

JavaFX

Labels

Dalton State College

T. Gonzalez

Label

A `Label` is a non-editable text control

Labels are useful for displaying text that is required to fit within a specific space.

Labels can also contain images.

Label Constructors

`Label()` Creates an empty label.

`Label(String text)` Creates a label with supplied text.

`Label(String text, Node graphic)` Creates a label with supplied text and graphic.

Adding Components to a Pane

To add a component to a Pane use the following method calls:

```
getChildren().add()
```

```
getChildren().addAll()
```

The `getChildren()` method returns a `List`.

The `add()` method can be used to add an element to the end of the `List` or at a specified position.

The `addAll()` method can be used to add multiple elements at once. The arguments need to be separated by commas in the method call.

Use the `remove()` method in a similar manner to remove labels from a container.

Accessing and Changing a Label Object's Text

Use the `getText()` method to access a `Label` object's text.

Use the `setText()` method to change a `Label` object's text.

See LabelExample.java.