JavaFX workshop
Create a clock

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18. November 2015

JavaFX

RG & MW

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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

explanation

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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.

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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

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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