

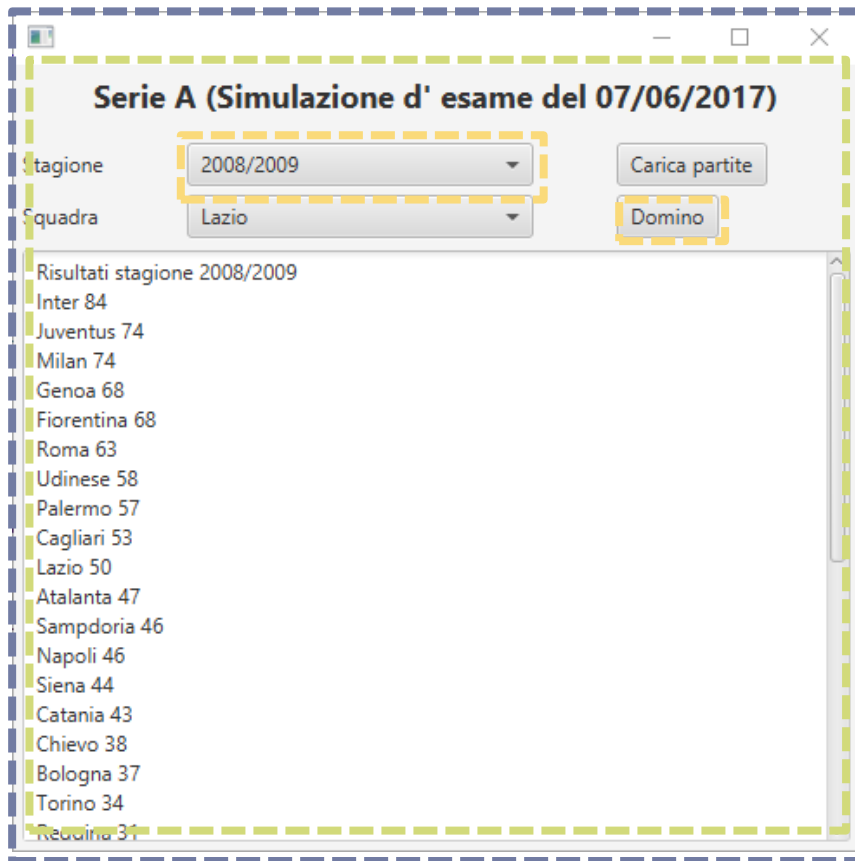


# JavaFX applications

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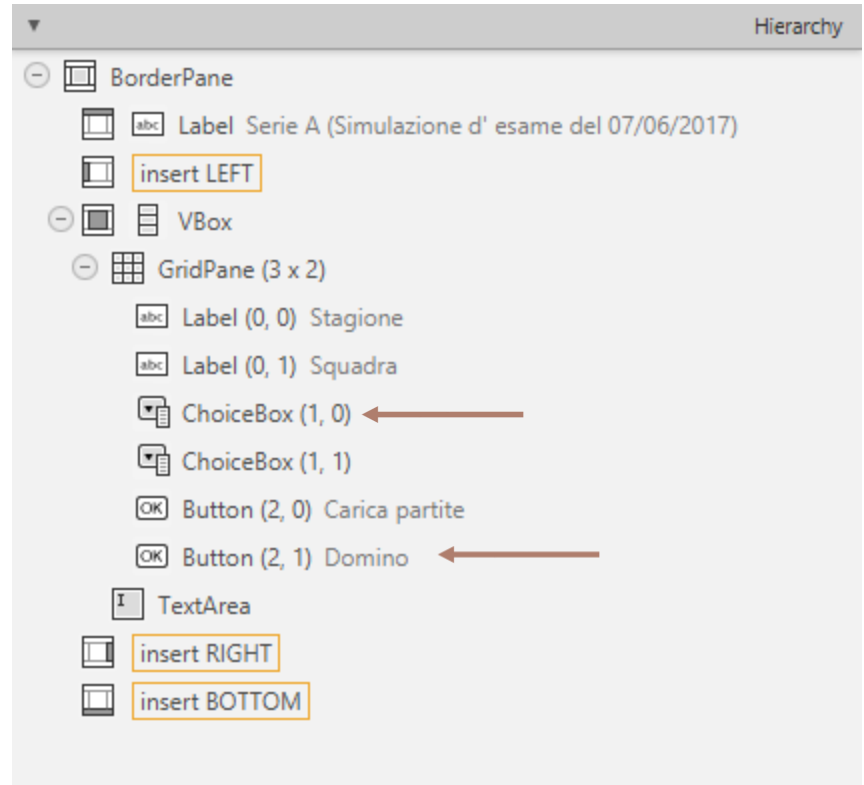
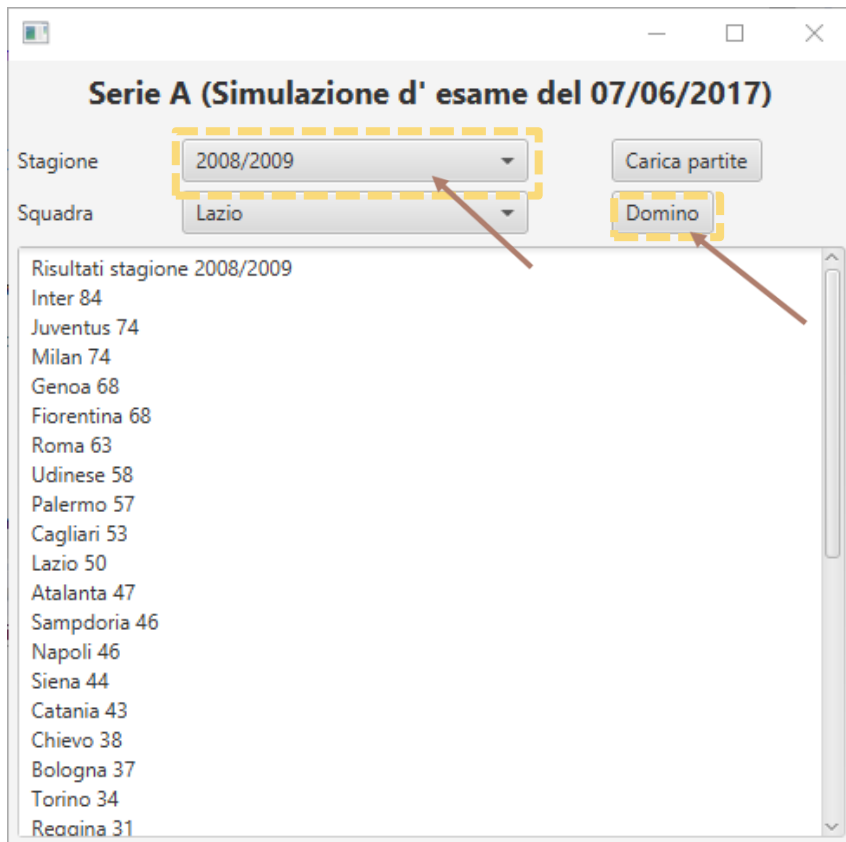


# Application structure

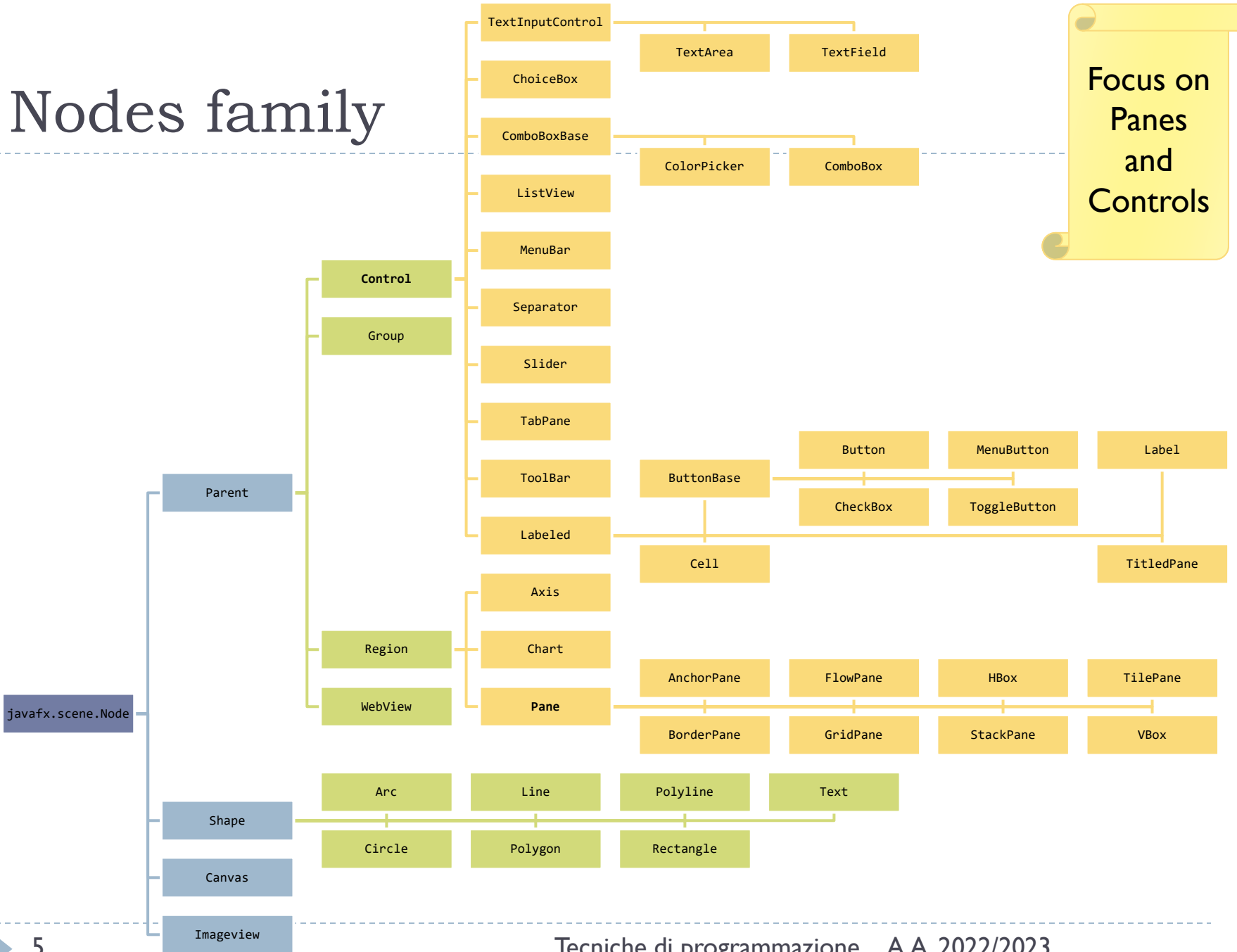


- ▶ **Stage:** where the application will be displayed (e.g., a Windows' window)
- ▶ **Scene:** one container of Nodes that compose one “page” of your application
- ▶ **Node:** an element in the Scene, with a visual appearance and an interactive behavior.
  - ▶ Nodes may be hierarchically nested

# Nested nodes



# Nodes family



Focus on  
Panels  
and  
Controls

javafx.scene.Node

# Essential Reference

## ▶ JavaFX JavaDoc API

▶ <https://openjfx.io/javado c/11/>

## ▶ JavaFX Class Diagrams

▶ <http://falkhausen.de/Java FX-10/index.html>

Module	Description
javafx.base	Defines the base APIs for the JavaFX UI toolkit, including APIs for bindings, properties, collections, and events.
javafx.controls	Defines the UI controls, charts, and skins that are available for the JavaFX UI toolkit.
javafx.fxml	Defines the FXML APIs for the JavaFX UI toolkit.
javafx.graphics	Defines the core scenegraph APIs for the JavaFX UI toolkit (such as layout containers, application lifecycle, shapes, transformations, canvas, input, painting, image handling, and effects), as well as APIs for animation, css, concurrency, geometry, printing, and windowing.
javafx.media	Defines APIs for playback of media and audio content, as part of the JavaFX UI toolkit, including MediaPlayer and MediaView.
javafx.swing	Defines APIs for the JavaFX / Swing interop support included with the JavaFX UI toolkit, including SwingNode (for embedding Swing inside a JavaFX application) and JFXPanel (for embedding JavaFX inside a Swing application).
javafx.web	Defines APIs for the WebView functionality contained within the JavaFX UI toolkit.

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  - fxml
  - geometry
  - print
  - scene
  - scene.chart
  - scene.control
  - cell
  - Control Hierarchy
  - Choice, Combo
  - Container
  - Dialog
  - FocusModel
  - ListView
  - Menu
  - Progress, Slider, Separator
  - Scrolling
  - SelectionModel
  - Skin
  - Spinner
  - TableColumn
  - TableView
  - TextFormatter
  - TextInputControl
  - Tree
  - TreeTable

# Example application structure

```
1 package it.polito.tdp.seriesa;
2
3 import it.polito.tdp.seriesa.model.Model;
4 import javafx.application.Application;
5 import javafx.stage.Stage;
6 import javafx.scene.Scene;
7 import javafx.scene.layout.BorderPane;
8 import javafx.fxml.FXMLLoader;
9
10
11 public class Main extends Application {
12     @Override
13     public void start(Stage primaryStage) {
14         try {
15             FXMLLoader loader = new FXMLLoader(getClass().getResource("SerieA.fxml"));
16             BorderPane root = (BorderPane)loader.load();
17             Scene scene = new Scene(root);
18
19             SerieAController controller = loader.getController();
20             Model model = new Model();
21             controller.setModel(model);
22
23             scene.getStylesheets().add(getClass().getResource("application.css").toExternalForm());
24             primaryStage.setScene(scene);
25             primaryStage.show();
26
27         } catch (Exception e) {
28             e.printStackTrace();
29         }
30     }
31
32     public static void main(String[] args) {
33         Launch(args);
34     }
35 }
36
```

Extend  
javafx.application.Application

Load scene nodes  
from XML file

Define algorithms  
and data

Populate and show  
window

main()

# General rules

---

- ▶ A JavaFX application extends `javafx.application.Application`
- ▶ The `main()` method should call `Application.launch()`
- ▶ The `start()` method is the main entry point for all JavaFX applications
  - ▶ Called with a `Stage` connected to the Operating System's window
- ▶ The content of the scene is represented as a hierarchical scene graph of `Nodes`
  - ▶ `Stage` is the top-level JavaFX container
  - ▶ `Scene` is the container for all content

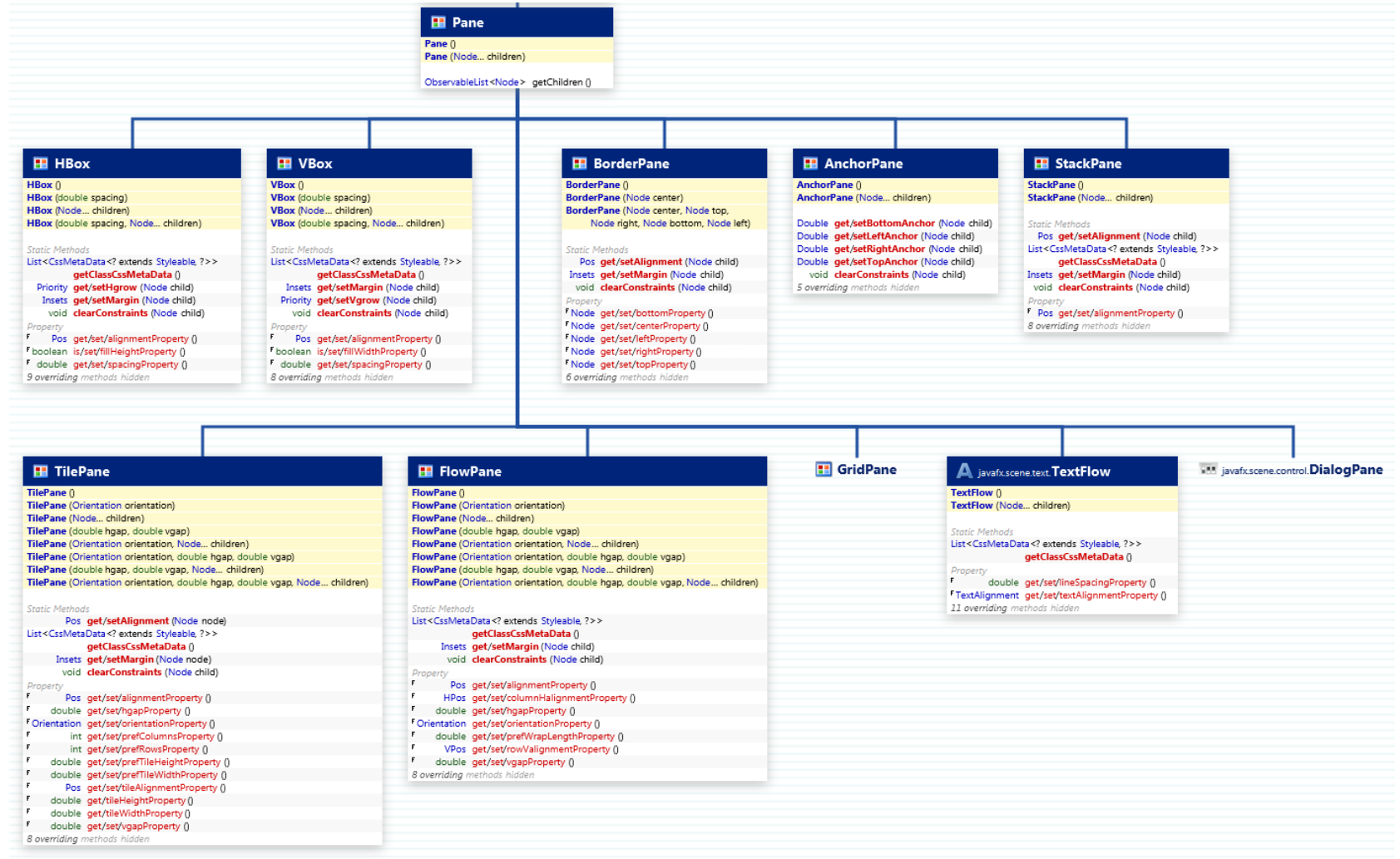


# Nodes

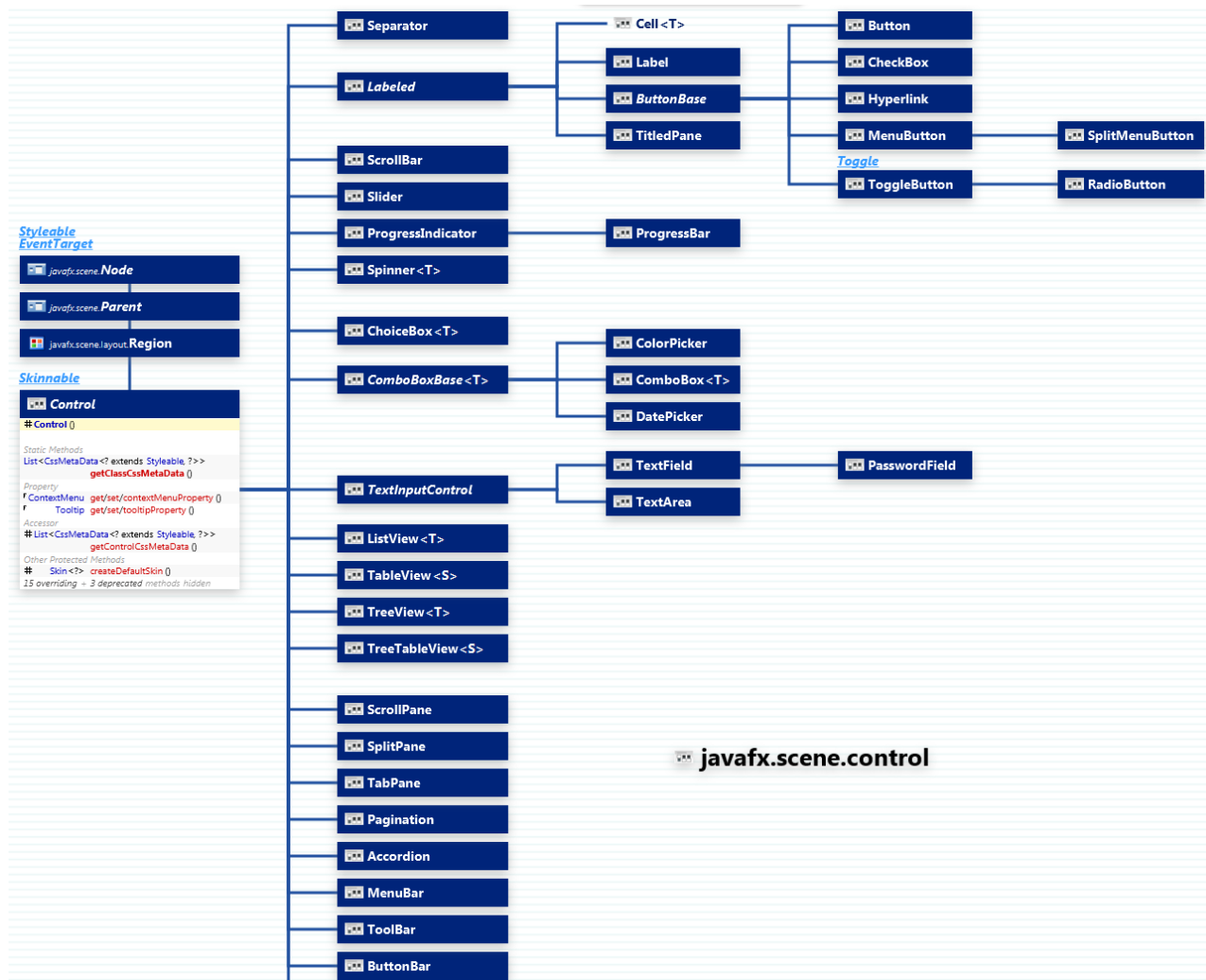
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- ▶ **The Scene is populated with a tree of Nodes**
  - ▶ Layout components (Panels)
  - ▶ UI Controls
  - ▶ Charts
  - ▶ Shapes
- ▶ **Nodes have Properties**
  - ▶ Visual (size, position, z-order, color, ...)
  - ▶ Contents (text, value, data sets, ...)
  - ▶ Programming (event handlers, controller)
- ▶ **Nodes generate Events**
  - ▶ UI events
- ▶ **Nodes can be styled with CSS**

# Panes

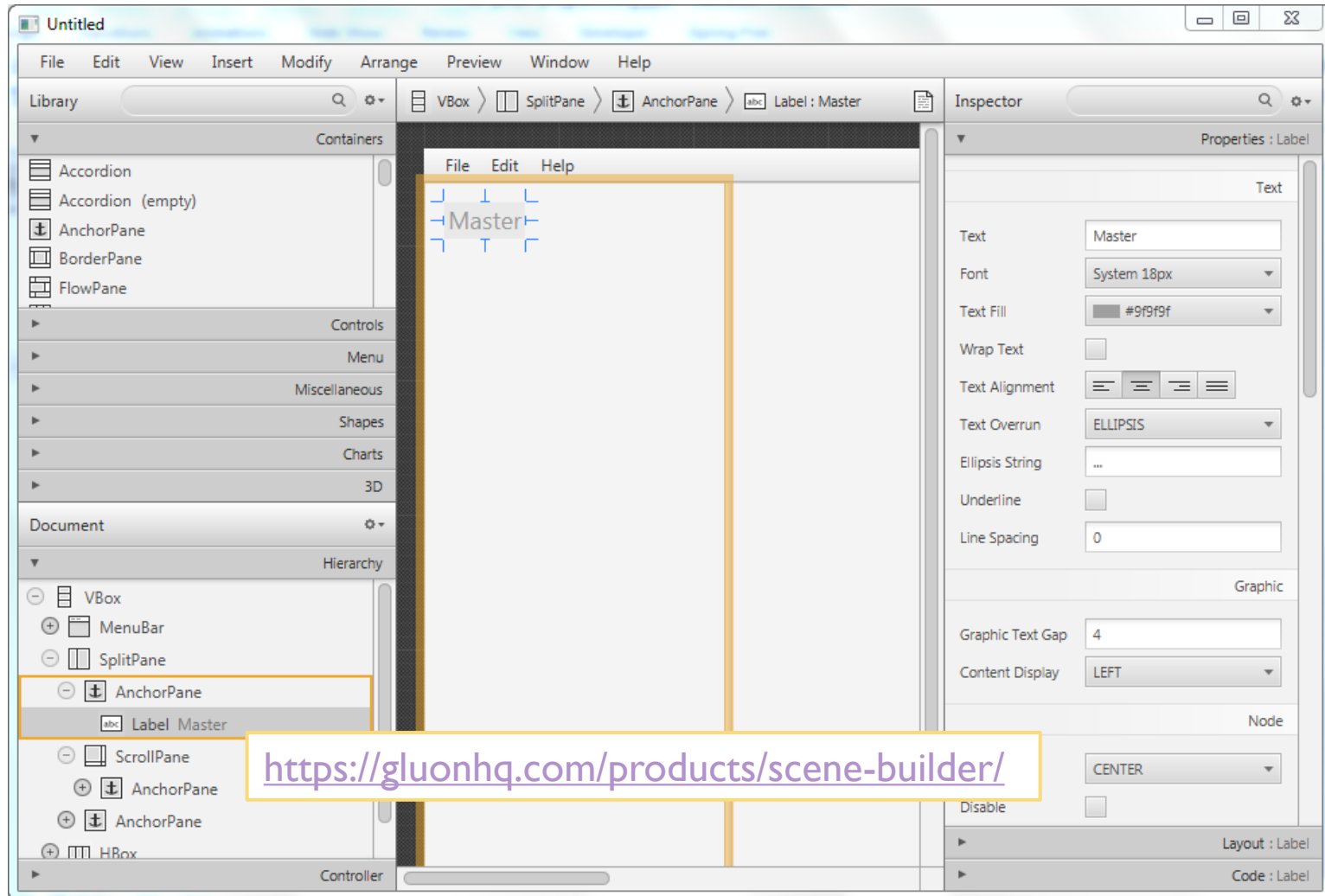


# Controls





# JavaFX Scene Builder 19



# Building a scene from FXML

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```
public void start(Stage stage) throws Exception {  
    Parent root = FXMLLoader.load(  
        getClass().getResource("/fxml/Scene.fxml"));  
  
    stage.setTitle("Circle Demo");  
    stage.setScene(new Scene(root));  
    stage.show();  
}
```

# Key concepts in JavaFX

---

- ▶ **Property:** attributes of the Nodes, may specify content, size, color, ... Can be read and written by the application
- ▶ **Event:** every user action on one element of the GUI generates a different *event*. Events can be captured and *handled* by our code
  
- ▶ **Controller:** the Java class that contains
  - ▶ References to interesting Nodes
  - ▶ Event Handlers

# Properties

- ▶ Extension of the Java Beans convention
  - ▶ May be used also outside JavaFX
- ▶ Encapsulate properties of an object
  - ▶ Different types (string, number, object, collection, ...)
  - ▶ Set/Get
  - ▶ Observe changes
  - ▶ Support lazy evaluation
- ▶ Each Node has a large set of Properties
  - ▶ Can be manipulated
  - ▶ The scene updates

Properties	
Type	Property and Description
BooleanProperty	cancelButton A Cancel Button is the button that receives a keyboard VK_ESC press, if no other node in the scene co
BooleanProperty	defaultButton A default Button is the button that receives a keyboard VK_ENTER press, if no other node in the scene

Properties inherited from class <code>javafx.scene.control.ButtonBase</code>
armed, onAction

Properties inherited from class <code>javafx.scene.control.Labeled</code>
alignment, contentDisplay, ellipsisString, font, graphic, graphicTextGap, labelPadding, mnemonicParsing, text, textFill, textOverrun, text, underline, wrapText

Properties inherited from class <code>javafx.scene.control.Control</code>
contextMenu, height, maxHeight, maxWidth, minHeight, minWidth, prefHeight, prefWidth, skinClassName, skin, t

Properties inherited from class <code>javafx.scene.Parent</code>
needsLayout

Properties inherited from class <code>javafx.scene.Node</code>
blendMode, boundsInLocal, boundsInParent, cacheHint, cache, clip, cursor, depthTest, disabled, disable, effe eventDispatcher, focused, focusTraversable, hover, id, inputMethodRequests, layoutBounds, layoutX, layoutY, localToParentTransform, localToSceneTransform, managed, mouseTransparent, onContextMenuRequested, onDragDete onDragDone, onDragDropped, onDragEntered, onDragExited, onDragOver, onInputMethodTextChanged, onKeyPressed, o onKeyTyped, onMouseClicked, onMouseDragEntered, onMouseDragExited, onMouseDragged, onMouseDragOver, onMouseD onMouseEntered, onMouseExited, onMouseMoved, onMousePressed, onMouseReleased, onRotate, onRotationFinished, onRotationStarted, onScrollFinished, onScroll, onScrollStarted, onSwipeDown, onSwipeLeft, onSwipeRight, onSwi onTouchMoved, onTouchPressed, onTouchReleased, onTouchStationary, onZoomFinished, onZoom, onZoomStarted, opa pickOnBounds, pressed, rotate, rotationAxis, scaleX, scaleY, scaleZ, scene, style, translateX, translateY, t visible

# Events

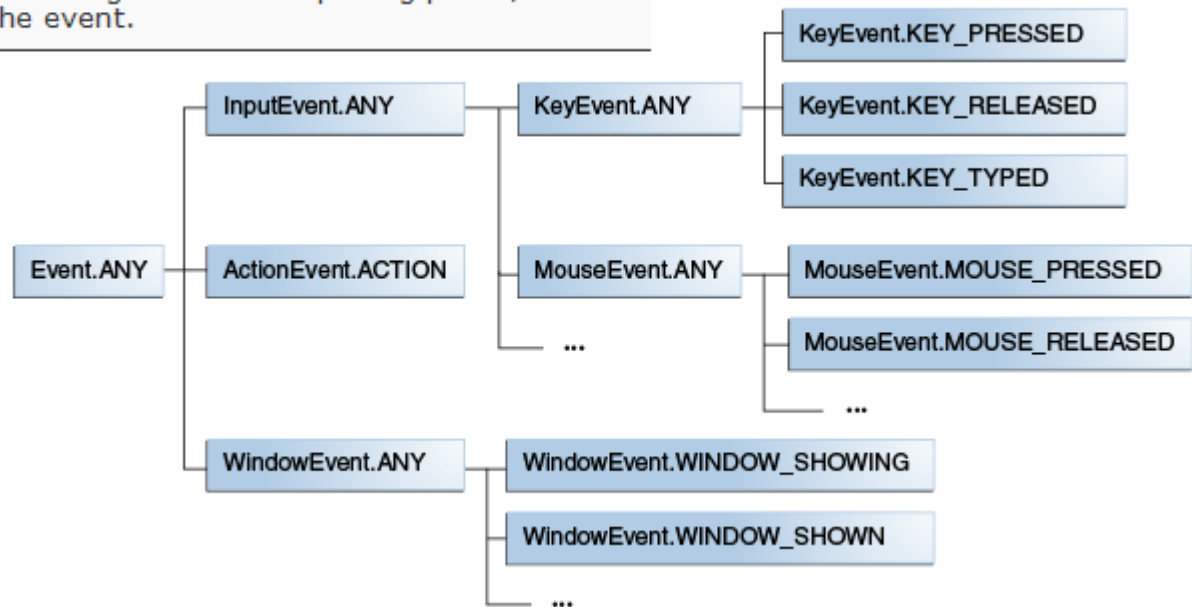
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- ▶ FX Event (`javafx.event.Event`):
  - ▶ Event Source => a Node
  - ▶ Event Target
  - ▶ Event Type
- ▶ Usually generated after some user action
- ▶ Event Types
- ▶ You can define **event handlers** in your application

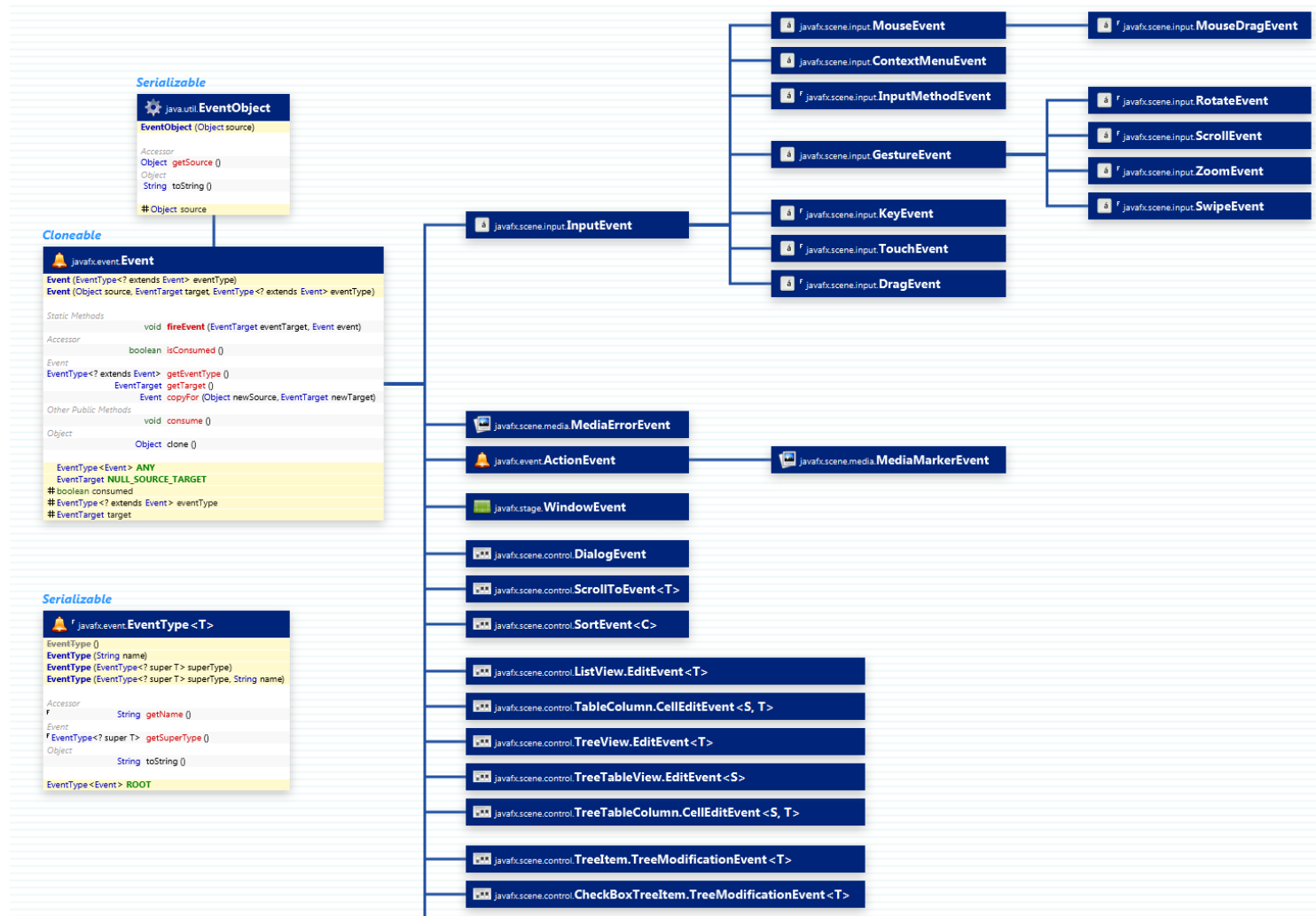


# What is an event?

Property	Description
Event type	Type of event that occurred.
Source	Origin of the event, with respect to the location of the event in the event dispatch chain. The source changes as the event is passed along the chain.
Target	Node on which the action occurred and the end node in the event dispatch chain. The target does not change, however if an event filter consumes the event during the event capturing phase, the target will not receive the event.

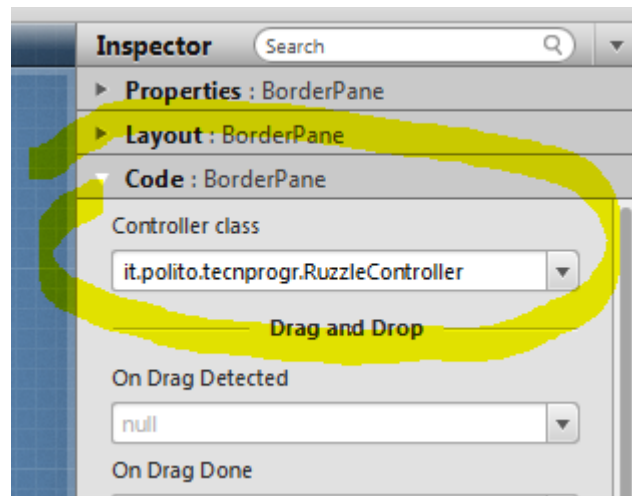


# Event types



# Defining a Controller class

- ▶ The Root element of the scene graph may specify a **fx:controller** attribute
  - ▶ `<BorderPane`  
`id="BorderPane"`  
`xmlns:fx="http://javafx.com/fxml"`  
`fx:controller="it.polito.tdp.RuzzleController">`



# Injection of Node references

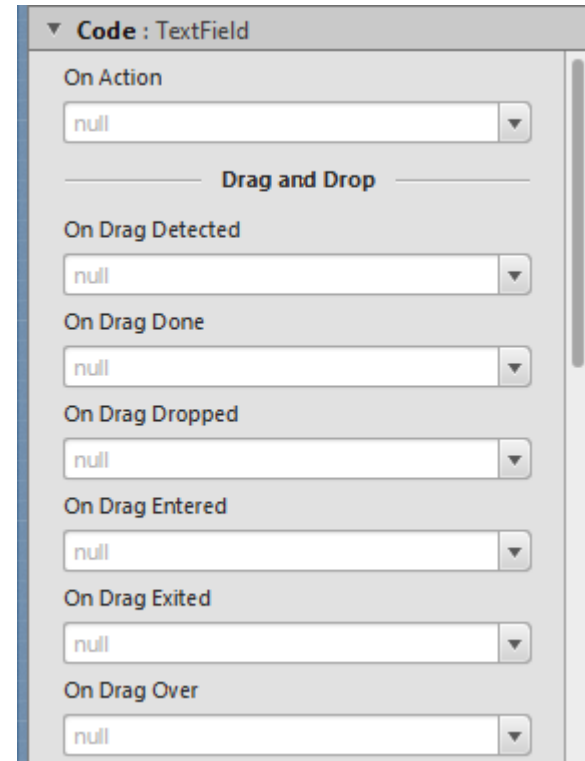
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- ▶ The controller code may directly access various Nodes in the associated scene graph
- ▶ The attribute `@FXML` associates a Node variable with the corresponding node, with the same `fx:id` value as the variable name
- ▶ Try: View | Show Sample Controller Skeleton on the Scene Builder!

```
@FXML // fx:id="theTitle"  
    private Label theTitle;
```

# Registration of Event Handlers

- ▶ In FXML, you may set a event handler through attributes
  - ▶ `onAction`, `onKeyTyped`, `onMouseClicked`, ... hundreds more ...
- ▶ The value should be the `#name` of a method in the controller class
  - ▶ With the right signature for the event type

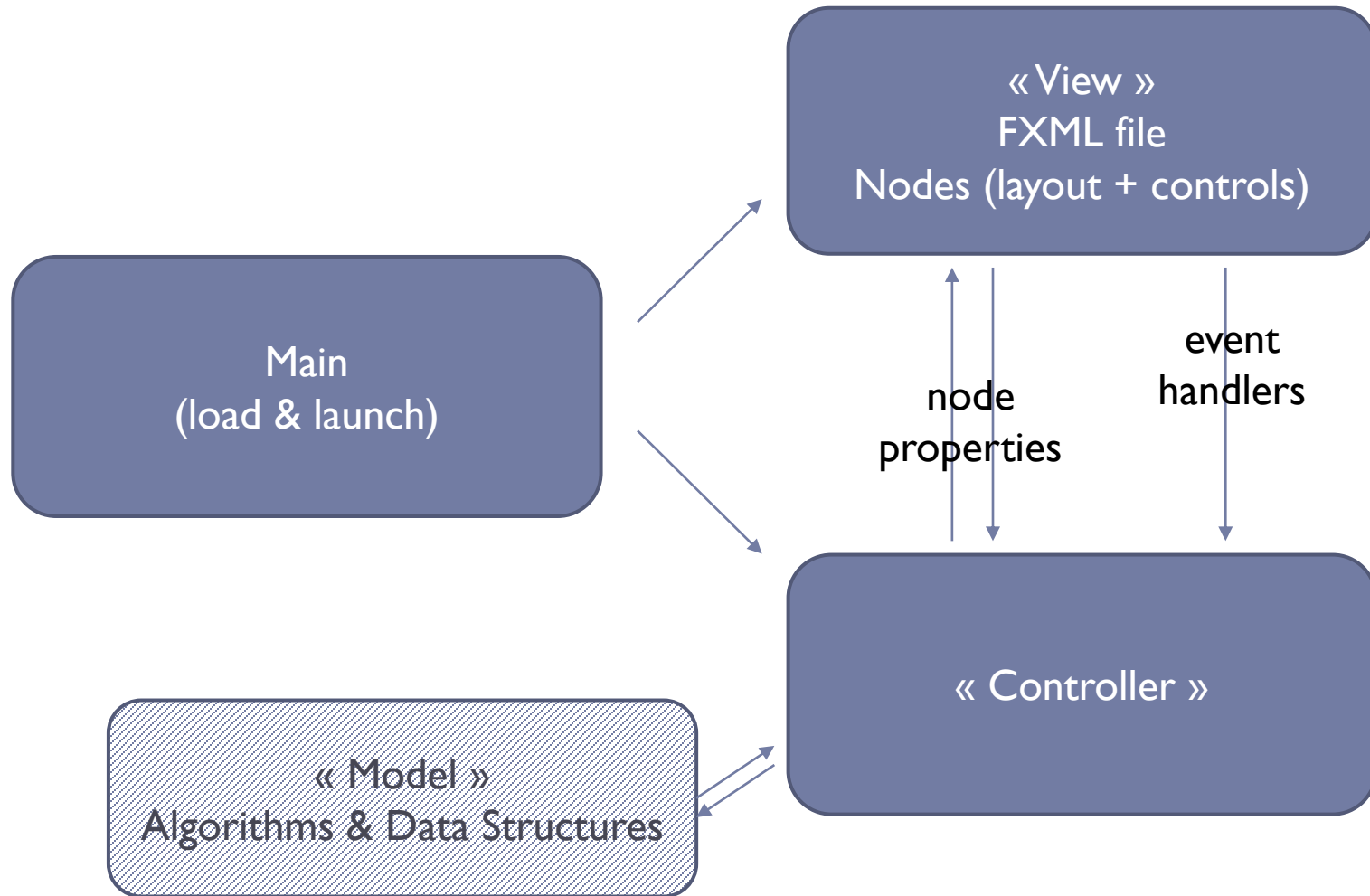


```
<Button fx:id="cercaBtn"  
onAction="#doCercaParola"  
text="Cerca" />
```

```
@FXML  
void doCercaParola (  
ActionEvent event ) {
```






# Minimal program structure

---



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