JavaFX starting tutorial for the clock

Setup

- javaFX project
- rename the FXMLDocumentController to: ClockController and the view to clockView
- Make sure that in the ClockView, the correct controller is referenced in the anchorpane: fx:controller="introduction.ClockController"

Labels

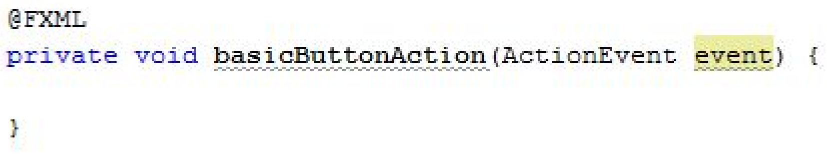
- now drag and drop 4 labels onto the pallete in the scenebuilder
- Rename the labels like this: “Day”, “HH”, “mm”, “SS”, by clicking on each seperate label and changing the “text” value.
- Now we want different sizes for each of the 3 time values. This to indicate that hours are bigger than minutes, which are bigger than seconds.
- Making the textsize of a label bigger can be done using the scenebuilder, or modifying the textfile of the view. In the scenebuilder we select the hour label and change the fontsize to 36px in the font drop menu. Now do this for all the other labels, and give them representative sizes.

StyleSheet

- Add a cascading style sheet to you project.
- Add the styles sheet to your scene scene.getStylesheets().add("path_to_style_sheet/stylesheet.css");
- You can now style the elements in your view.
- In the scene buider you can:
    - Add a style
    - Add a class
    - Add an id
- In the style sheet you can add rules that apply to
    - default elements
    - certain id’s
    - certain classes
    - combination of classes

Buttons

- Now we want a to add a button to the screen which enables user interaction with the application.
- First of all, drag and drop a button from the control-fold on the left side of the screen.
- Next, go to the ClockController class and add a simple method, with a ActionEvent parameter. Anotate the method with @FXML. This is important for the scene builder to recognize the method.
- The method looks something like this:



```
@FXML
private void basicButtonAction(ActionEvent event) {

}
```

- Now save and return to scene builder. Click on the button you placed previously and open the “Code” fold on the right hand side of the screen. (It’s at the bottom).
- Search for the main action, which should be at the top, and select the method you created using the dropdown menu behind main action.
- If you run the application now, the button will activate the method created before. If you want to test this, you can add a simple system.out.printline in the methods body.
- **NOTE: if the application won’t run correctly, try to clean and build the application**