



Java Foundations

9-1

Introduction to JavaFX



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Objectives

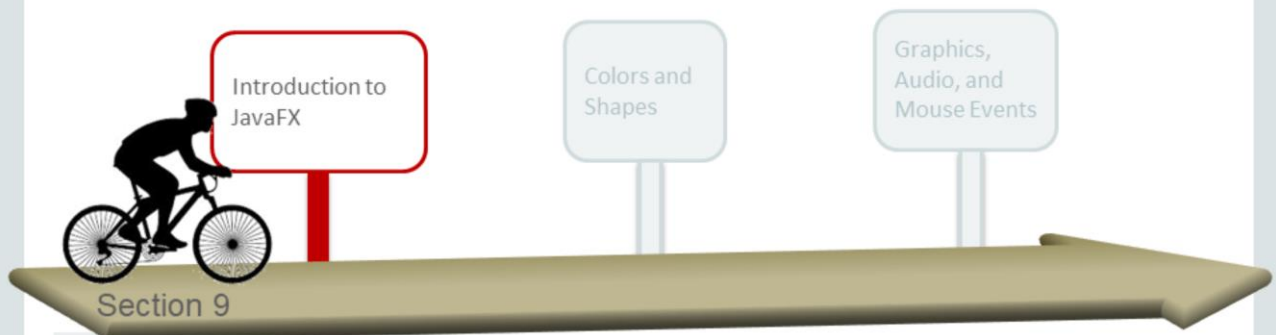
This lesson covers the following objectives:

- Create a JavaFX project
- Explain the components of the default JavaFX project
- Describe different types of Nodes and Panes
- Explain the Scene Graph, Root Node, Scenes, and Stages



Topics

- Preview
- Creating a JavaFX Program
- The Root Node
- The Scene Graph, Scene, and Stage



It's Almost Time for Final Exams!

- It's important to study.
- Do you like to study with friend?
 - But do your friends live in other dorms?
 - Where is the best place to meet your friends?
 - What is the most centrally located point on campus?

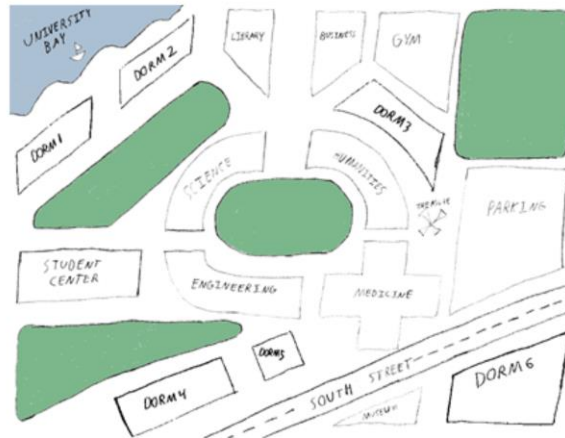
Thanks for reminding me ...



JavaFX Can Help

JavaFX is used to create **GUI applications**.

- GUI: Graphical user interface
- A GUI application allows us to see the answer on a map.



Exercise 1



- Run `CampusMap.jar`.
- Align each square with the correct dorm on the map.
- Estimate and adjust each dorm's population
 - Click and drag the text below each square.
- Observe changes in the following center points:
 - All students in all dorms
 - A study group of three friends living in Dorms 1, 2, and 4

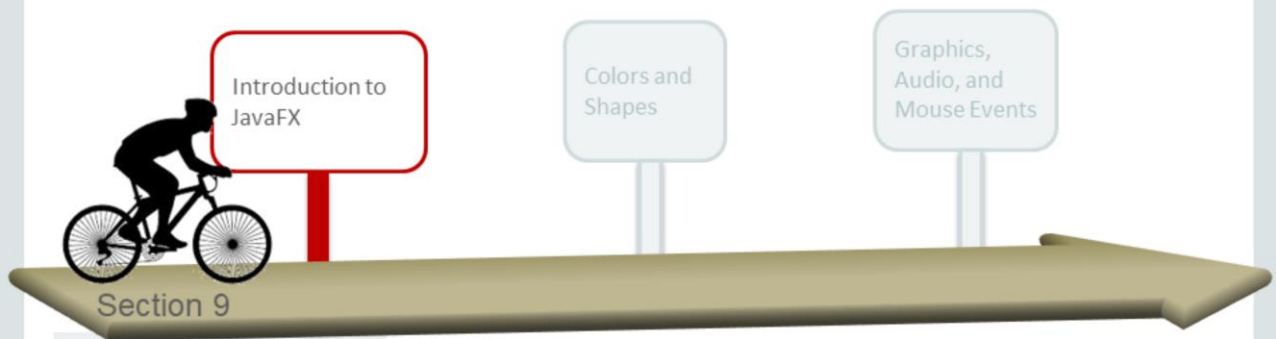
But That's Not my Campus!

- You're right.
- It would be better if the program used your school's ...
 - Map of campus
 - Dorm names
 - Dorm populations
 - And your group of friends
- That's this section's problem set. Section 9 discusses everything you'll need to re-create the program.


Java Puzzle Ball is also a JavaFX application, but it would take far too long to re-create.

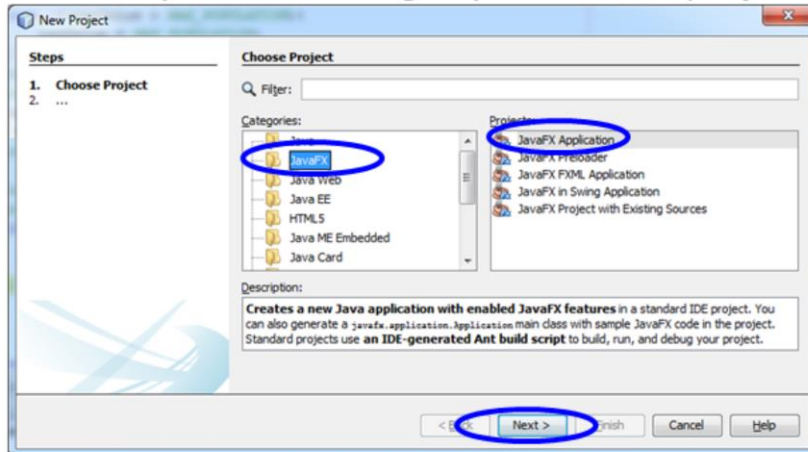
Topics

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How to Create a JavaFX Program

1. In NetBeans, click the **New Project** button ().
2. Select **JavaFX** for Category and **JavaFX Application** for Project, and then click **Next**.
3. Continue like you're creating any other Java project.





Exercise 2

- Create a JavaFX project.
 - Java should provide you with a default program.
- Experiment with the program. Can you make these changes?
 - Change the button's label.
 - Change what's printed when the button is clicked.
 - Create another button and display both buttons.
 - Change the default size of the application's window.

The Default JavaFX Project

```
public class JavaFXTest extends Application {

    @Override
    public void start(Stage primaryStage) {
        Button btn = new Button();
        btn.setText("Say 'Hello World'");
        btn.setOnAction(new EventHandler<ActionEvent>() {

            @Override
            public void handle(ActionEvent event) {
                System.out.println("Hello World!");
            }
        });

        StackPane root = new StackPane();
        root.getChildren().add(btn);

        Scene scene = new Scene(root, 300, 250);

        primaryStage.setTitle("Hello World!");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

    public static void main(String[] args) {
        launch(args);
    }
}
```

JavaFX should have provided you with a program that looks like this. We'll take a closer look at the components of this code.

Two Methods: **start()** and **main()**

- **start()** is the entry point for all JavaFX applications.
 - Think of it as the main method for JavaFX.

```
public void start(Stage primaryStage) {  
    ...  
}
```

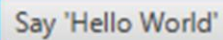
- **main()** is still required in your programs.
 - It launches the JavaFX application.

```
public static void main(String[] args) {  
    launch(args);  
}
```

Although your JavaFX programs need a main method, it's possible to package some JavaFX applications with a launcher so that a main method isn't required.

Buttons Are Objects

- Buttons are like any other object.
 - They can be instantiated.
 - They contain fields.
 - They contain methods.

A rectangular button with a light blue border and a light gray background. The text "Say 'Hello World'" is centered on the button in a dark gray font.

```
public void start(Stage primaryStage) {  
    Button btn = new Button();  
    btn.setText("Say 'Hello World'");  
    ...  
}
```

- From this code, we can tell ...
 - Buttons contain a text field.
 - Buttons contain a method for changing the text field.

Buttons Are Nodes

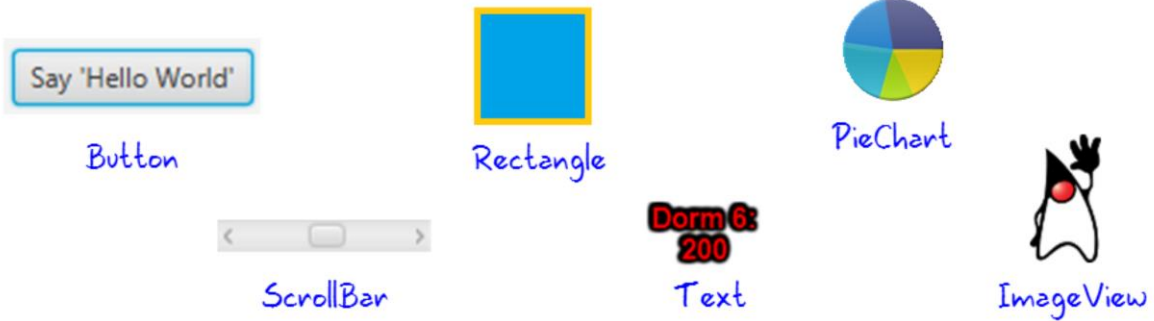
- Some of these fields and methods are designed to store and manipulate **visual properties**:

```
-btn.getText()  
-btn.setMinHeight()  
-btn.setLayoutX()           //set x position  
-btn.setLayoutY()           //set y position  
-btn.isPressed()             //is it pressed?
```

- Objects like this are called **JavaFX Nodes**.

Nodes

- There are many types of JavaFX Nodes:



- Visual objects you'll create will most likely ...
 - Be a Node, or
 - Include a Node as a field

Node Interaction

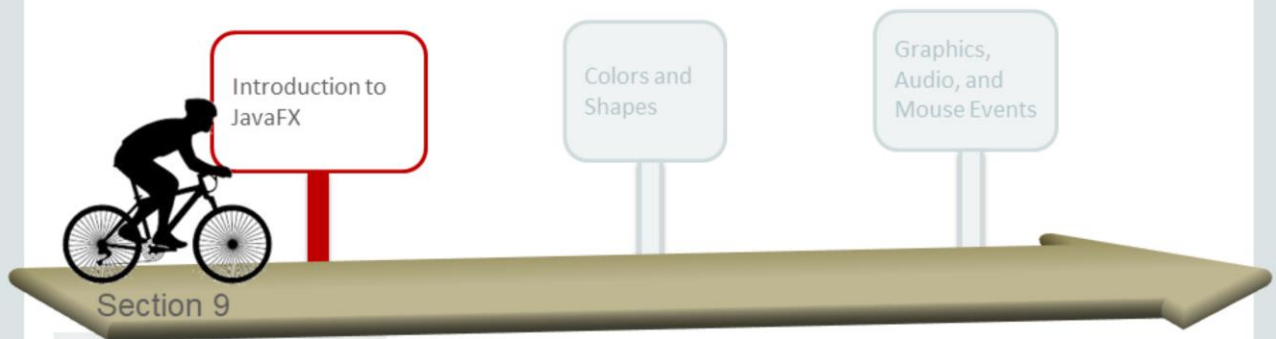
- The following helps handle Button interaction:

```
public void start(Stage primaryStage) {  
    ...  
    btn.setOnAction(new EventHandler<ActionEvent>() {  
        @Override  
        public void handle(ActionEvent event) {  
            System.out.println("Hello World!");  
        }  
    });  
    ...  
}
```

- This is called an “anonymous inner class.”
 - Doesn’t the syntax look messy?
 - Java SE 8 **Lambda expressions** are an elegant alternative.
 - We’ll discuss Lambda expressions later in this section.

Topics

- Preview
- Creating a JavaFX Program
- The Root Node
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Creating Nodes

- Nodes are instantiated like any other Java object:

```
public void start(Stage primaryStage) {  
    Button btn1 = new Button();  
    Button btn2 = new Button();  
    btn1.setText("Say 'Hello World'");  
    btn2.setText("222");  
    ...  
}
```

- After you instantiate a Node:
 - It exists and memory is allocated to store the object.
 - Its fields can be manipulated, and methods can be called.
 - But it might not be displayed ...

At least not yet ...

Displaying Nodes

- There are a few steps to displaying a node.

```
public void start(Stage primaryStage) {  
    Button btn1 = new Button();  
    Button btn2 = new Button();  
    btn.setText("Say 'Hello World'");  
    btn.setText("222");  
  
    StackPane root = new StackPane();  
    root.getChildren().add(btn1);  
    root.getChildren().add(btn2);  
    ...  
}
```

- First, add each Node to the **Root Node**.
 - It's usually named `root`.
 - It's very much like an ArrayList of all Nodes.

Adding Nodes to the Root Node

- You could add each Node separately:



```
root.getChildren().add(btn1);  
root.getChildren().add(btn2);  
root.getChildren().add(btn3);
```

- Or you could add many Nodes at once:



```
root.getChildren().addAll(btn1, btn2, btn3);
```

- But don't add the same Node more than once.

– This causes a compiler error:



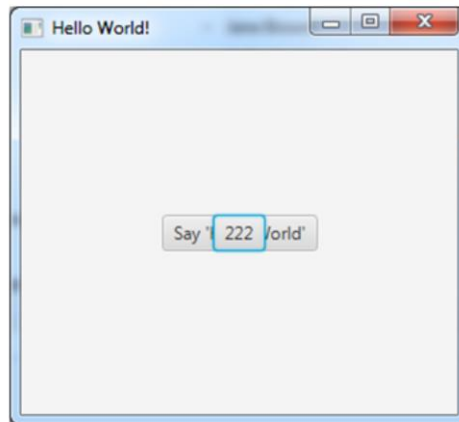
```
root.getChildren().add(btn1);  
root.getChildren().add(btn1);
```

StackPane Root Node

- The Root Node in this example is a `StackPane`.

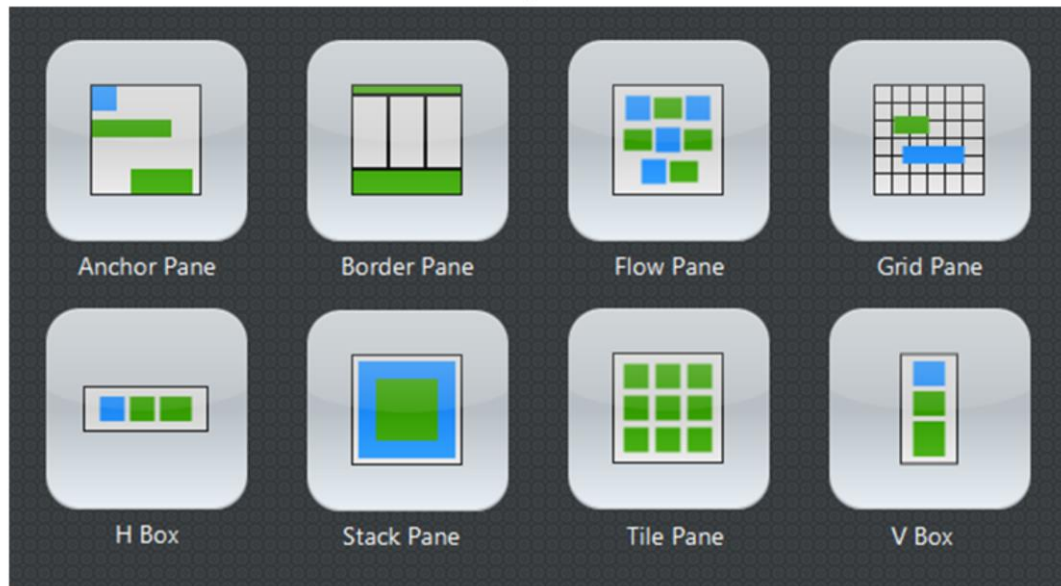
```
StackPane root = new StackPane();  
root.getChildren().addAll(btn1, btn2);
```

- The `StackPane` stacks Nodes on top of each other.
- But small buttons could become buried and unreachable.



Panes as Root Nodes

Each **Pane** determines the layout of Nodes.



Programming Different Panes as Root Nodes

- It's easy to design the root node as a different pane.
- Just specify a different reference type and object type.

Change this

And this

```
StackPane root = new StackPane();  
root.getChildren().addAll(btn1, btn2);
```

```
TilePane root = new TilePane();  
root.getChildren().addAll(btn1, btn2);
```

```
VBox root = new VBox();  
root.getChildren().addAll(btn1, btn2);
```




Exercise 3

- Edit your current JavaFX project.
 - We're going to do a little experimenting.
- After adding a button to the Root Node, try to change its position.
 - `btn1.setLayoutY(100);`
- Will a button's position change if the Root Node wasn't a `StackPane`? Try these alternatives:
 - `TilePane`
 - `VBox`
 - `Group`

Group Root Node

- A `Group` allows you to place `Nodes` anywhere.

```
Group root = new Group();  
root.getChildren().addAll(btn1, btn2);  
btn1.setLayoutY(100);
```

- A pane may restrict where `Nodes` are placed.
 - You couldn't move them even if you wanted to.
 - You couldn't click and drag a node that's locked in a pane.

```
StackPane root = new StackPane();  
root.getChildren().addAll(btn1, btn2);  
btn1.setLayoutY(100); //Has no effect
```

A Group Can Contain a Pane

- Panes are also Nodes.
 - Any node can be added to the Root Node.
- A Pane may be a good option for storing buttons, text input dialog boxes, and other GUI elements.
 - You can't quite move individual Nodes in a Pane.
 - But you can move the entire Pane in a `Group`. Move the Pane like you would any other Node.

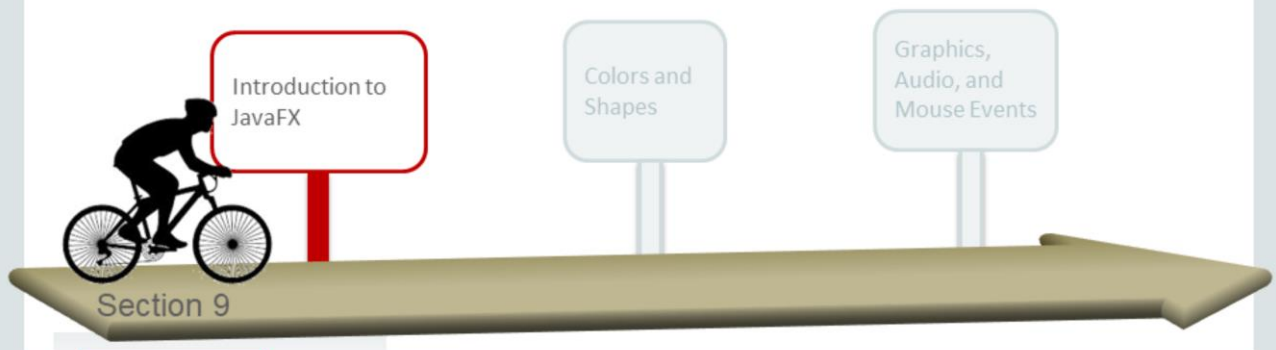


Exercise 4

- Edit your current JavaFX project.
 - It's time for more experimenting.
- Can you figure out how to do the following?
 - Create an `HBox` pane and add several buttons to it.
 - Add the `HBox` pane to a `Group` Root Node.
 - Position the `HBox` near the bottom of the window.

Topics

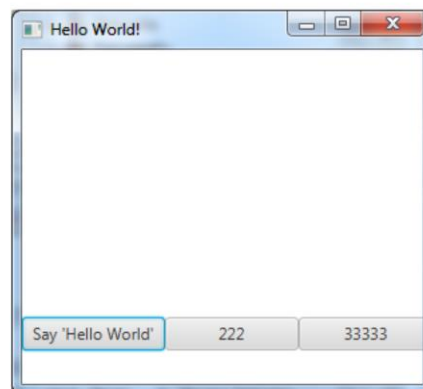
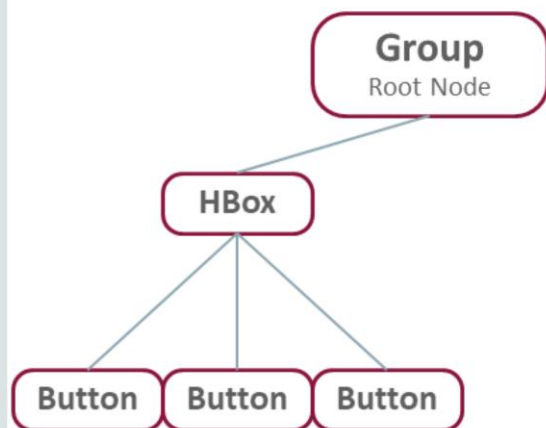
- Preview
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The JavaFX Scene Graph

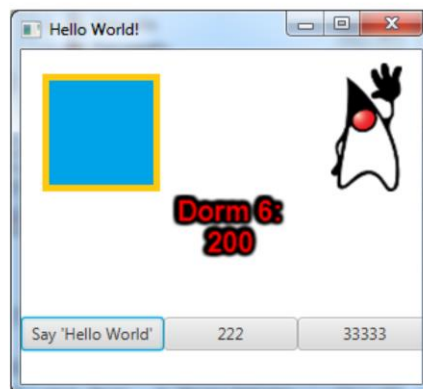
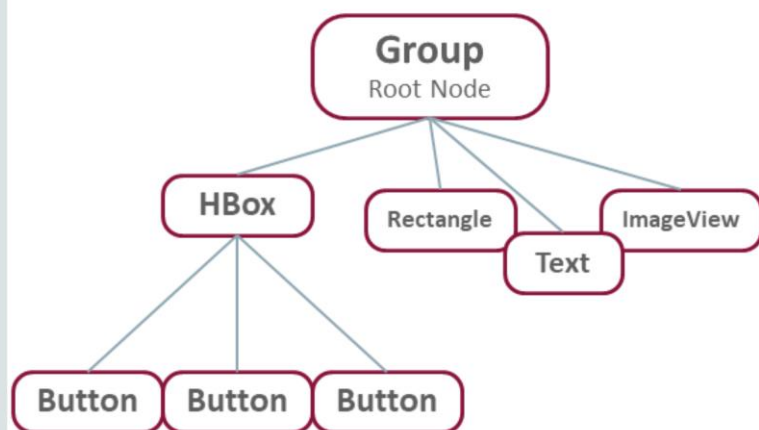
How you decide to add nodes can be drawn as a **Scene Graph**.

- The Root Node contains an HBox.
- The HBox acts as a container for buttons.



The Scene Graph

- The `HBox` keeps the GUI organized and conveniently located.
- The rest of the window could be used for other Nodes.



The Scene and Stage

If we look at the rest of the default JavaFX program, we notice two more things:

- A Scene (which contains the Root Node)
- A Stage (which contains the Scene)

```
public void start(Stage primaryStage) {  
    ...  
    Scene scene = new Scene(root, 300, 250);  
  
    primaryStage.setTitle("Hello World!");  
    primaryStage.setScene(scene);  
    primaryStage.show();  
}
```


What Is the Scene?

There are a few notable properties that describe a `Scene`:

- Scene Graph
 - The `Scene` is the container for all content in the JavaFX Scene Graph.
- Size
 - The width and height of the `Scene` can be set.
- Background
 - The background can be set as a `Color` or `BackgroundImage`.
- Cursor Information
 - The `Scene` can detect mouse events and handles cursor properties.

```
Scene scene = new Scene(root, 300, 250, Color.BLACK);
```

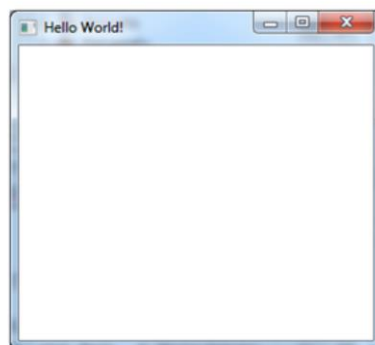
Root Node width height background

What Is the Stage?

Think of the Stage as the application window.

Here are two notable Stage properties:

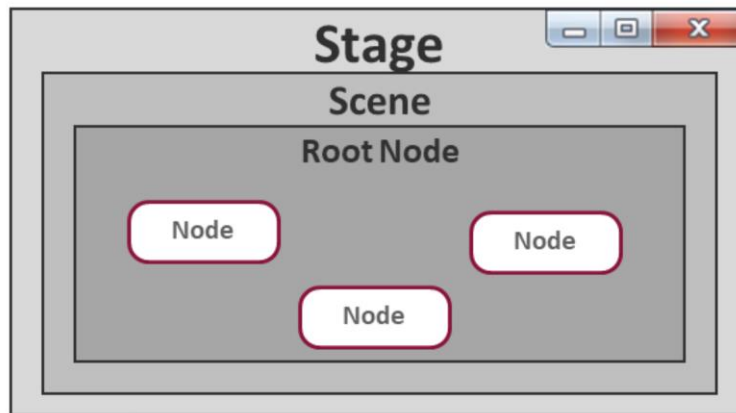
- Title
 - The title of the Stage can be set.
- Scene
 - The Stage contains a Scene.



```
primaryStage.setTitle("Hello World!");  
primaryStage.setScene(scene);  
primaryStage.show();
```

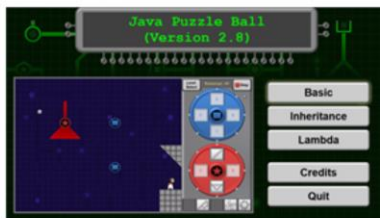
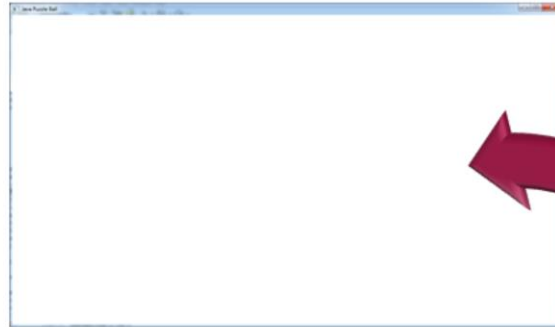
Hierarchy Animation

- A Stage is the top-level container.
- A Stage contains a Scene.
- A Scene contains a Root Node.
- The Root Node contains other Nodes.



Many Scenes, One Stage

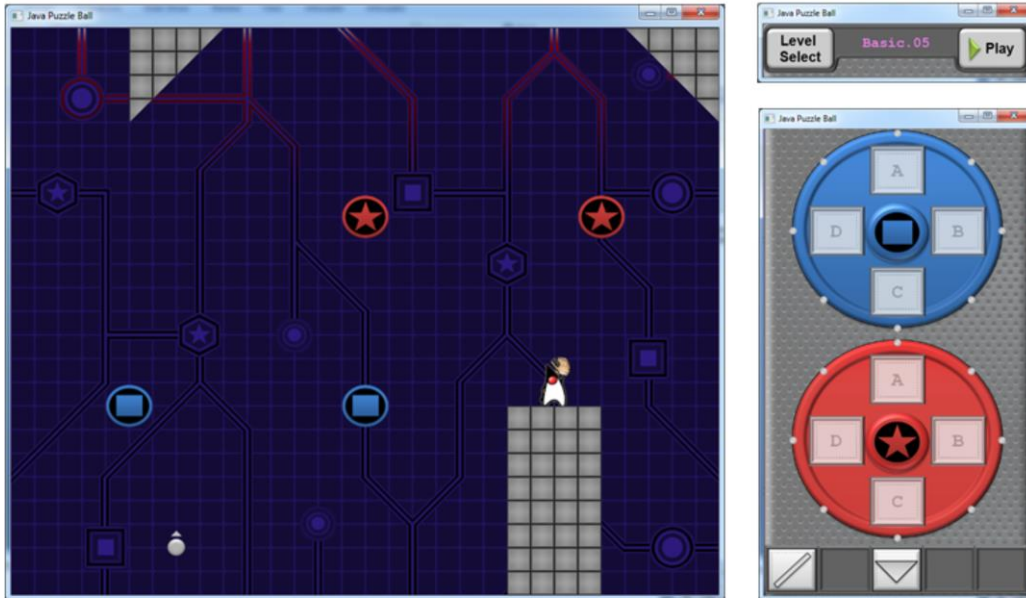
It's possible to swap any scene into a single Stage.



We used a single Stage in Java Puzzle Ball. If we used many Stages, it would look messy to see windows opening and closing as you navigated through the menus.

Many Scenes, Many Stages

It's also possible to create many Stages.



This is commonly done with tools. But not so much with games.

Summary

This lesson covers the following objectives:

- Create a JavaFX project
- Explain the components of the default JavaFX project
- Describe different types of Nodes and Panes
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