JAVA CLIENTS AND JAVAFX

THE DEFINITIVE GUIDE

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JFrog Developer Relations





y @steveonjava

HOW I PICTURED MYSELF DURING THE APOCOLYPSE





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HOW I ACTUALLY LOOK DURING THE PANDEMIC







HISTORY OF JAVAFX

2006: F3	Form Follows Function	Welcome	to F3
2008: JavaFX 1.0	Initial Release of JavaFX	Java Fx	
2011: JavaFX 2.0	Java API (JavaFX Script Removed)	Soll wise
2012: JavaFX 2.2	JavaFX Bundled with JavaSE 7u6		Syong Grause Break Ins End
2014: JavaFX 8	JDK Integration		DELETE Home
2018: JDK 11	JavaFX Removed from the JDK		m → Enler







GLUON MOBILE

- JavaFX 11, 12, 13, and 14 builds
- SceneBuilder GUI Builder
- JavaFX on iOS and Android

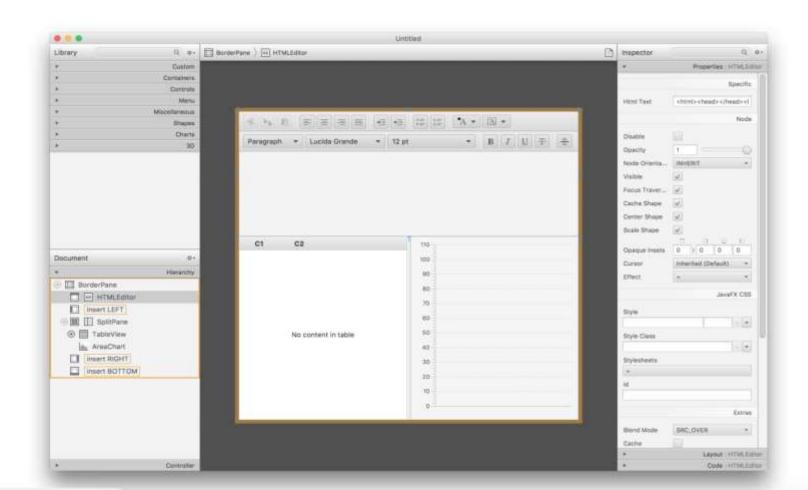






Home » Gluon Labs » Scene Builder

Scene Builder



Drag & Drop, Rapid Application Development.

Download Now

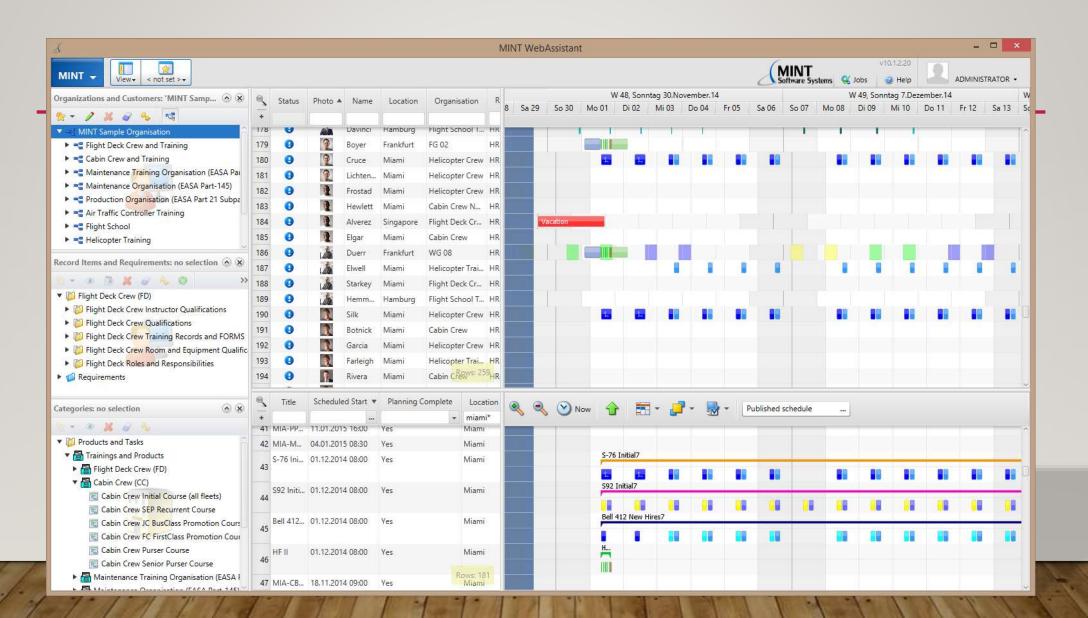


JAVAFX USE CASES



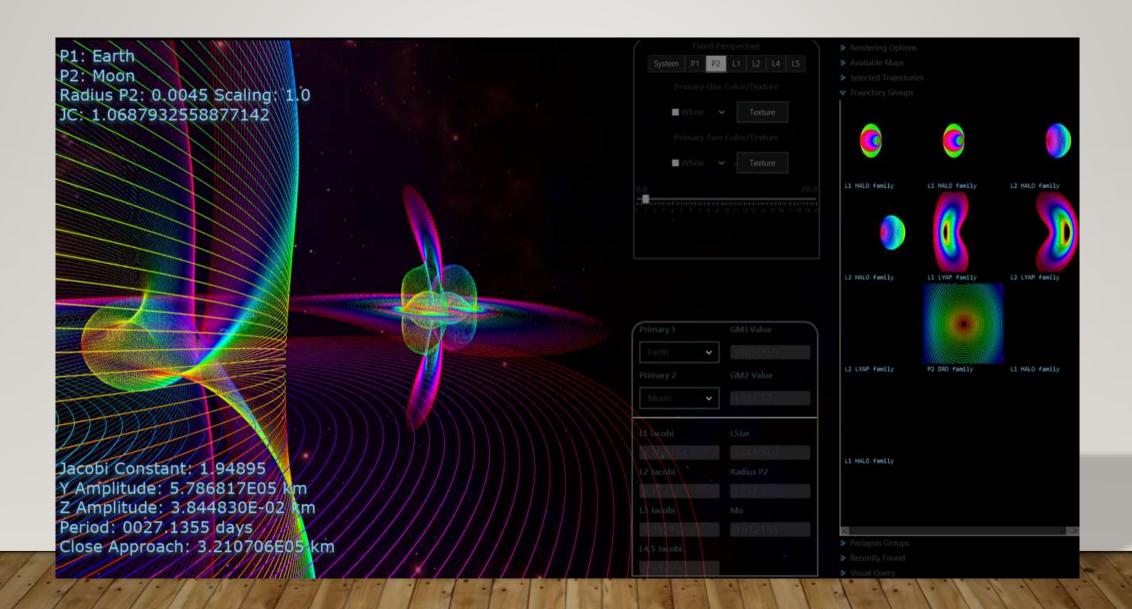
MINT TRAINING AND RESOURCE MANAGEMENT





NASA DEEP SPACE TRAJECTORY EXPLORER

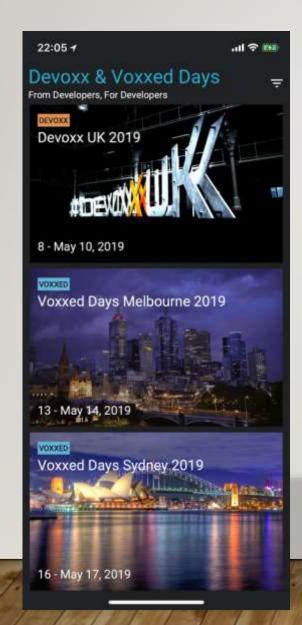


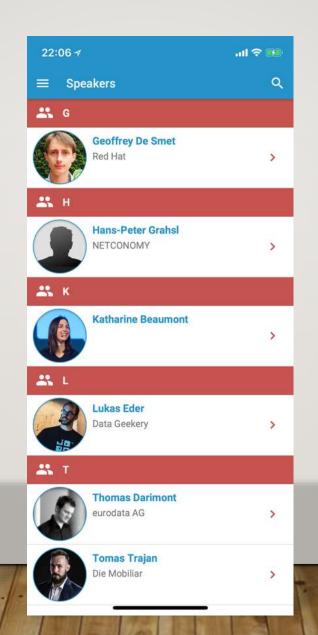


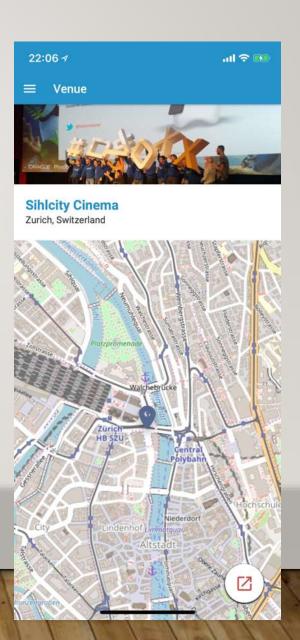


DEVOXX CONFERENCE MOBILE APPLICATION



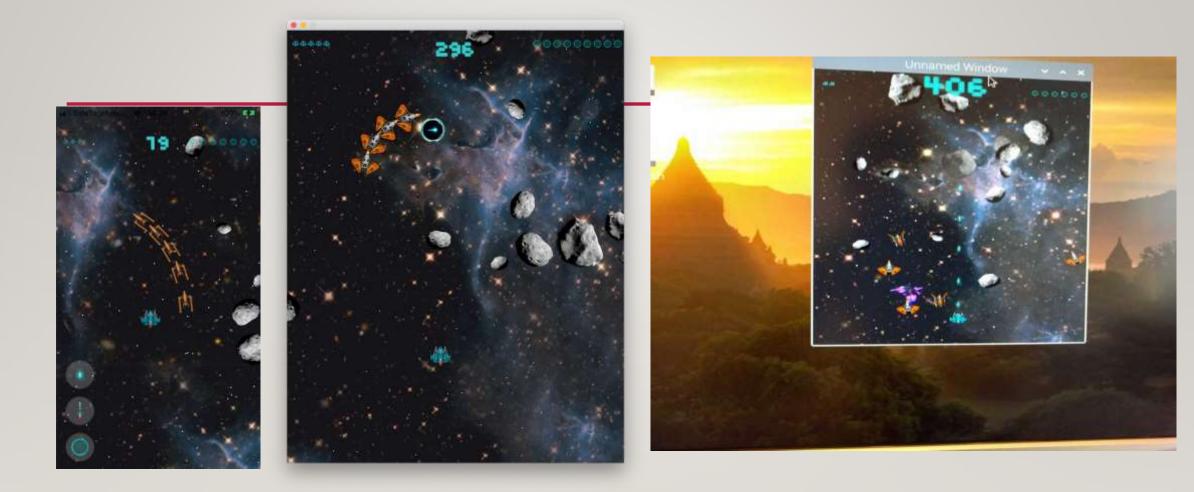






SPACEFX GAME





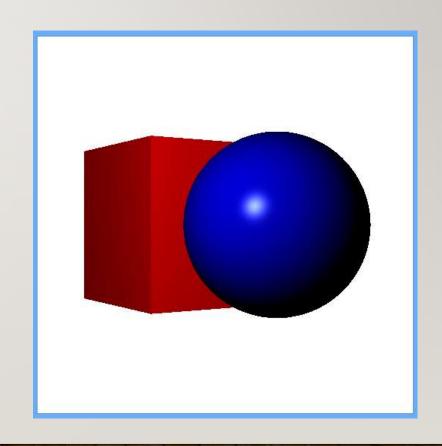






MESH GEOMETRY (3D SHAPES)

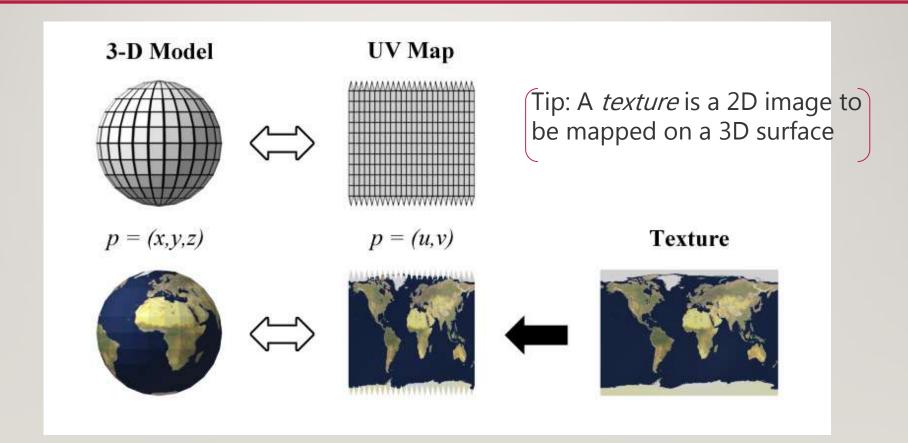
- Predefined shapes
 - Box
 - Cylinder
 - Sphere
- User-defined shapes
 - Using TriangleMesh / MeshView







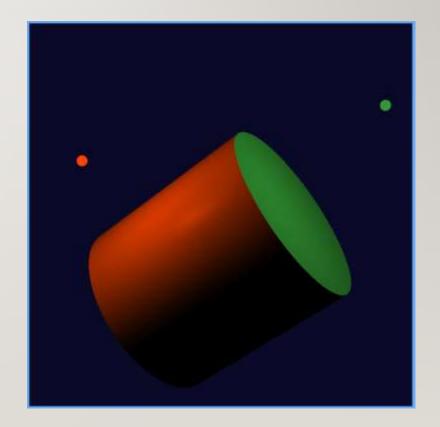
UV MAPPING TEXTURES TO SHAPES





3D LIGHTS

- Lights are nodes in the scene graph
 - PointLight
 - AmbientLight
- Default light provided if no active lights

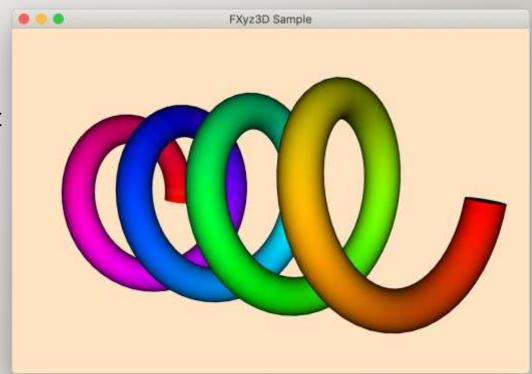






FXYZ

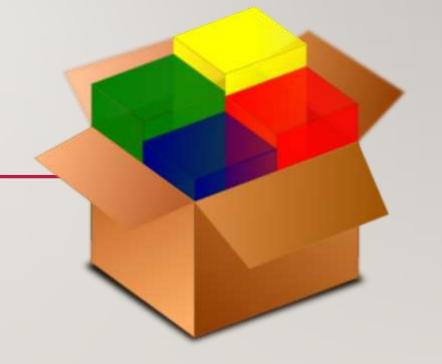
- Built-in shapes
- Lights, materials, camera
- FXyz 3D https://github.com/FXyz/FXyz







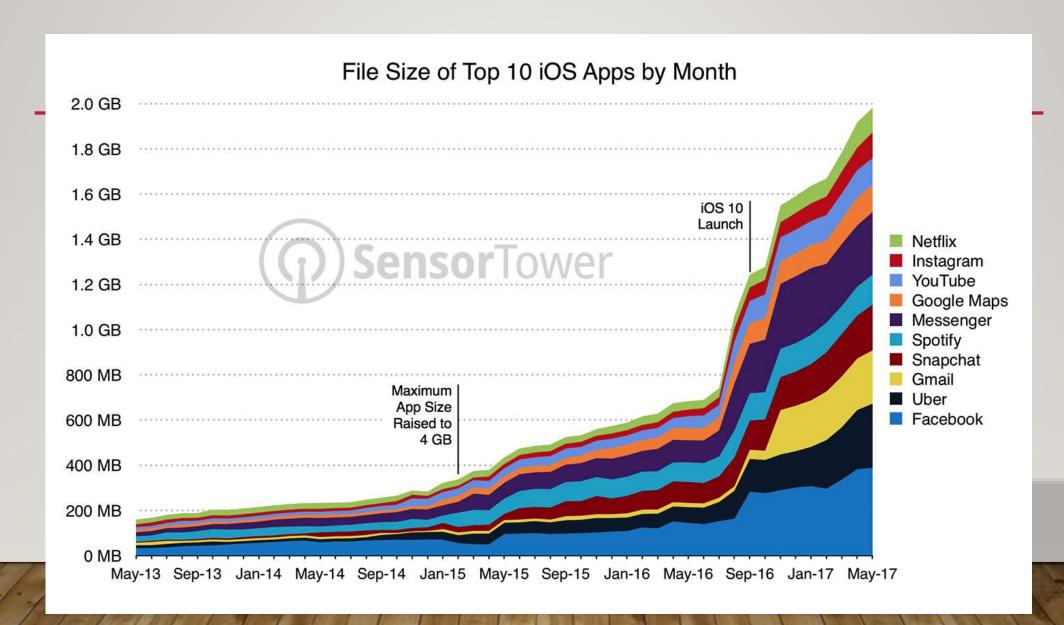
1. PACKAGE YOUR PLATFORM





PACKAGES KEEP GETTING LARGER









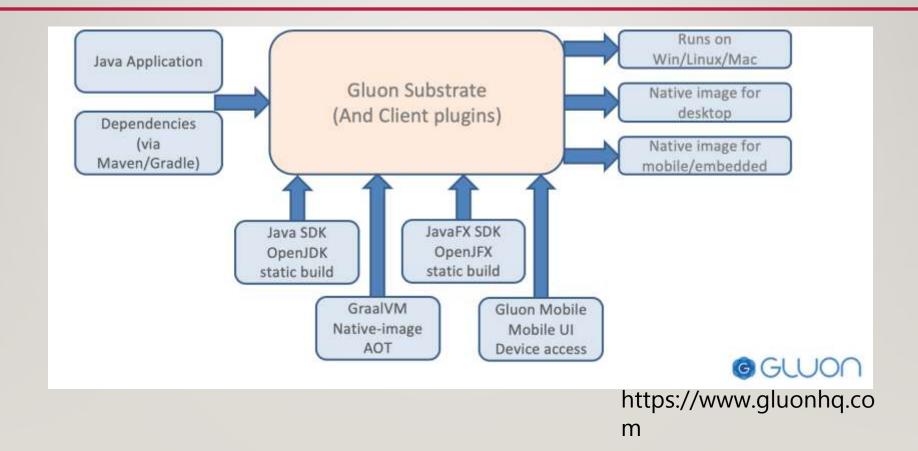
PACKAGING JAVAFX APPLICATIONS

- Works, but not recommended:
 - "FAT JAR" Package all your dependencies and run on command line
- Recommended:
 - jlink Requires modular apps
 - jpackage Available **now** in Java 14
- New options:
 - Native image Use Graal to create a native application
 - OpenWebStart Open source version of Web Start for modern JDKs by Karakun





CREATE STATIC IMAGES







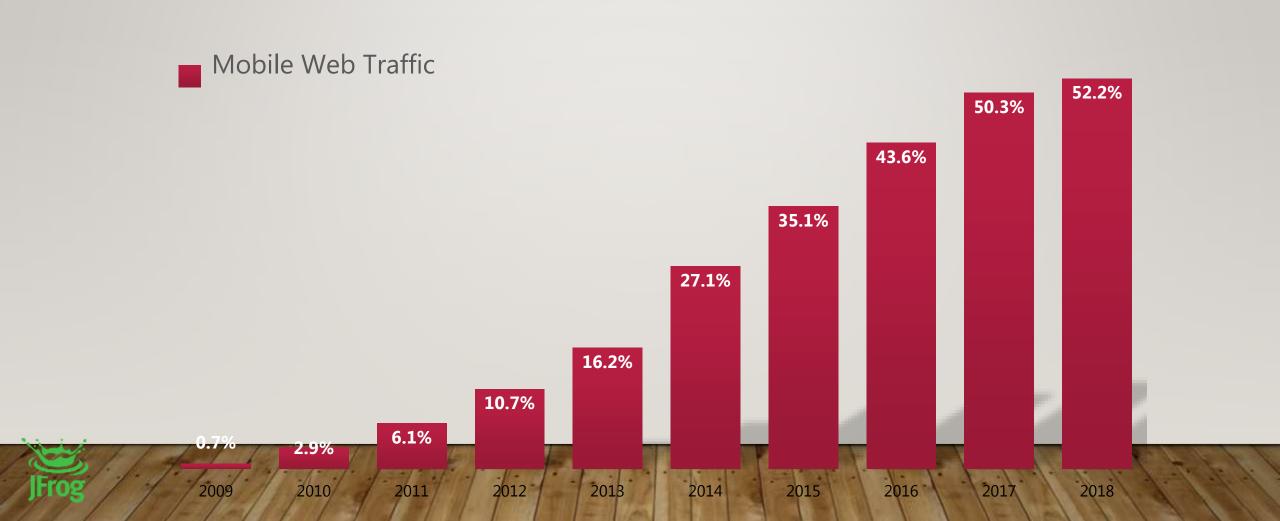


2. TARGET MOBILE FIRST





MOBILE WEB TRAFFIC





JAVAFX ON MOBILE

- Native-image from GraalVM
- OpenJDK 11+ & OpenJFX 11+
- Mac OS X, Linux, iOS, Android
- Gradle/Maven plugins
- IDE Support for IntelliJ, Eclipse, and NetBeans
- https://github.com/gluonhq/client-samples

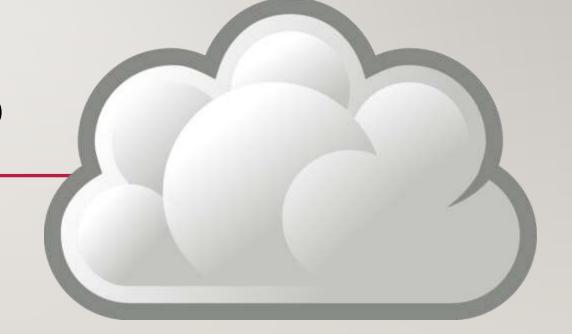








3. BUILD FOR THE CLOUD







ETEOBOARD





JAVAFX ON THE CLOUD

- The Weather App
- Don't reveal your credentials!







JFROG FREE SUBSCRIPTION

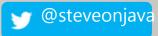
YOUR FREE SUBSCRIPTION INCLUDES





https://jfrog.com/artifactory/startfree/





FROM JAVAFX EXPERTS TO THE COMMUNITY









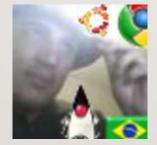






















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