinuteButton

9 Button: Minus Minute — minusMinuteButton

10 Button: Add Second — addSecondButton

11 Button: Minus Second — minusSecondButton

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