

Supplement II.F: Installing/Compiling/Running JavaFX 11 with JDK 11 or Higher

For Introduction to Java Programming

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Install and configure JDK 11 as described in Supplement I.B. Make sure your JDK 11 is configured correctly.

JavaFX is now a separate module in JDK 11. To use it, first download it from <https://gluonhq.com/products/javafx/>, as shown in Figure 1. Download JavaFX Windows SDK from this page. This is a .zip file. Unzip it into a directory called javafx-sdk-11.0.1. You can place this directory anywhere. For convenience, I place it under c:\Program Files\java.

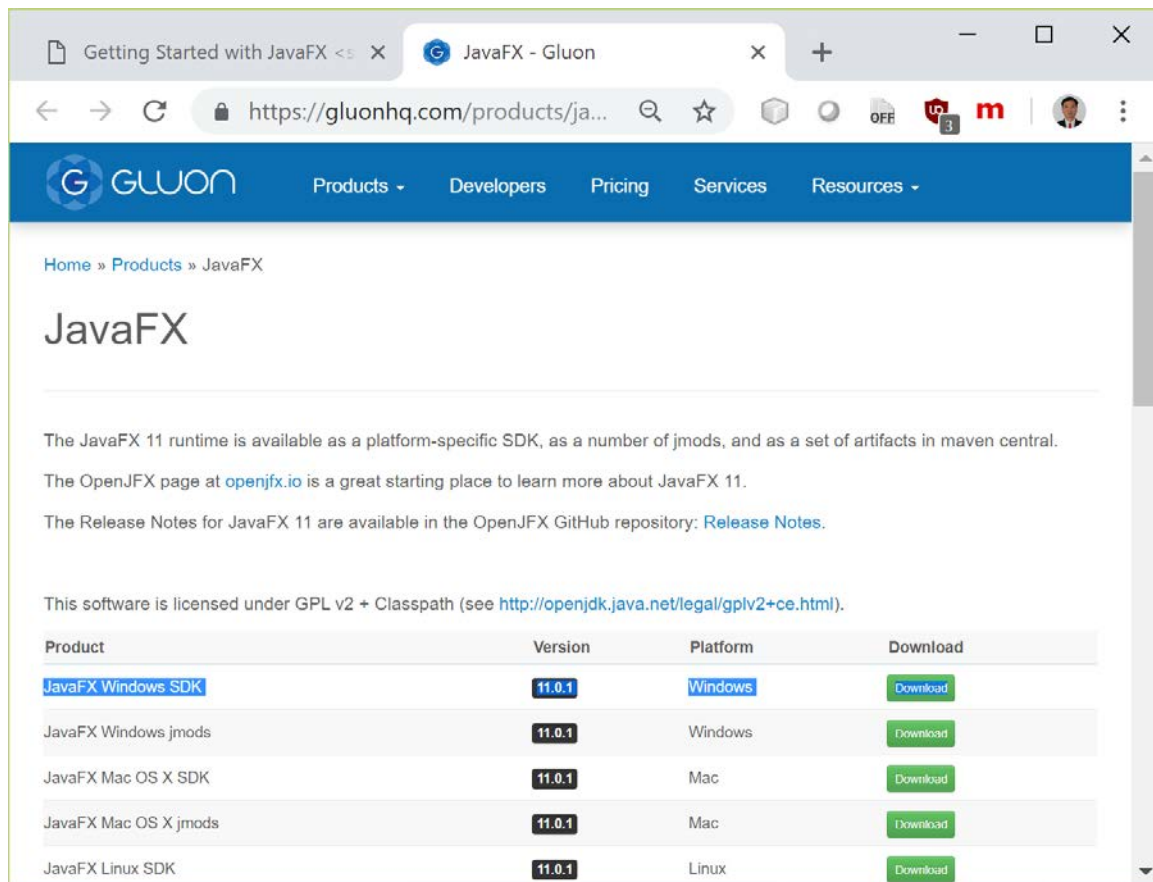


Figure 1

Download JavaFX Windows SDK.

Now you can compile your JavaFX program MyJavaFX.java in Section 14.2 using the following command:

```
c:\book>javac --module-path "c:\Program Files\Java\javafx-sdk-11.0.1\lib" --  
add-modules=javafx.controls MyJavaFX.java
```

Note that my javafx-sdk-11.0.1 is placed under c:\Program Files\java.

Use the following command to run MyJavaFX, as shown in Figure 2:

```
c:\book>java --module-path "c:\Program Files\Java\javafx-sdk-11.0.1\lib" --add-modules=javafx.controls MyJavaFX
```

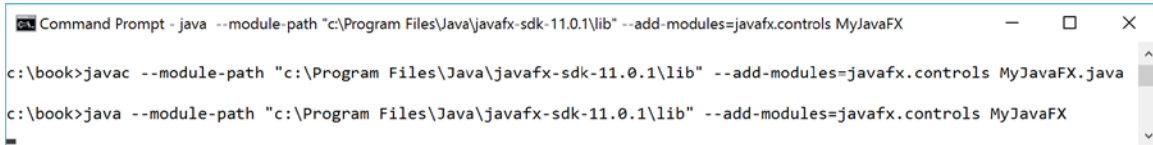


Figure 2

Compile and run JavaFX program in JDK 11.

The only program that uses JavaFX before Chapter 14 is Listing 9.5 in Section 9.6.3. This program uses the Point2D class which is in the javafx.geometry package in the JavaFX module. To compile this program, use

```
c:\book>javac --module-path "c:\Program Files\Java\javafx-sdk-11.0.1\lib" --add-modules=javafx.controls TestPoint2D.java
```

To run this program, use

```
c:\book>java --module-path "c:\Program Files\Java\javafx-sdk-11.0.1\lib" --add-modules=javafx.controls TestPoint2D
```