# JavaFX workshop Create a clock

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- 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/

# 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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#### Hint

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

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

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# Task 4

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

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

# Hint

- Label: for time timeLabel
- 4 HBox
- Button: Start/Stop startStopToggleButton
- 4 Button: Alarm alarmToggleButton
- Sutton: Sync syncButton
- 6 Button: Add Hour addHourButton
- Button: Minus Hour minusHourButton
- 8 Button: Add Minute addMinuteButton
- 9 Button: Minus Minute minusMinuteButton
- Button: Add Second addSecondButtor
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- Label: for time timeLabel
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