Inhaltsverzeichnis

1 Installation

1.1 To download

You need the following

- NetBeans 8.1
- JavaFX Scene Builder 2.0
- JDK 1.8

1.2 Configuration

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/

1.3 Project

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

2 Explanations

explanation

3   Backend

Tasks 1

S
tyle 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.

Tasks 2

A
dd 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.

Tasks 3

Task 3
Convert the amount clicked to a SimpleIntegerPropterty.Bind the label text to that Property.

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

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

4   Frontend

4.1   View

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