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Autore	Heckler Mark
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents at a Glance; Introduction; Chapter 1: Getting Started; Installing Required Software; Installing the Java 8 Development Kit; Setting Environment Variables; Installing the NetBeans IDE; Creating a JavaFX Hello World Application; Using the Netbeans IDE; Using the Command-Line Prompt; Walking Through the Code; JavaFX Scene Graph; JavaFX Node; Packaging a JavaFX Application; Summary; Chapter 2: JavaFX Fundamentals; JavaFX Lines; Drawing Lines; Drawing Shapes; Drawing Complex Shapes; A Complex Shape Example; The Cubic Curve; The Ice Cream Cone; The Smile; The Donut; Painting Colors An Example of ColorGradient Color; Radial Gradient; Semitransparent Gradients; Reflective Cycle Gradients; Drawing Text; Changing Text Fonts; Applying Text Effects; Summary; Chapter 3: Lambdas and Properties; Lambda; Lambda Expressions; Syntax; Variable Capture; Functional Interfaces; Functional vs. Imperative Languages; Aggregate Operations; Default Methods; An Example Case: Cats Large and Small; Code for the Example; Explanation of the Code; Properties and Binding; UI Patterns; Properties; Types of JavaFX Properties; Read/Writable

Properties; Read-Only Properties; JavaFX JavaBean
Property Change SupportBinding; Bidirectional Binding; High-level Binding; Low-Level Binding; A Logon Dialog Example; Login Dialog Source Code; Explanation of the Code; Summary; Chapter 4: Layouts and UI Controls; Layouts; HBox; VBox; FlowPane; BorderPane; GridPane; UI Controls; Menus; Creating Menus and Menu Items; Invoking a Selected MenuItem; Example: Working with Menus; Additional Ways to Select Menus and Menu Items; Key Mnemonics; Key Combinations; Context Menus; The ObservableList Collection Class; Working with ListView; Working with TableView; Generating a Background Process; Summary
Chapter 5: Graphics with JavaFXWorking with Images; Loading Images; Viewing Images; A Photo Viewer Example; Photo Viewer Features; Photo Viewer User Instructions; Photo Viewer Code Listing; Walking Through the Code; Current Photo View Area: ImageView; Drag and Drop: OnDragOver and OnDragDropped; The OnDragOver Event; The OnDragDropped Event; The Custom Button Panel; Animation; What are Key Values?; What are Key Frames?; What is a Timeline?; A News Ticker Example; Adding a Fade in/out Transition to Photos; Adding a Fade in/out Transition to the Button Panel; Creating a News Ticker Control SummaryChapter 6: Custom UIs; Theming; Applying JavaFX CSS Themes; Using the setUserAgentStylesheet(String URL) Method; Using Scene's getStylesheets().add(String URL) Method; An Example of Switching Themes; The Look N Feel Chooser Example Application Code; How It Works; JavaFX CSS; What Are Selectors ?; CSS id Type Selectors; CSS class Type Selectors; Selector Patterns; Common Selector Patterns; Pseudo-Class Selectors; A Selector Styling Example; How It Works; How to Define -fx- Based Styling Properties (Rules); Styling a Node with a Selector Style Definition Block
Styling a Node by Inlining JavaFX CSS Styling Properties

Sommario/riassunto

JavaFX 8: Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the JavaFX 8 platform. The book is a new and much improved edition of JavaFX 2.0: Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple interface. From there, you'll move in progressive steps through the process of developing applications using JavaFX's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code examples Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams Covers gesture devices, 3D display, embedded systems, and other advanced topics.
