

Programming JavaFX

Level: medium

Length: 35 hours

Course Objective: introduction to JavaFX in order to build graphical user interface for Java application

What You Will Learn

- JavaFX architecture: how the programs are organized, the main components, their role, how they interact
- Alternatives to building graphical user interfaces for Java applications

Who Can Attend: Java programmers who want to construct desktop applications with a nice graphical user interface

Prerequisites

- Knowledge of Java programming language at least at medium level
- It helps the knowledge of Swing – the former framework to building GUIs in Java

Required Infrastructure: VGA projector, whiteboard, personal computer with Eclipse

Related Courses: Fundamentals of Java

Description

This course is addressed to Java programmers who want to build desktop Java applications with a nice graphical user interface by using JavaFX framework. JavaFX replaces the former solution – Swing.

The attendees will learn the architecture JavaFX imposes on the apps, the components, their role, how they communicate, integration with other technologies, mainly Swing and HTML5.



Contents

1. Introduction to JavaFX
2. Fundamentals of JavaFX
3. Lambda expressions, properties and bindings
4. Layouts and UI controls
5. Graphics and animation
6. UI personalization
7. JavaFX & HTML5
8. Event handling
9. Interoperability JavaFX - Swing