

Java SE 9, Part 7 of 14: Intro to Java FX

page 1

Meet the expert: Paulo Dichone graduated from Whitworth University with a B.S in Computer Science in 2009 and has worked building Android and iOS mobiles apps as well as web applications. Since 2014 he's been an online instructor teaching over 40,000 students from 170 countries in how to program Java and build Android Applications.

Prerequisites: This course is for beginners and programmers with experience alike.

Runtime: 02:00:15

Course description: Welcome to the Java 9 Master course. whether you've programmed before or never had programming experience, by the end of this series you'll be able to write sophisticated real world java applications. This course will introduce you to JavaFX. It will also cover controls as well as effects and transforming your controls to give your application more life. It will finish with the JavaFX Application lifecycle and how to use SceneBuilder

Course outline:

Intro To JavaFX

- Introduction
- Intro to JavaFX
- Create Scene Graph
- Labels and FlowPane
- Summary

Check Boxes

- Introduction
- Checkboxes App Fruits
- Checkboxes Event Listeners
- Summary

Effects And Transformation

- Introduction
- Rotate Button
- Blur
- Scale
- Reflection
- Summary

JavaFX App Lifecycle

- Introduction
- JavaFX App Life Cycle
- Download SceneBuilder - Mac
- Summary

Scene Builder

- Introduction
- Scene Builder - MVC
- Scene Builder - Add Material Design Library
- Summary