JavaFX

Buttons

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Button

A `Button` object provides a simple button control.

Buttons can be pressed by the user to trigger events in your application.

Buttons can contain text and images.

Button Constructors

`Button()` Creates an empty button.

`Button(String text)` Creates a button with specified text as label.

`Button(String text, Node graphic)` Creates a button with supplied text and graphic for its label.

Purpose of Buttons

The primary purpose of a `Button` is to produce an action when it is clicked.

When a button is clicked an `ActionEvent` object is generated.

Your application can watch for generated `ActionEvents` and then implement `EventHandlers` to process the `ActionEvent`.

This type of programming is called **event-driven programming** and is the primary programming paradigm in GUI programming.

We will talk about how to handle events later.

See ButtonExample.java.