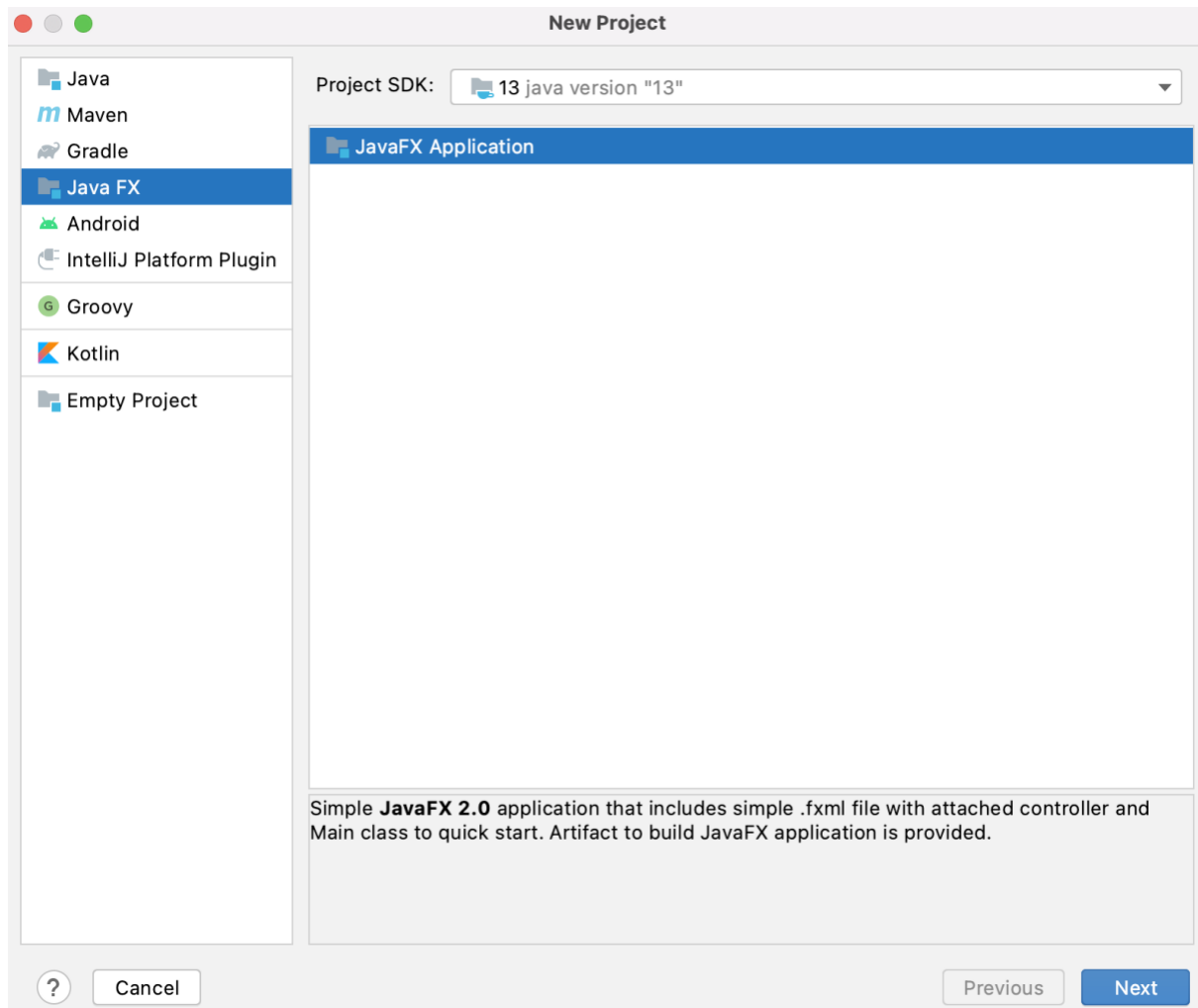


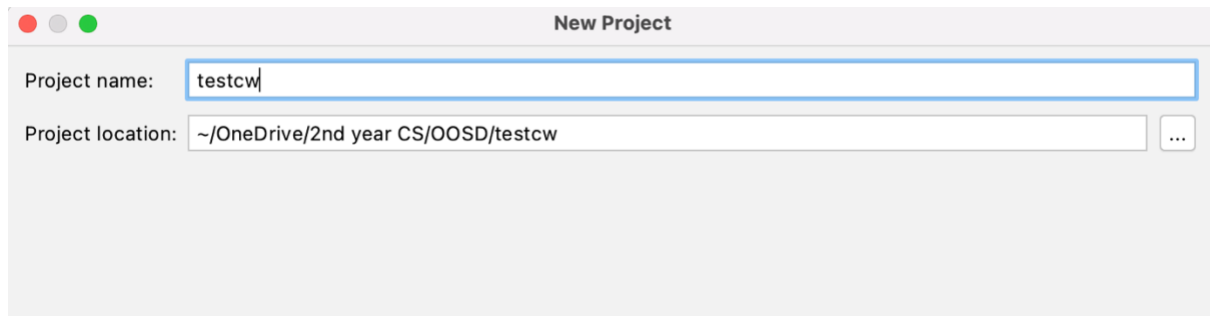
## Instruction on how to open my Files (if necessary)

### This is used on IntelliJ

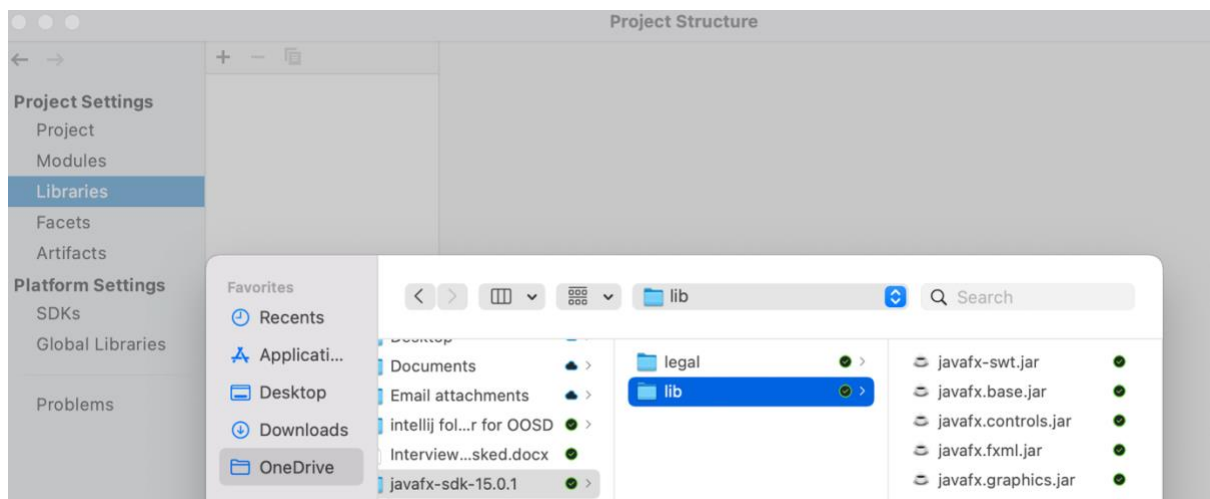
1. Create a new project and click on Java FX



2. Name your project



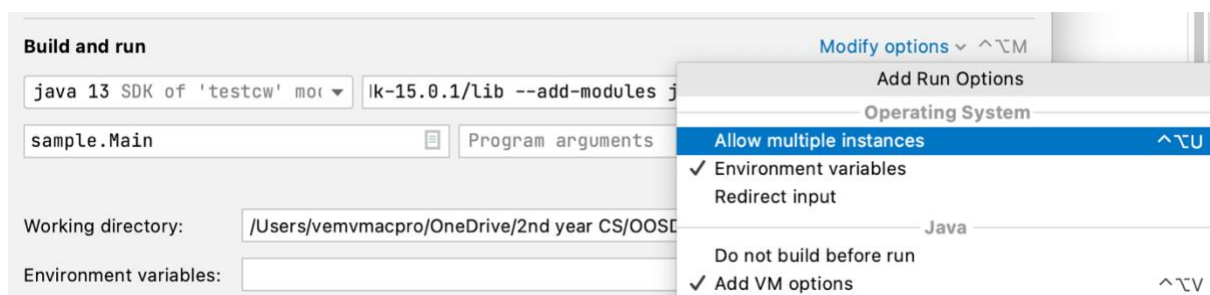
3. If a JDK and VM option is not used yet, then we should click on file – project structure, libraries. Then press the + and find the SDK and the lib folder.



4. So, click on run, and it should give a pop up saying an error. This is because we have not done the VM option. To do this, we would need to click on Edit configurations and go on VM options. Then add the configurations and click apply.

Here is my VM option as an example.

```
--module-path /Users/vemvmacpro/OneDrive/javafx-sdk-15.0.1/lib --add-modules javafx.controls,javafx.fxml
```



This also shows the steps on the website. (<https://openjfx.io/openjfx-docs/#install-javafx> )

## JavaFX

- Introduction
- Install Java
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- Runtime images
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    - Non-modular with Maven
    - Non-modular with Gradle
    - Modular from IDE
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    - Modular with Gradle
- JavaFX and NetBeans
- JavaFX and Eclipse
- Next Steps

### 4. Add VM options


To solve the issue, click on **Run -> Edit Configurations...** and add these VM options:

Linux/Mac

Windows

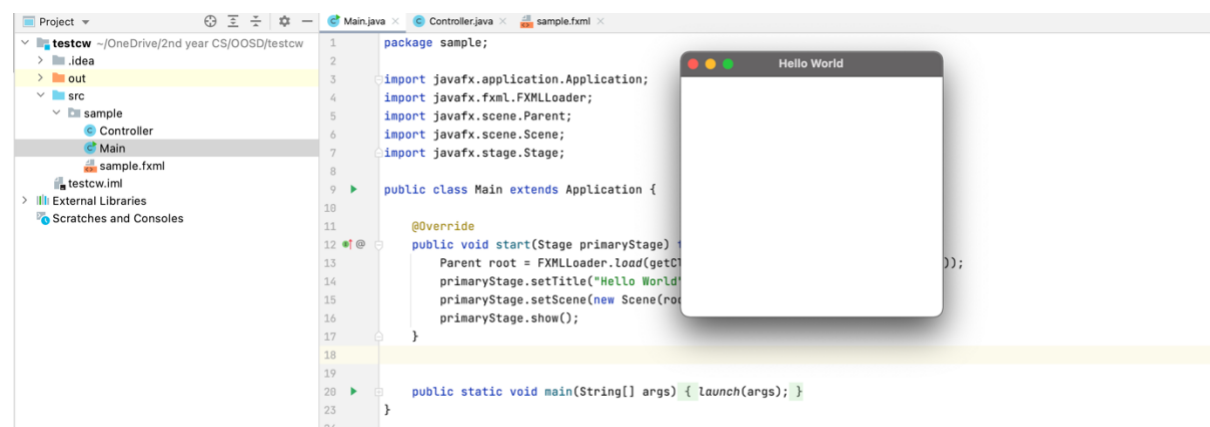
```
--module-path "%path%\to\javafx-sdk-15.0.1\lib" --add-modules javafx.controls,javafx.fxml
```

Note that the default project created by IntelliJ uses FXML, so `javafx.fxml` is required along with `javafx.controls`. If your project uses other modules, you will need to add them as well.

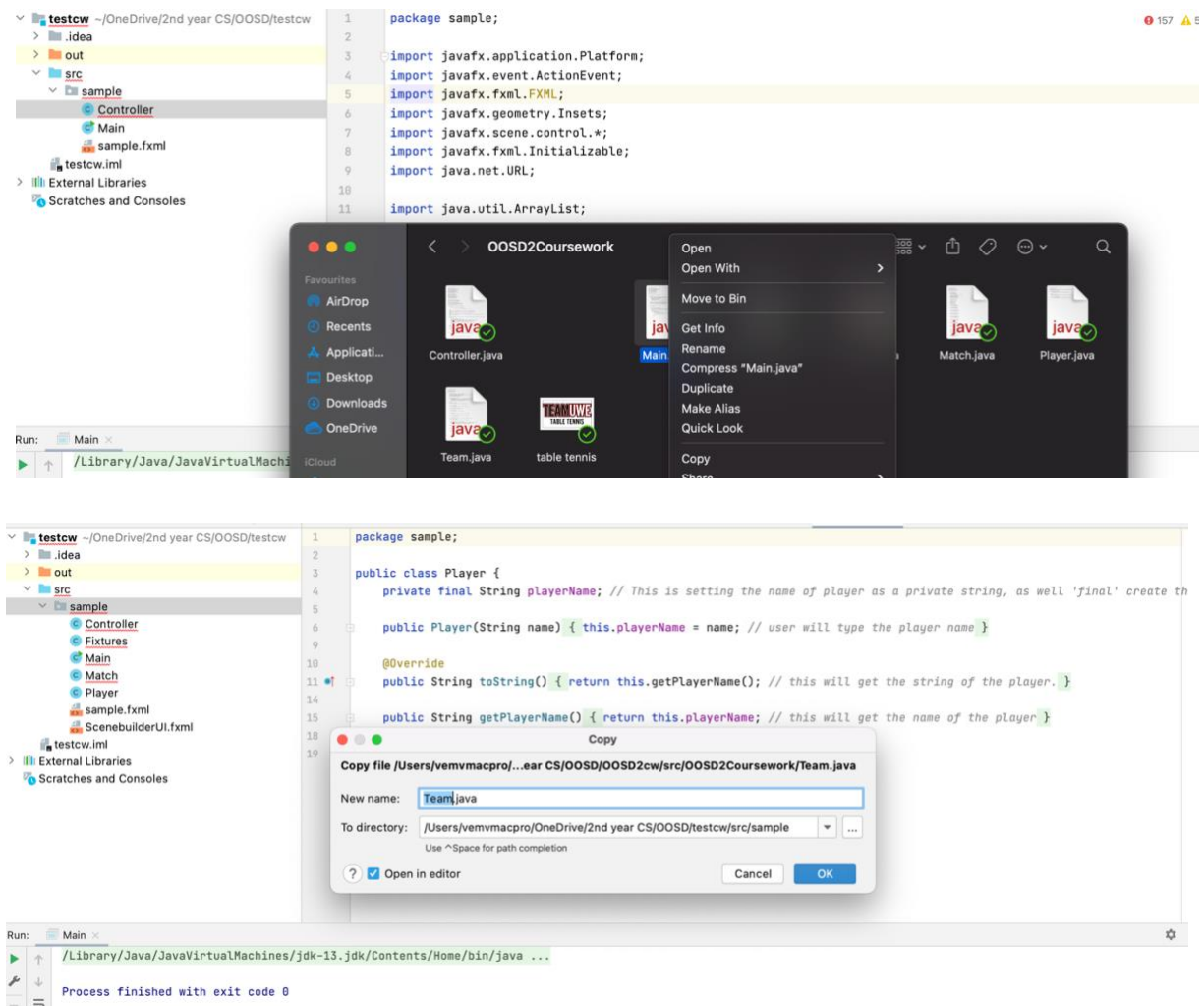


Click apply and close the dialog.

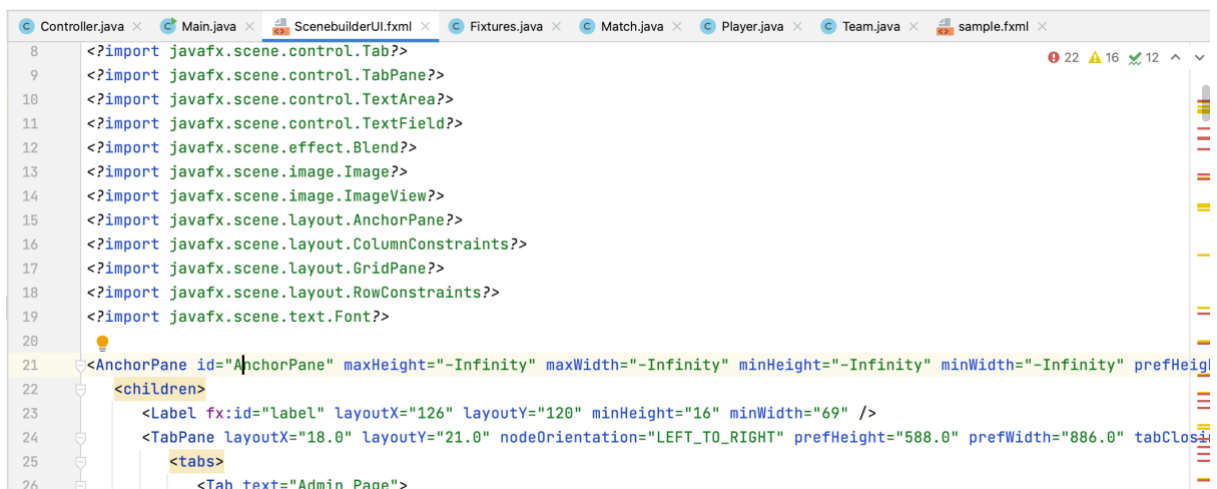
5. Then you click run and should give a pop-up.



## 6. Drag or copy the files into the project.



## 7. Check the Package name if correct. As well in this image below, we would need to update the image and the SceneBuilder FXML file for it to use the controller class.



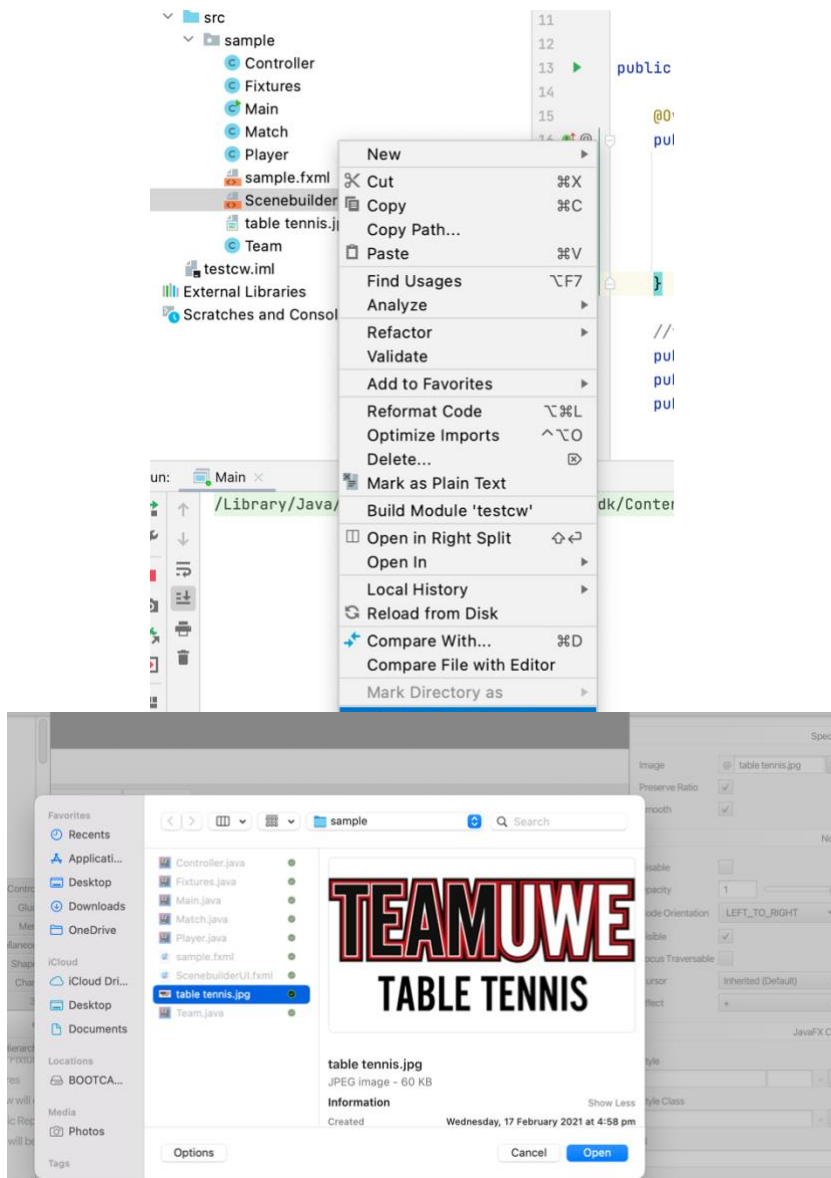
So here we have an error and then we change it to the name of the project Like this for an example.



```
8
9
10 fx:controller="sample.Controller">
11
12
13
14
15
16
17
18
19
20 http://javafx.com/fxml/1" fx:controller="00SD2Coursework.Controller">
21
22
23
24 0" AnchorPane.rightAnchor="42.0" AnchorPane.topAnchor="21.0">
25
26
27
```

8. As well we need to change the image of the table tennis file name.  
Line roughly 76, 215 and 289.

First, run SceneBuilder on the SceneBuilder file. Click on the image since its blank, and this is placed in the right corner. Then press on the image and find the file where you placed it.



Then change the file name again on the sceneBuilder FXML file to sample(package name).

```

<Image url="@table%20tennis.jpg" />
</image>

<image>
<Image url="@../sample/table tennis.jpg" />
</image>

```

Alternatively, as you can see, we need to change it to the package name.

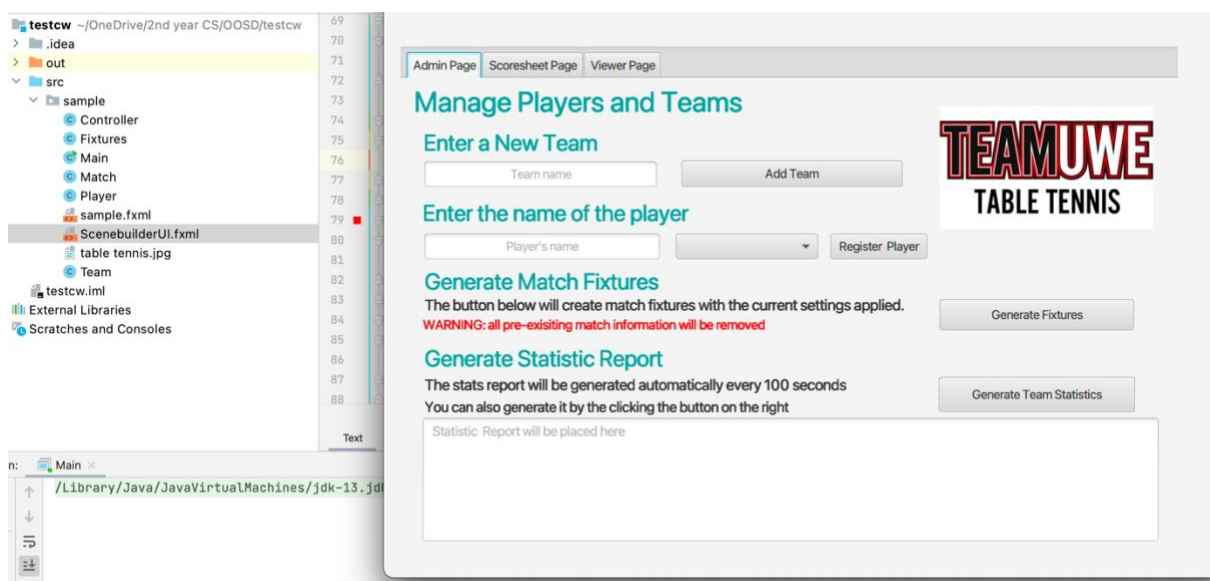
```

75      <image>
76      <Image url="@../00SD2Coursework/table tennis.jpg" />
77      </image>

<image>
<Image url="@../sample/table tennis.jpg" />
</image>

```

9. Run the main file and should open like this.



10. Further, notice, there are two files on pdf/word for the test case plan, Also two videos, because one is a MOV file(mac compatible) and also the same video but an MP4 version.