

## Installing JavaFX

- □ Two options:
  - Install java 8 (both JDK and JRE)
    Install e(fx)clipse 3.6.x from Eclipse marketplace
    This is the easiest option
    Install Java 11 and JavaFX11 and apply
    - appropriate steps in Eclipse!



#### Java 8

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#### \*optional: You may need to set restrictions:

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# Optional: Java 8: Install e(fx)clipse inside eclipse

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#### Java 11: Get JavaFX

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#### Long Term Support

JavaFX 11 is the first long term support release of JavaFX by Gluon. For commercial, long term support of JavaFX 11, please review our JavaFX Long Term Support options.

The JavaFX 11 runtime is available as a platform-specific SDK, as a number of jmods, and as a set of artifacts in maven central.

The OpenJFX page at openjfx.io is a great starting place to learn more about JavaFX 11.

The Release Notes for JavaFX 11 are available in the OpenJFX GitHub repository: Release Notes.

This software is licensed under GPL v2 + Classpath (see http://openjdk.java.net/legal/gplv2+ce.html).

Product	Public version	LTS version	Platform	Download
JavaFX Windows SDK	[11.0.2]	11.0.5 More info	Windows	Download [SHA256]
JavaFX Windows jmods	11.0.2	11.0.5 More info	Windows	Download [SHA256]



#### Create user library JavaFX

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#### Add javafx files to library





#### Project Build path

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### Run Configuration





#### Important: Add vm arguments

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#### Run First application (Java 8 and 11)

```
package test;
```

```
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.stage.Stage;
```

```
public class driver extends Application{
```

```
public void start(Stage primaryStage) {
    // Create a scene and place a button in the scene
    Button btOK = new Button("OK");
    Scene scene = new Scene(btOK, 200, 250);
    primaryStage.setTitle("MyJavaFX"); // Set the stage title
    primaryStage.setScene(scene); // Place the scene in the stage
    primaryStage.show(); // Display the stage
}
```

```
/**
* The main method is only needed for the IDE with limited
* JavaFX support. Not needed for running from the command line.
*/
public static void main(String[] args) {
Application.Launch(args);
}
```



#### Basic Structure of JavaFX

- Application
- Override the start(Stage) method
- Stage, Scene, and Nodes



