

JavaFX installation

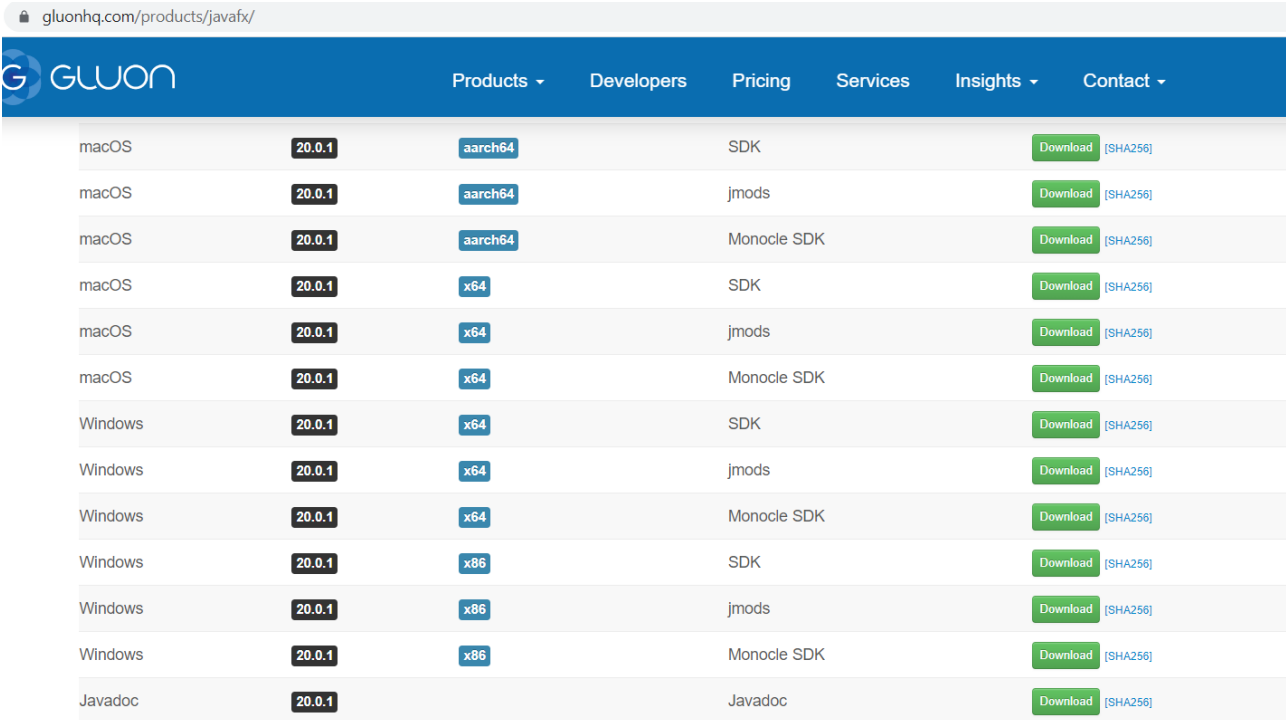


This tutorial will guide you on installing the library JavaFX:

Step 1: Download fx sdk

website:

<https://gluonhq.com/products/javafx/>



OS	Version	Architecture	Product	Action
macOS	20.0.1	aarch64	SDK	Download [SHA256]
macOS	20.0.1	aarch64	jmods	Download [SHA256]
macOS	20.0.1	aarch64	Monocle SDK	Download [SHA256]
macOS	20.0.1	x64	SDK	Download [SHA256]
macOS	20.0.1	x64	jmods	Download [SHA256]
macOS	20.0.1	x64	Monocle SDK	Download [SHA256]
Windows	20.0.1	x64	SDK	Download [SHA256]
Windows	20.0.1	x64	jmods	Download [SHA256]
Windows	20.0.1	x64	Monocle SDK	Download [SHA256]
Windows	20.0.1	x86	SDK	Download [SHA256]
Windows	20.0.1	x86	jmods	Download [SHA256]
Windows	20.0.1	x86	Monocle SDK	Download [SHA256]
Javadoc	20.0.1		Javadoc	Download [SHA256]

Step 2: Extract the zip file into a repository of your choice.

> This PC > Windows (C:) > Program Files > eclipse

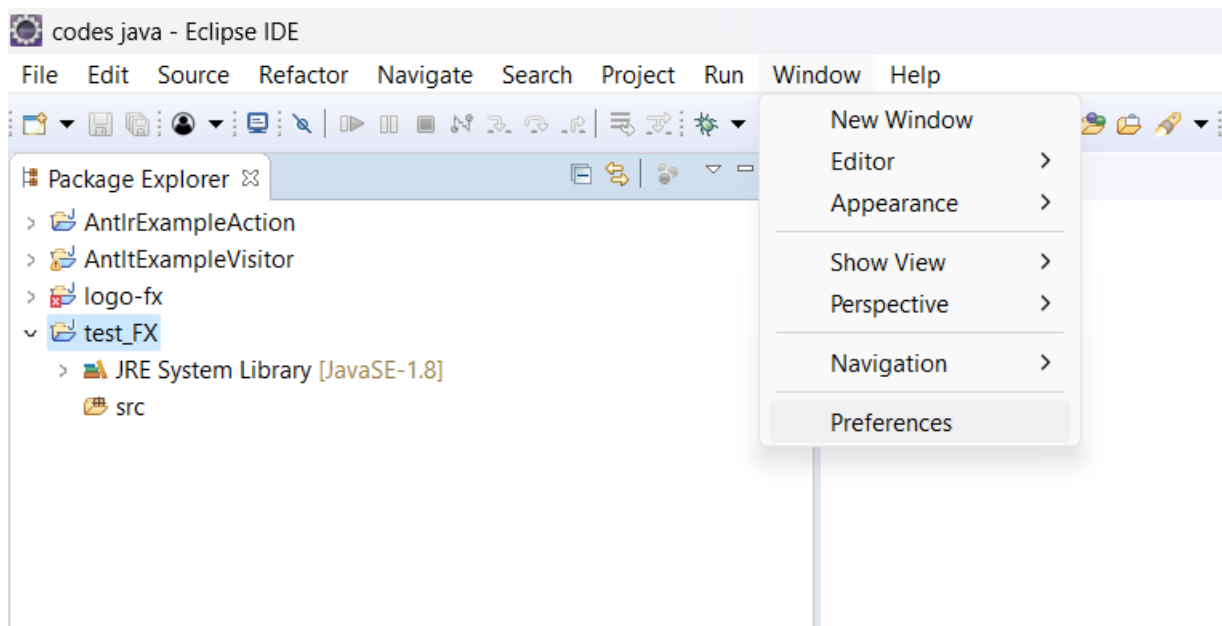
Name	Date modified	Type	Size
configuration	20/06/2018 08:13	File folder	
dropins	20/06/2018 08:13	File folder	
features	20/06/2018 08:13	File folder	
javafx-sdk-20.0.1	08/06/2023 16:37	File folder	
p2	20/06/2018 08:12	File folder	
plugins	20/06/2018 08:13	File folder	
readme	20/06/2018 08:13	File folder	
.eclipseproduct	15/05/2018 10:07	ECLIPSEPRODUCT ...	1 KB
artifacts.xml	20/06/2018 08:13	XML File	286 KB
eclipse.exe	20/06/2018 08:15	Application	415 KB
eclipse.ini	20/06/2018 08:13	Configuration setti...	1 KB
eclipsec.exe	20/06/2018 08:15	Application	127 KB

The content of the file after extracting is as follows:

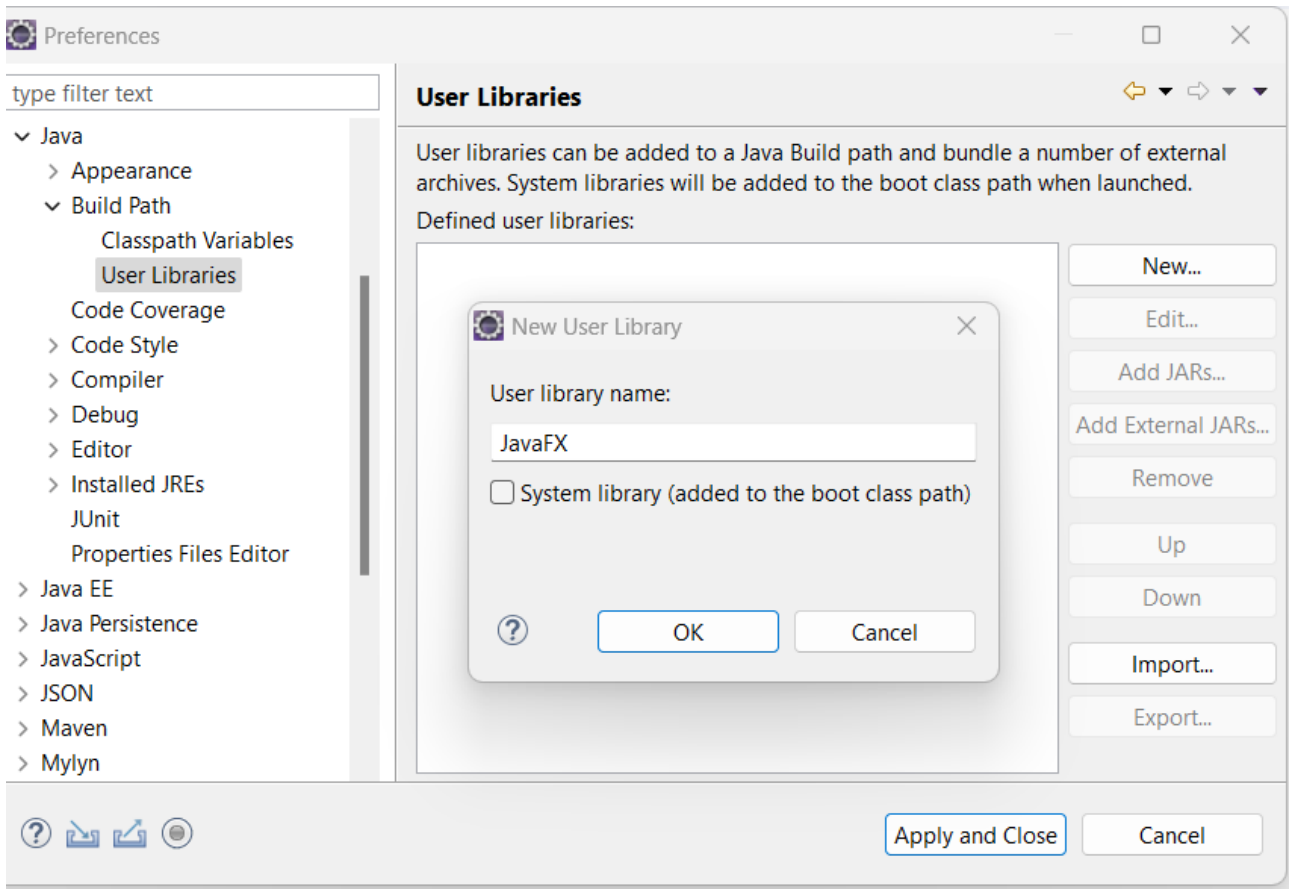
> This PC > Windows (C:) > Program Files > eclipse > javafx-sdk-20.0.1

Name	Date modified	Type	Size
bin	08/06/2023 16:37	File folder	
legal	08/06/2023 16:37	File folder	
lib	08/06/2023 16:37	File folder	
src.zip	08/06/2023 16:37	Compressed (zipp...	

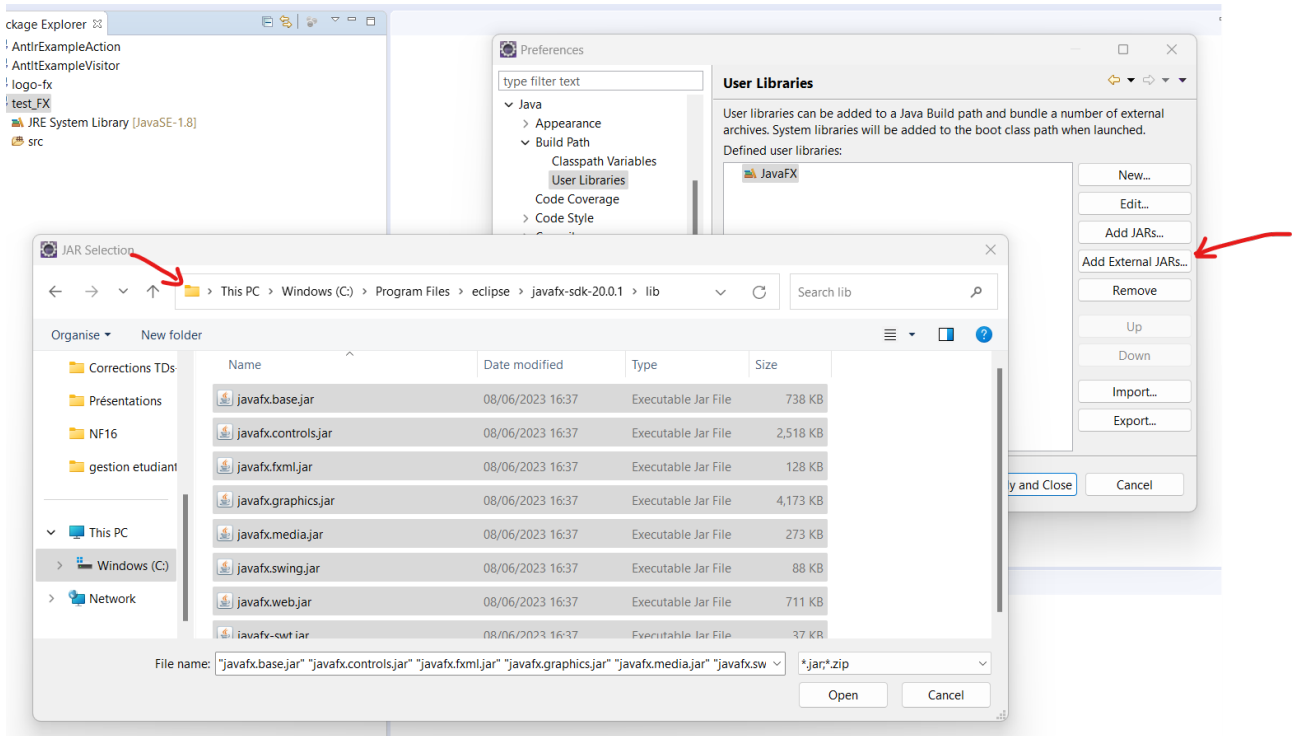
Now to test FX we need to create a project and configure it.
Go to windows /
preferences:



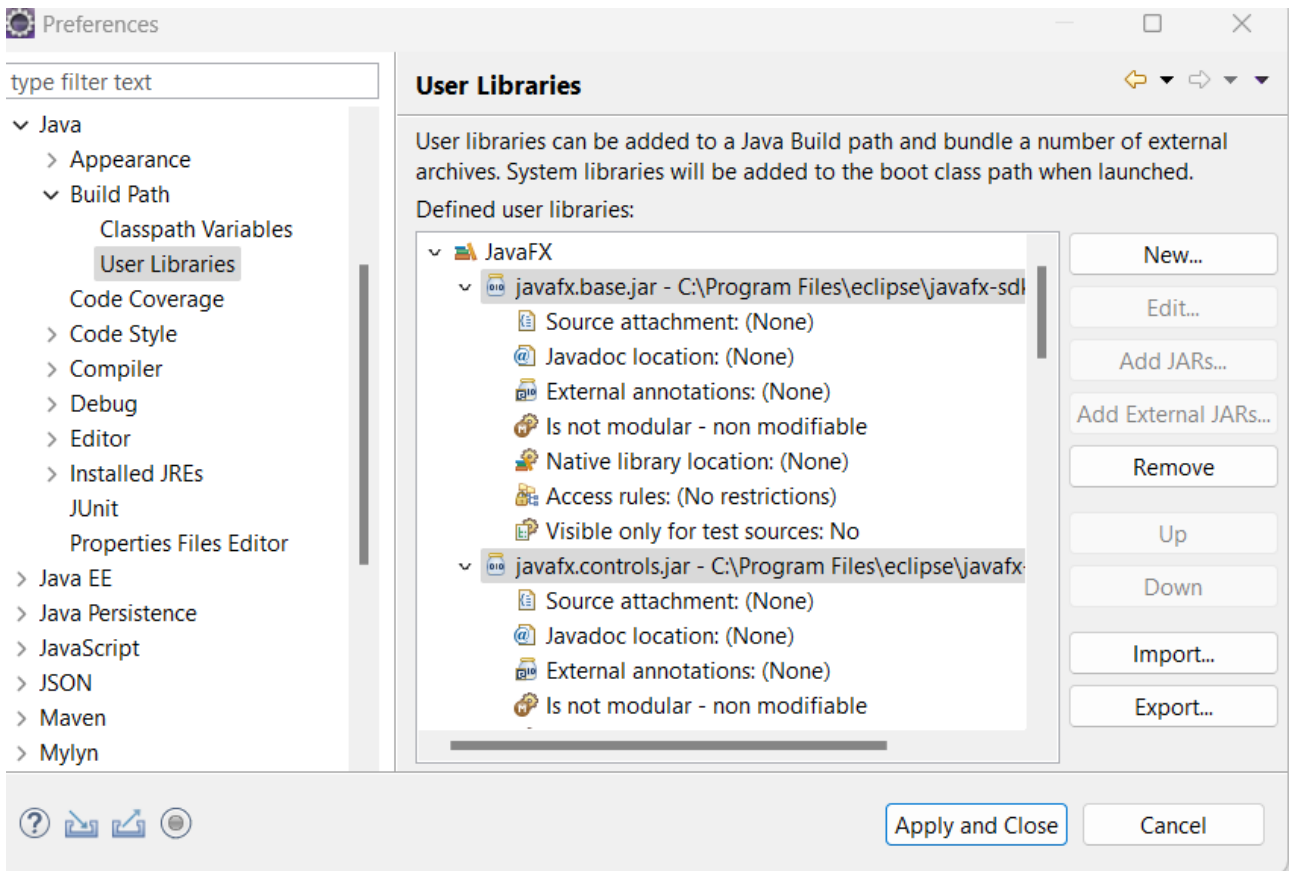
Create a new librairie in java/build path / User libraries. We will name it JavaFX



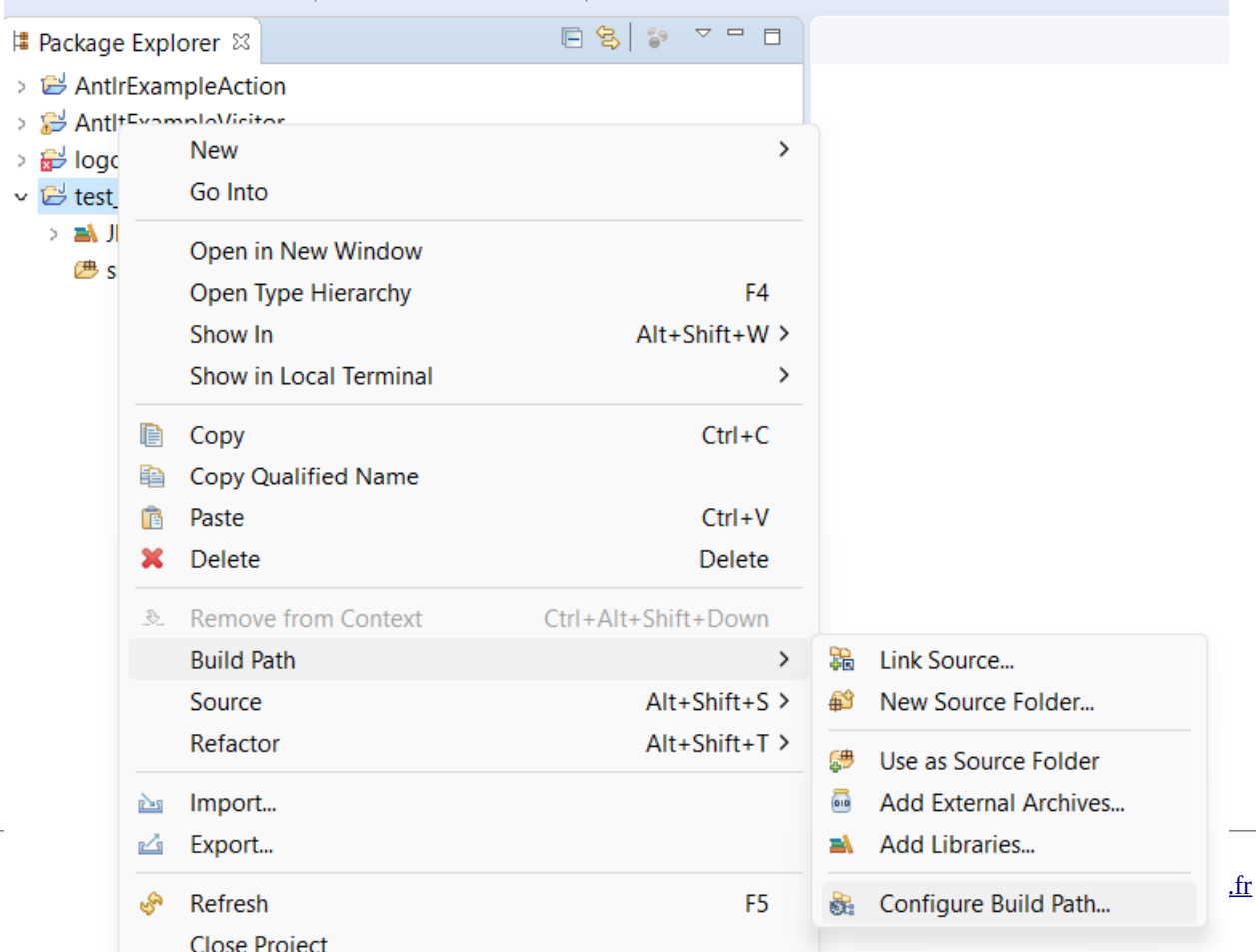
We will also add JARs files to this library. The JARs will be the ones that we extracted previously:



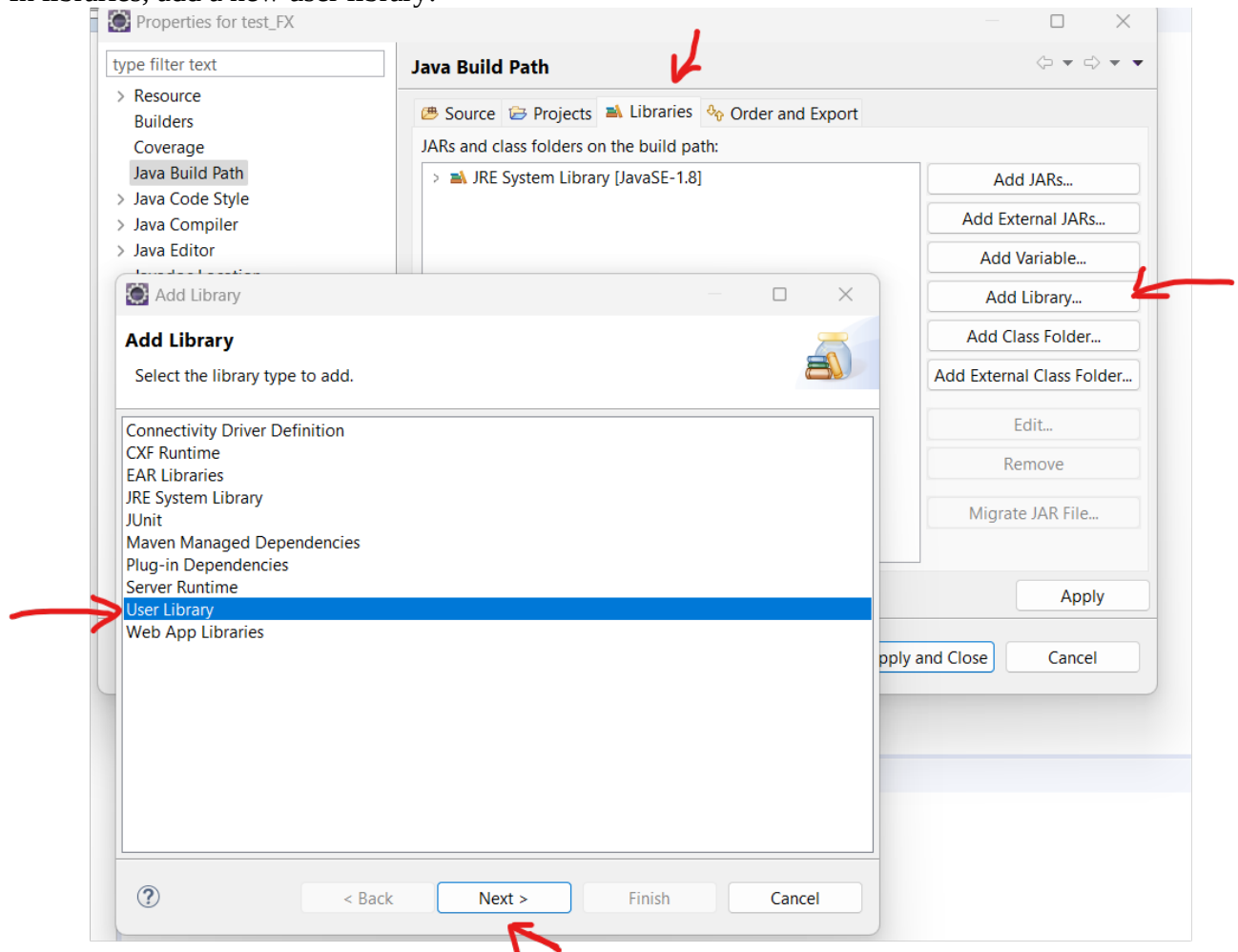
The library will look like this. Apply and close.



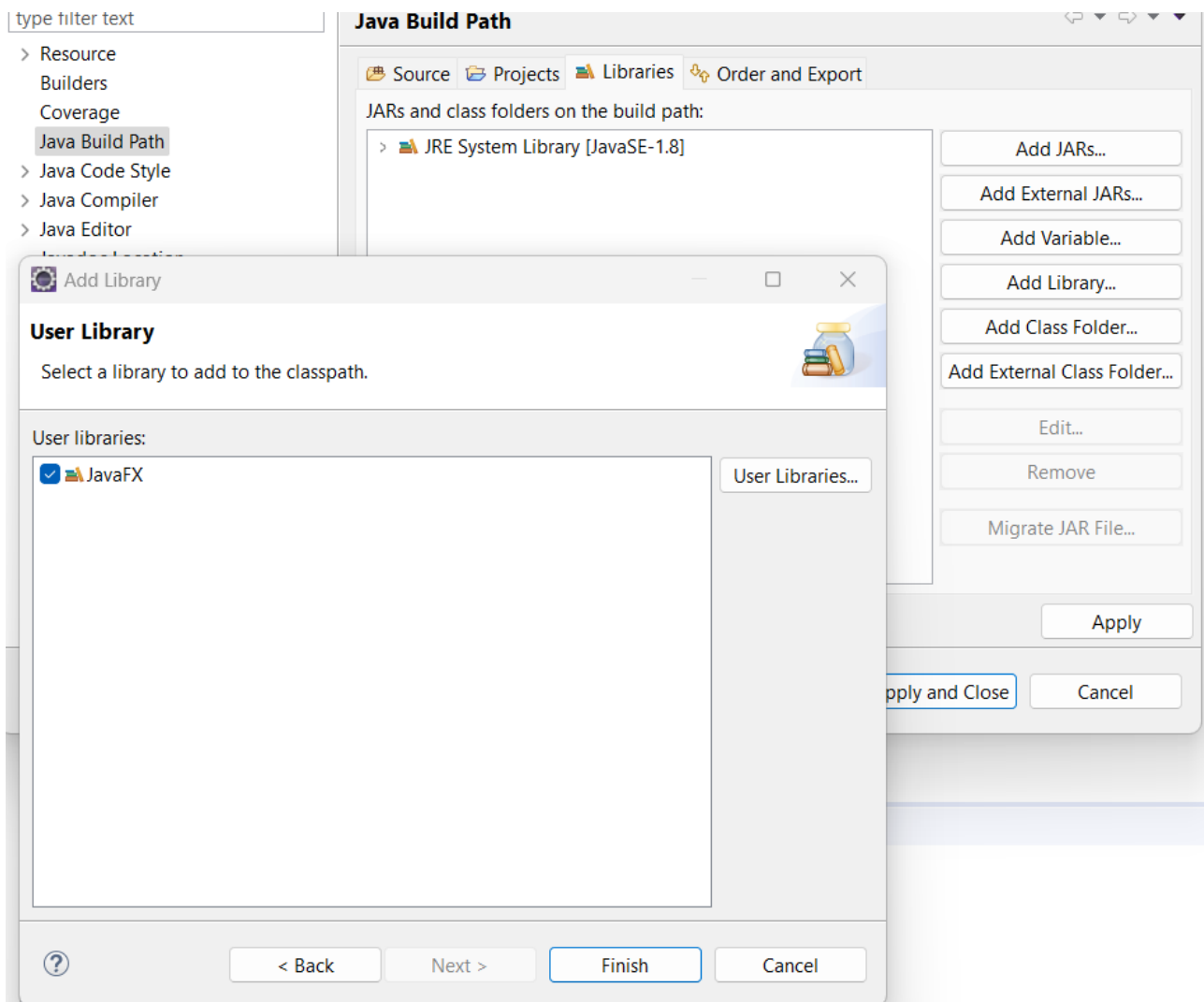
Next step is to link our created project to the FX library we just created:



In libraries, add a new user library:



Select the java library we just created:



Create a java interface using javaFX:

Copy paste the following code into a class you will call bouton_interface in your project:

code:

```

package test_FX;

import javafx.application.Application;
import javafx.event.ActionEvent;
import javafx.event.EventHandler;
import javafx.stage.Stage;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.layout.StackPane;

```



```
public class bouton_interface extends Application implements EventHandler<ActionEvent>
{
    Button bouton;

    public static void main(String args[]){
        Launch(args);
    }

    @Override
    public void start(Stage primaryStage) throws Exception {
        StackPane layout = new StackPane();

        Scene scene = new Scene(layout, 300, 300);

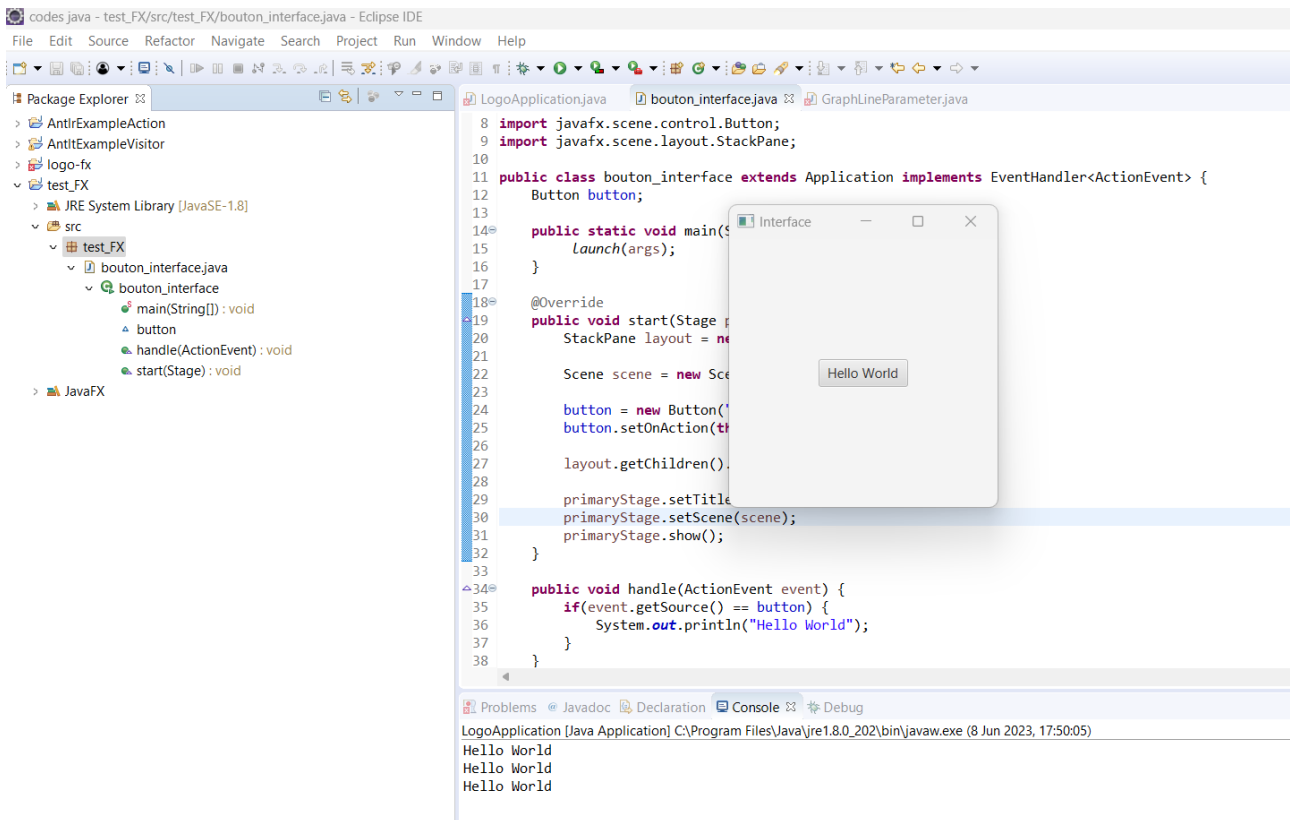
        bouton = new Button("Hello World");
        bouton.setOnAction(this);

        layout.getChildren().addAll(bouton);

        primaryStage.setTitle("Interface");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

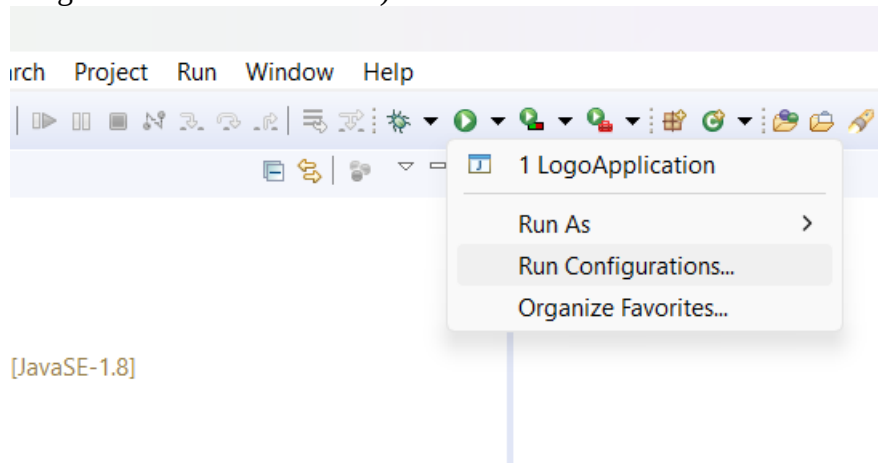
    public void handle(ActionEvent event) {
        if(event.getSource() == bouton) {
            System.out.println("Hello World");
        }
    }
}
```

Running this code will look like this:



In case of error:

If your code does not compile you should add your VM arguments. To do so, first go run configuration (triangle next to the run button):



In arguments, fill the VM arguments with the path to your javaFX library (the lib folder). In our case is:

```
--module-path C:\Program Files\eclipse\javafx-sdk-20.0.1\lib --add-modules=javafx.controls,javafx.fxml
```

TODO:

Now you have two tasks:

- 1- Fix the errors of the previous grammar.
- 2- create a grammar for LOGO.
- 3- Use the code provided to display the grammar.