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Titolo	Learn JavaFX 8 : Building User Experience and Interfaces with Java 8 / / by Kishori Sharan
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Descrizione fisica	1 online resource (1210 p.)
Collana	Expert's Voice in Java
Disciplina	004 005.437 4019
Soggetti	Java (Computer program language) Software engineering User interfaces (Computer systems) Java Software Engineering/Programming and Operating Systems User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Contents at a Glance; Introduction; Chapter 1: Getting Started; What Is JavaFX?; History of JavaFX; System Requirements; JavaFX Runtime Library; JavaFX Source Code; Your First JavaFX Application; Creating the HelloJavaFX Class; Overriding the start() Method; Showing the Stage; Launching the Application; Adding the main() Method; Adding a Scene to the Stage; Improving the HelloFX Application; Using the NetBeans IDE; Creating a New JavaFX Project; Opening an Existing JavaFX Project; Running a JavaFX Project from the NetBeans IDE; Passing Parameters to a JavaFX Application; Case 1; Case 2 Case 3Case 4; Launching a JavaFX Application; The Life Cycle of a JavaFX Application; Terminatin g a JavaFX Application; Summary; Chapter 2: Properties and Bindings; What Is a Property?; What Is a Binding?; Understanding Bindings Support in JavaBeans; Understanding Properties in JavaFX; Using Properties in JavaFX Beans; Lazily Instantiating Property Objects; Understanding the Property Class

Hierarchy; Handling Property Invalidation Events; Handling Property Change Events; Avoiding Memory Leaks in Listeners; Handling Invalidation and Change Events; Using Bindings in JavaFX Unidirectional and Bidirectional Bindings Understanding the Binding API; The High-Level Binding API; Using the Fluent API; The Binding Interface; The NumberBinding Interface; The ObservableNumberValue Interface; The ObservableIntegerValue Interface; The NumberExpression Interface; The StringBinding Class; The ObjectExpression and ObjectBinding Classes; The BooleanExpression and BooleanBinding Classes; Using Ternary Operation in Expressions; Using the Bindings Utility Class; Combining the Fluent API and the Bindings Class; Using the Low-Level Binding API; Using Bindings to Center a Circle Summary Chapter 3: Observable Collections; What Are Observable Collections?; Understanding ObservableList; Creating an ObservableList; Observing an ObservableList for Invalidation; Observing an ObservableList for Changes; Understanding the ListChangeListener.Change Class; Observing an ObservableList for Updates; A Complete Example of Observing an ObservableList for Changes; Understanding ObservableSet; Creating an ObservableSet; Observing an ObservableSet for Invalidation; Observing an ObservableSet for Changes; Understanding ObservableMap; Creating an ObservableMap Observing an ObservableMap for Invalidation Observing an ObservableMap for Changes; Properties and Bindings for JavaFX Collections; Understanding ObservableList Property and Binding; Observing a ListProperty for Changes; Binding the size and empty Properties of a ListProperty; Binding to Elements of a List; Understanding ObservableSet Property and Binding; Understanding ObservableMap Property and Binding; Summary; Chapter 4: Managing Stages; Knowing the Details of Your Screens; What Is a Stage?; Showing the Primary Stage; Setting the Bounds of a Stage; Initializing the Style of a Stage Moving an Undecorated Stage

Sommario/riassunto

Learn JavaFX 8 shows you how to start developing rich-client desktop applications using your Java skills and provides comprehensive coverage of JavaFX 8's features. Each chapter starts with an introduction to the topic at hand, followed by a step-by-step discussion of the topic with small snippets of code. The book contains numerous figures aiding readers in visualizing the GUI that is built at every step in the discussion. The book starts with an introduction to JavaFX and its history. It lists the system requirements and the steps to start developing JavaFX applications. It shows you how to create a Hello World application in JavaFX, explaining every line of code in the process. Later in the book, author Kishori Sharan discusses advanced topics such as 2D and 3D graphics, charts, FXML, advanced controls, and printing. Some of the advanced controls such as TableView, TreeTableView and WebView are covered at length in separate chapters. This book provides complete and comprehensive coverage of JavaFX 8 features; uses an incremental approach to teach JavaFX, assuming no prior GUI knowledge; includes code snippets, complete programs, and pictures; covers MVC patterns using JavaFX; and covers advanced topics such as FXML, effects, transformations, charts, images, canvas, audio and video, DnD, and more. So, after reading and using this book, you'll come away with a comprehensive introduction to the JavaFX APIs as found in the new Java 8 platform.
