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   Descrizione fisica   1 online resource (436 p.)

   Collana   For Dummies

   Disciplina   005.13/3

   Soggetti   Java (Computer program language)
                   Graphical user interfaces (Computer systems)

   Lingua di pubblicazione   Inglese

   Formato   Materiale a stampa

   Livello bibliografico   Monografia

   Note generali   Description based upon print version of record.

   Nota di contenuto   Title Page; Copyright Page; Table of Contents; Introduction; About This
                       Book; Foolish Assumptions; How This Book Is Organized; Part I: Getting
                       Started with JavaFX; Part II: JavaFX Controls; Part III: Enhancing Your
                       Scenic Design; Part IV: Making Your Programs Come Alive; Part V: The
                       Part of Tens; Icons Used in This Book; Beyond the Book; Where to Go
                       from Here; Part I: Getting Started with JavaFX; Chapter 1: Hello, JavaFX!;
                       What Is JavaFX?; Perusing the Possibilities of JavaFX; Looking at a Simple
                       JavaFX Program; Downloading and Installing JavaFX; Downloading JDK
                       8; Installing JDK 8
                       Setting the path Developing the Click Me Program with Notepad;
                       Developing the Click Me Program with TextPad; Using an IDE to Create
                       the Click Me Program; Chapter 2: Looking Closer at JavaFX
                       Programming; Looking Again at the Click Me Program; Importing JavaFX
                       Packages; Extending the Application Class; Launching the Application;
                       Overriding the start Method; Creating a Button; Handling an Action
                       Event; Creating a Layout Pane; Making a Scene; Setting the Stage;
                       Examining the Click Counter Program; Chapter 3: Handling Events;
                       Examining Events; Handling Events
                       Implementing the EventHandler Interface Handling Events with Inner
                       Classes; Handling Events with Anonymous Inner Classes; Using Lambda
                       Expressions to Handle Events; Chapter 4: Setting the Stage and Scene
                       Layout; Examining the Stage Class; Examining the Scene Class;
                       Switching Scenes; Creating a Dialog Box; Creating a Confirmation Box;

Sommario/riassunto	Unleash the power of JavaFX for a wide range of devices JavaFX For Dummies gives you access to an innovative software platform that allows you to create and deliver rich Internet applications that can run across a wide variety of connected devices. This accessible book highlights the most important features of this powerful graphics platform, giving you the tools to understand it quickly and easily! No experience with JavaFX? No problem. JavaFX For Dummies has been written especially for newbies and it also serves as a great reference resource for more experienced Java developers.