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Altri autori (Persone)	VosJohan WeaverJames AndersonGail AndersonPaul BorgesBruno EppleAnton GaoWeiqi GilesJonathan PeredaJosé
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Nota di contenuto	1: Getting Started with Client Java -- 2: JavaFX Fundamentals -- 3: Properties and Bindings -- 4: JavaFX Controls Deep Dive -- 5: Mastering Visual and CSS Design -- 6: High Performance Graphics -- 7: Bridging Swing JavaFX Style -- 8: JavaFX 3D -- 9: JavaFX to Web and Cloud -- 10: Packaging Apps for the Desktop -- 11: Native Mobile Apps -- 12: JavaFX 11 on Raspberry Pi -- 13: Machine Learning and JavaFX -- 14: Java Science.
Sommario/riassunto	Build enhanced visual experiences and design and deploy modern, easy-to-maintain, client applications across a variety of platforms. This book will show you how these applications can take advantage of JavaFX's latest user interface components, 3D technology, and cloud services to create immersive visualizations and allow high-value data

manipulation. This book is a professional reference for building Java applications for desktop, mobile, and embedded in the Cloud age. It offers end-to-end coverage of the latest features in JavaFX 21 and 23. This third edition has been updated to include new features introduced in JavaFX 21 and 23, including NEW APIs: Map, FlatMap, and OrElse fluent bindings for ObservableValue, along with the new Subscription API. Additionally, it's updated to account for new bug fixes and overall improvements to existing functionality in Java. After reading this book, you will be equipped to upgrade legacy client applications, develop cross-platform applications in Java, and build enhanced desktop and mobile native clients. What You Will Learn Create modern client applications in Java using the latest JavaFX 17 and Java 17 LTS Build enterprise clients that will enable integration with existing cloud services Use advanced visualization and 3D features Deploy on desktop, mobile, and embedded devices.
