

## JavaFX Instructions for Java 11 / 12

1. Download the JavaFX SDK, either Windows or MacOS X, from:  
<https://gluonhq.com/products/javafx/>
2. Unzip this into a directory that you'll remember for Step 5. I created a folder inside Java folder. Once unzipped, checkout the JAR files inside lib folder. You should see 8 of them.

OS (C:) > Program Files > Java > javafx-sdk-11.0.2 > lib

| <input type="checkbox"/> | Name              | Date modified     | Type                | Size     |
|--------------------------|-------------------|-------------------|---------------------|----------|
|                          | javafx.base       | 10/6/2019 8:53 AM | Executable Jar File | 733 KB   |
|                          | javafx.controls   | 10/6/2019 8:53 AM | Executable Jar File | 2,453 KB |
|                          | javafx.fxml       | 10/6/2019 8:53 AM | Executable Jar File | 125 KB   |
|                          | javafx.graphics   | 10/6/2019 8:54 AM | Executable Jar File | 4,196 KB |
|                          | javafx.media      | 10/6/2019 8:54 AM | Executable Jar File | 265 KB   |
|                          | javafx.properties | 10/6/2019 8:54 AM | PROPERTIES File     | 1 KB     |
|                          | javafx.swing      | 10/6/2019 8:54 AM | Executable Jar File | 118 KB   |
|                          | javafx.web        | 10/6/2019 8:54 AM | Executable Jar File | 698 KB   |
|                          | javafx-swt        | 10/6/2019 8:53 AM | Executable Jar File | 36 KB    |
|                          | src               | 10/6/2019 8:54 AM | Compressed (zipp... | 6,496 KB |

Figure 1: JavaFX lib files

3. In Eclipse, create a project as usual. (I named it as GUIProject)
4. Right click on Project folder, go to **Build Path** → **Add External Archives**
5. Navigate to the path where you unzipped JavaFX and go to lib folder to see those 8 JARs. Select all 8 of them and include them to show up in the build path (Fig.2)
6. Now we will write a small JavaFX application. Create a package (I called in javafxtest). Inside, create a class named HelloWorld.java with code as shown below. If you do not see any compilation errors, it means that you got JavaFX into your build path correctly.

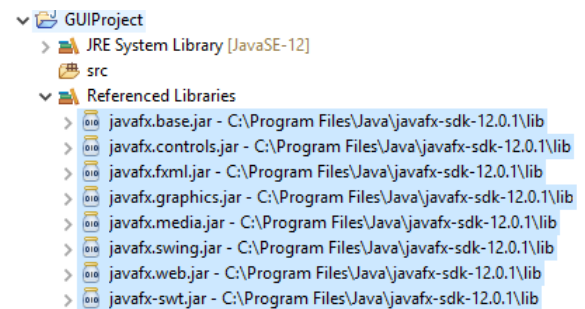


Figure 2: JavaFX in build path

```
package javafxtest;
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.BorderPane;
import javafx.scene.text.Text;
import javafx.stage.Stage;
public class HelloWorld extends Application{
    @Override
    public void start(Stage arg0) throws Exception {
        BorderPane root = new BorderPane();
        Text message = new Text ("Hello World!");
        root.setCenter(message);
        Scene scene = new Scene(root, 100, 100);
        arg0.setScene(scene);
        arg0.show();
    }
    public static void main(String[] args) {
        Launch(args);
    }
}
```

7. Now, run the file. You will see an error message on console.

Error: JavaFX runtime components are missing, and are required to run this application

8. Right click on HelloWorld.java in the left panel. Choose **Run As → Run Configurations**. Check the Project and Main class names (Fig 3). Then go to **Arguments** tab and type in the string shown below in **VM Arguments** box. (Fig 4). Note that the path name is of those 8 jar files from step 2.

**--module-path="C:\Program Files\Java\javafx-sdk-11.0.2\lib" --add-modules javafx.controls,javafx.fxml**

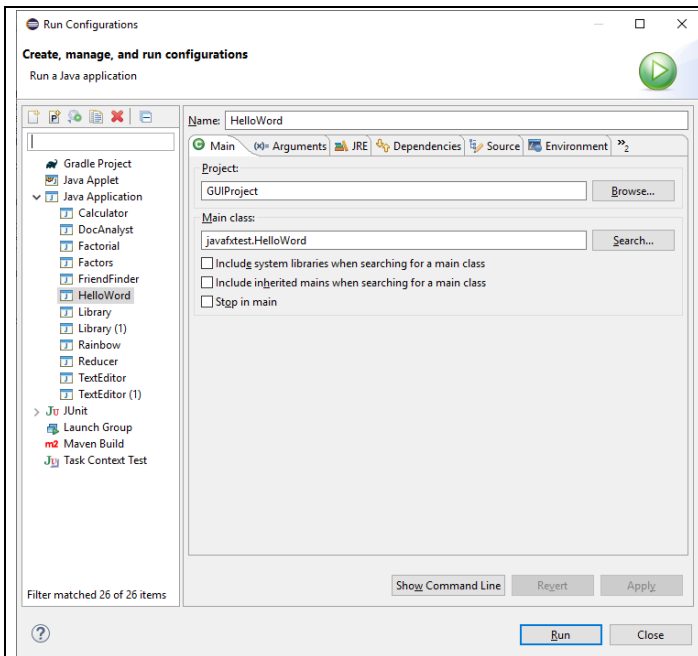


Figure 3: Run configuration settings-1

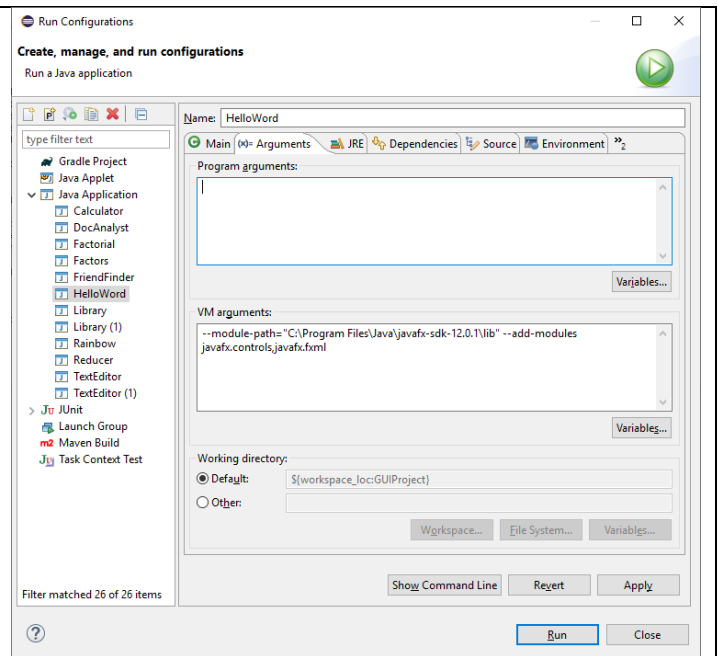


Figure 4: Run configuration settings-2

9. Click Run. You should see a small window with Hello World! message.

