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Post-Experiment Exercise  
Extended Theory :-

1) Explain the lifecycle of methods of JavaFx  
The JavaFx application class has 3 life cycle methods :-

1) Start() - The entry point method where the JavaFx graphics code is to be written.

2) Stop() - An empty method which can be overridden, here you can write logic to stop the application.

3) init() :- An empty method which can be overridden, but you cannot create a stage or scene in this method.

In addition to these, it provides a static method named launch() to launch JavaFx application.

Since the launch method is static, you need to call it from a static context, whenever a JavaFx application is launched, the action will be carried by above same order mention above.

The last window of application ~~will~~ is closed, the JavaFx application is terminated implicitly. You can

turn this behaviour off by passing the boolean value false to static method set implicitExit().



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## 1) Conclusion:-

- In this experiment we have performed Java program to implement GUI using JavaFx.
- where JavaFx is a software platform for creating & ~~dev~~ developing desktop applications as well as rich internet applications that can run across a wide variety of devices.
- JavaFx application code can reference API for any Java library, for example JavaFx application can use Java API libraries to access native system capabilities & ~~ca~~ connect to server using middleware application.