

## JavaFX installation



This tutorial will guide you on installing the library JavaFX:

### Step 1: Download fx sdk

### website: https://gluonhq.com/products/javafx/

gluonhq.com/products/javafx/

GLUON	Products <del>-</del>	Developers	Pricing	Services	Insights -	Contact <del>-</del>
macOS 20.0.1	aarch64		SDK		Down	load [SHA256]
macOS 20.0.1	aarch64		jmods		Down	nload [SHA256]
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Windows 20.0.1	x86		SDK		Down	Iload [SHA256]
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Windows 20.0.1	x86		Monocle SDF	<	Down	Iload [SHA256]
Javadoc 20.0.1			Javadoc		Down	Iload [SHA256]

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



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

Name	Date modified	Туре	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	
<b>p</b> 2	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:

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> 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				

setitra@utc.fr



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



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O Preferences		– 🗆 X
type filter text	User Libraries	← ▼ ⇒ ▼ ▼
<ul> <li>Java</li> <li>Appearance</li> <li>Build Path</li> <li>Classpath Variables</li> </ul>	User libraries can be added to a Java Build path and bundle a archives. System libraries will be added to the boot class path Defined user libraries:	number of external when launched.
Code Coverage Code Style Compiler	New User Library X	Edit Add JARs
<ul> <li>&gt; Debug</li> <li>&gt; Editor</li> <li>&gt; Installed JREs</li> </ul>	User library name: JavaFX System library (added to the boot class path)	Add External JARs Remove
JUnit Properties Files Editor > Java EE > Java Persistence > JavaScript	OK Cancel	Up Down
> JSON > Maven > Mylyn		Export
? 🖻 🗹 🔘	Apply and Clos	se Cancel

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



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hill Example Visitor bgo-fx sst_FX A JRE System Library [JavaSE-1.8] § src		type filter text		lear Librariae			
		<ul> <li>Java</li> <li>&gt; Appearance</li> <li>&gt; Build Path</li> </ul>	<ul> <li>✓ Java</li> <li>&gt; Appearance</li> <li>✓ Build Path</li> <li>Classpath Variables</li> </ul>		User Libraries User libraries can be added to a Java Build path and bundle a archives. System libraries will be added to the boot class patl Defined user libraries:		
		User Libraries Code Coverage > Code Style		🛋 JavaFX	New		
					Edit		
IAR Selection					×	Add JARs	
JAR Selection					~	Add External JARs	
$\leftrightarrow \rightarrow \checkmark \uparrow$	> This PC > Windows (C:) > Program	n Files > eclipse > javafx-sdk-20	.0.1 > lib ~	C Search lib	م	Remove	
Organise - New folde	er				≣ - □ ()	Up	
Corrections TDs-	Name	Date modified	Туре	Size		Down	
Présentations	🔬 javafx.base.jar	08/06/2023 16:37	Executable Jar File	е 738 KB		Import	
늘 NF16	실 javafx.controls.jar	08/06/2023 16:37	Executable Jar File	2,518 KB		Export	
gestion etudiant	실 javafx.fxml.jar	08/06/2023 16:37	Executable Jar File	e 128 KB			
	javafx.graphics.jar	08/06/2023 16:37	Executable Jar File	e 4,173 KB	y and o	Close Cancel	
🖌 💻 This PC	差 javafx.media.jar	08/06/2023 16:37	Executable Jar File	273 KB			
	差 javafx.swing.jar	08/06/2023 16:37	Executable Jar File	88 KB			
> 💾 Windows (C:)	👲 javafx.web.jar	08/06/2023 16:37	Executable Jar File	e 711 KB			
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Windows (C:)     The second seco	liavafx-swt iar	08/06/2023 16:37	Executable lar File	37 KR			

The library will look like this. Apply and close.

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### In libraries, add a new user library:

type filter text	Java Build Path	$( \downarrow \bullet \downarrow) \bullet \bullet$
> Resource Builders	🕮 Source 😂 Projects 🛋 Libraries 🔩 Order and Export	t
Coverage	JARs and class folders on the build path:	
Java Build Path	> 🛋 JRE System Library [JavaSE-1.8]	Add JARs
> Java Code Style > Java Compiler		Add External JARs
> Java Editor		Add Variable
Add Library	— 🗆 X	Add Library
Add Library	8	Add Class Folder
Select the library type to add.		Add External Class Folder
Connectivity Driver Definition		Edit
CXF Runtime		Remove
JRE System Library		Migrate JAR File
Maven Managed Dependencies		
Plug-in Dependencies Server Runtime		Annhu
User Library		Арріу
Web App Libraries		pply and Close Cancel

Select the java library we just created:



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Resource Builders	Bource 😂 Projects 🛋 Libraries 🗞	Order and Export					
Coverage	JARs and class folders on the build path:	JARs and class folders on the build path:					
Java Code Style	> A JRE System Library [JavaSE-1.8]	> 🛋 JRE System Library [JavaSE-1.8]					
Java Compiler			Add	External JARs			
Java Editor			A	dd Variable			
💭 Add Library				Add Library			
User Library		7	Ad	d Class Folder			
Select a library to add to t	he classpath.		Add Ex	ternal Class Folder			
User libraries:				Edit			
🛃 🛋 JavaFX		User Libraries		Remove			
			Mi	grate JAR File			
				Apply			
			pply and Close	Cancel			
			-				
?	< Back Next > Finish	Cancel					

Create a java interface using javaFX:

Copy paste the following code into a class you will call <u>bouton\_interface</u> 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 button;
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);
    button = new Button("Hello World");
    button.setOnAction(this);
    layout.getChildren().addAll(button);
    primaryStage.setTitle("Interface");
    primaryStage.setScene(scene);
    primaryStage.show();
}
public void handle(ActionEvent event) {
    if(event.getSource() == button) {
        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 --addmodules=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.