

Chapter 1

Ensemble

Search

HIGHLIGHTS

Price

Day

Candle Stick Chart

LANGUAGE

appLOGIN

Username: demo

Password: demo

Login

FXML Login Demo

You were born 01/01/1900

01/01/1900

String Binding

replacement on index 7

Add list listener

Remove list listener

Replace random integer

[1, 2, 3, 4, 5, 6, 7, 8, 9]

ObservableList

...

Ensemble

Search

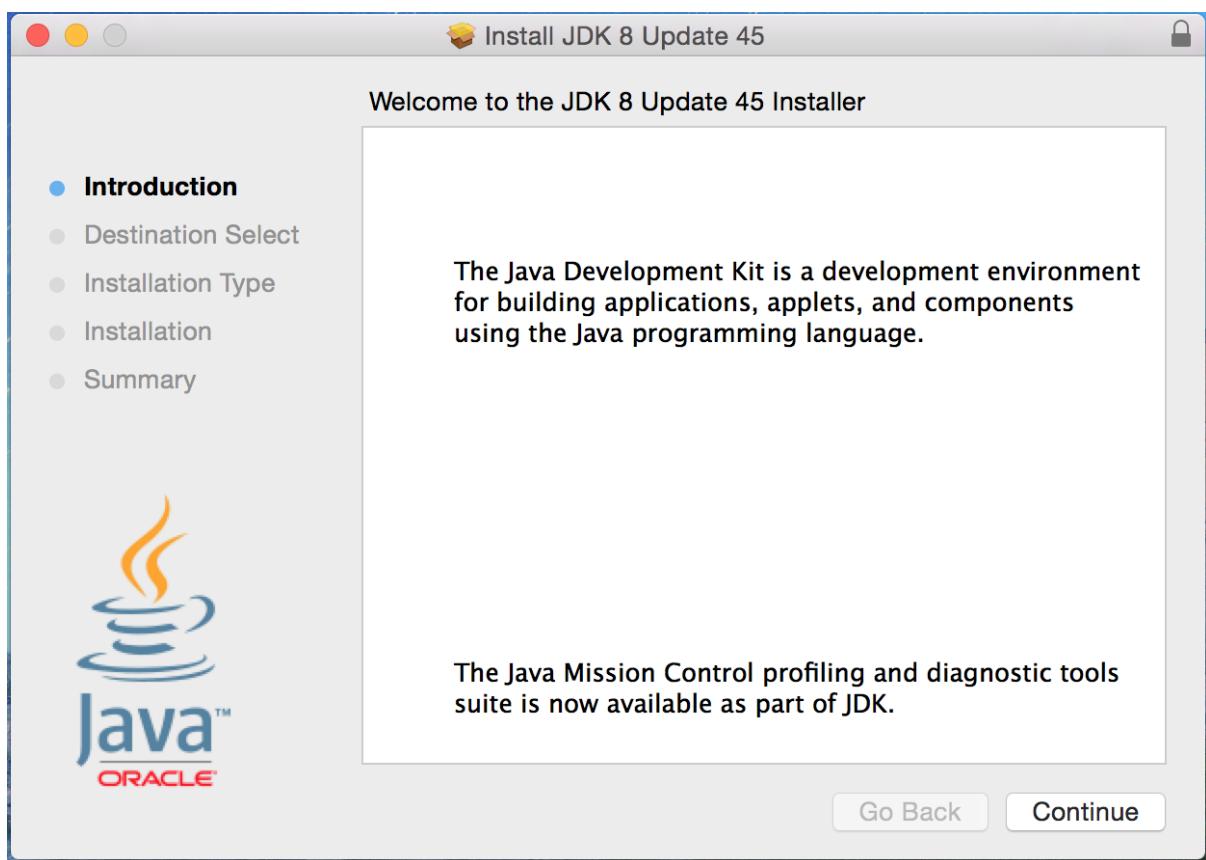
GRAPHICS 3D

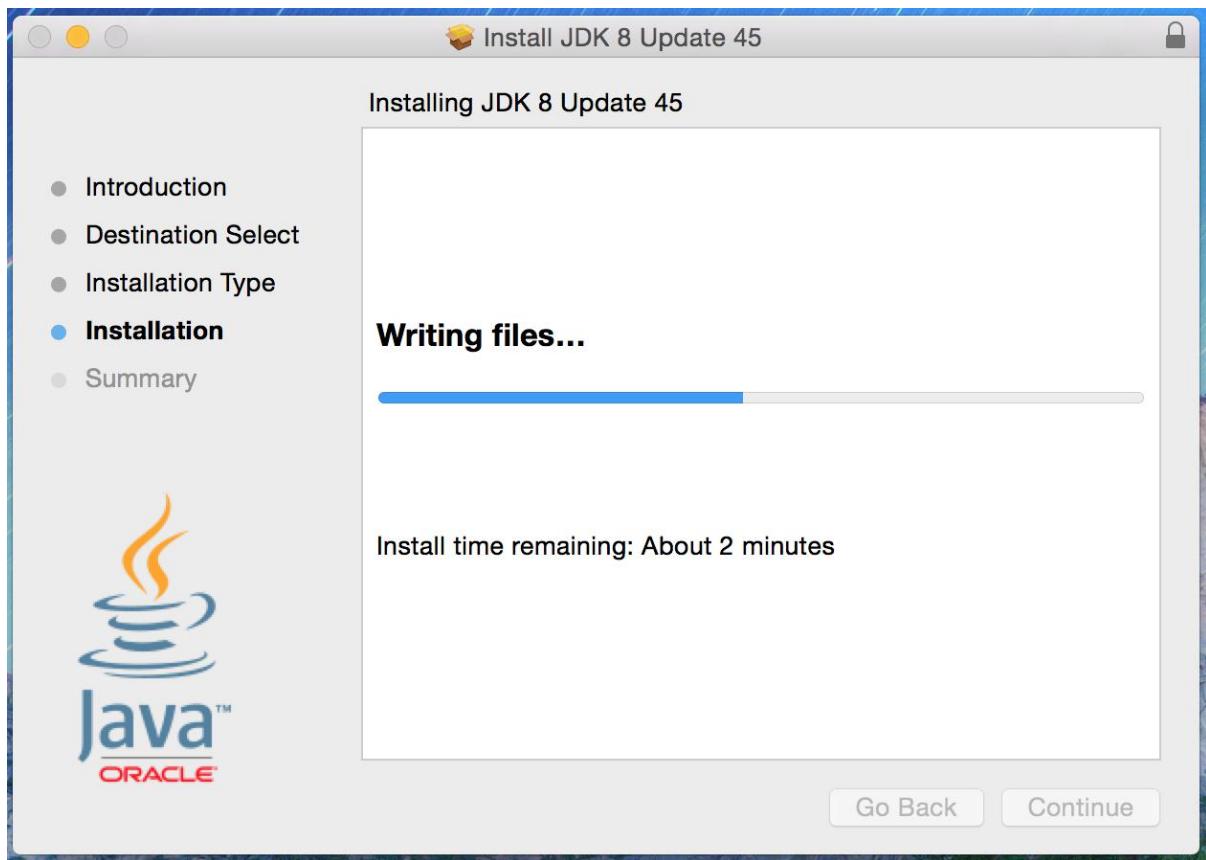
3D Box Xylophone 3D Sphere

3D Sphere System 3D Cubes

CHARTS

NetBeans IDE Download Bundles					
Supported technologies *	Java SE	Java EE	C/C++	HTML5 & PHP	All
NetBeans Platform SDK	•	•			•
Java SE	•	•			•
Java FX	•	•			•
Java EE		•			•
Java ME					—
HTML5		•		•	•
Java Card™ 3 Connected					—
C/C++			•		•
Groovy					•
PHP				•	•
Bundled servers					
GlassFish Server Open Source Edition 4.1		•			•
Apache Tomcat 8.0.15		•			•
Download Download Download Download Download					
Free, 105 MB Free, 222 MB Free, 72 MB Free, 72 MB Free, 243 MB					





Environment Variables

X

User variables for Mohamed Taman

Variable	Value
TEMP	%USERPROFILE%\AppData\Local\Temp
TMP	%USERPROFILE%\AppData\Local\Temp

New...

Edit...

Delete

System variables

Variable	Value
ComSpec	C:\Windows\system32\cmd.exe
FP_NO_HOST_C...	NO
JAVA_HOME	C:\Program Files\java\jdk1.8.0_45
NUMBER_OF_P...	1

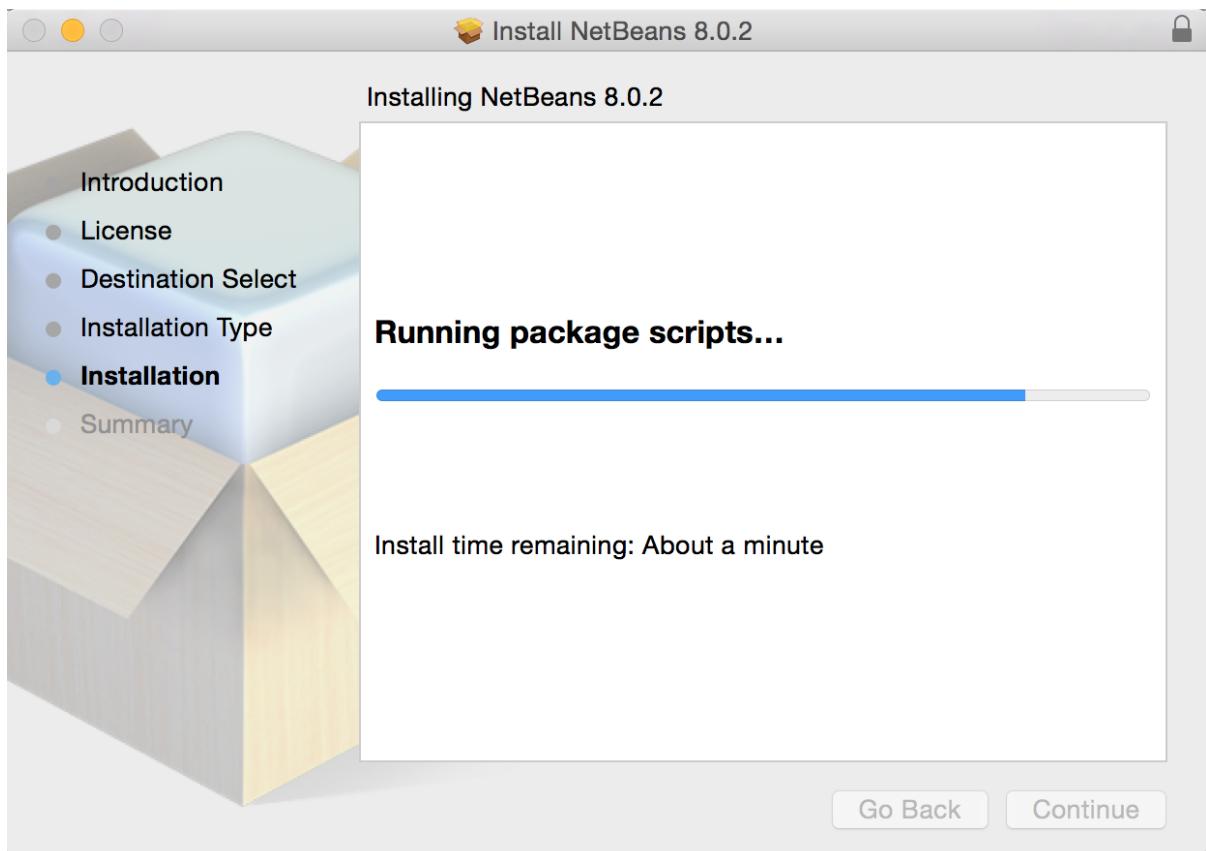
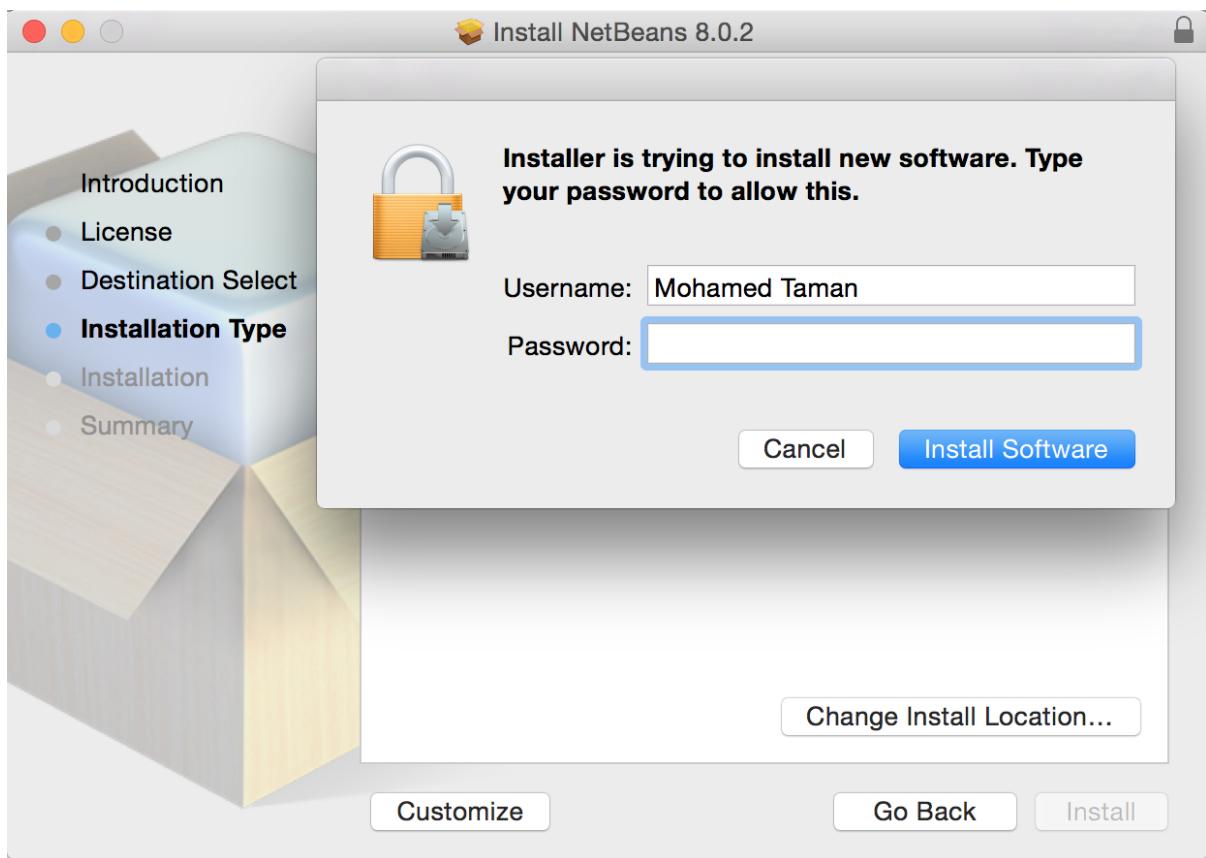
New...

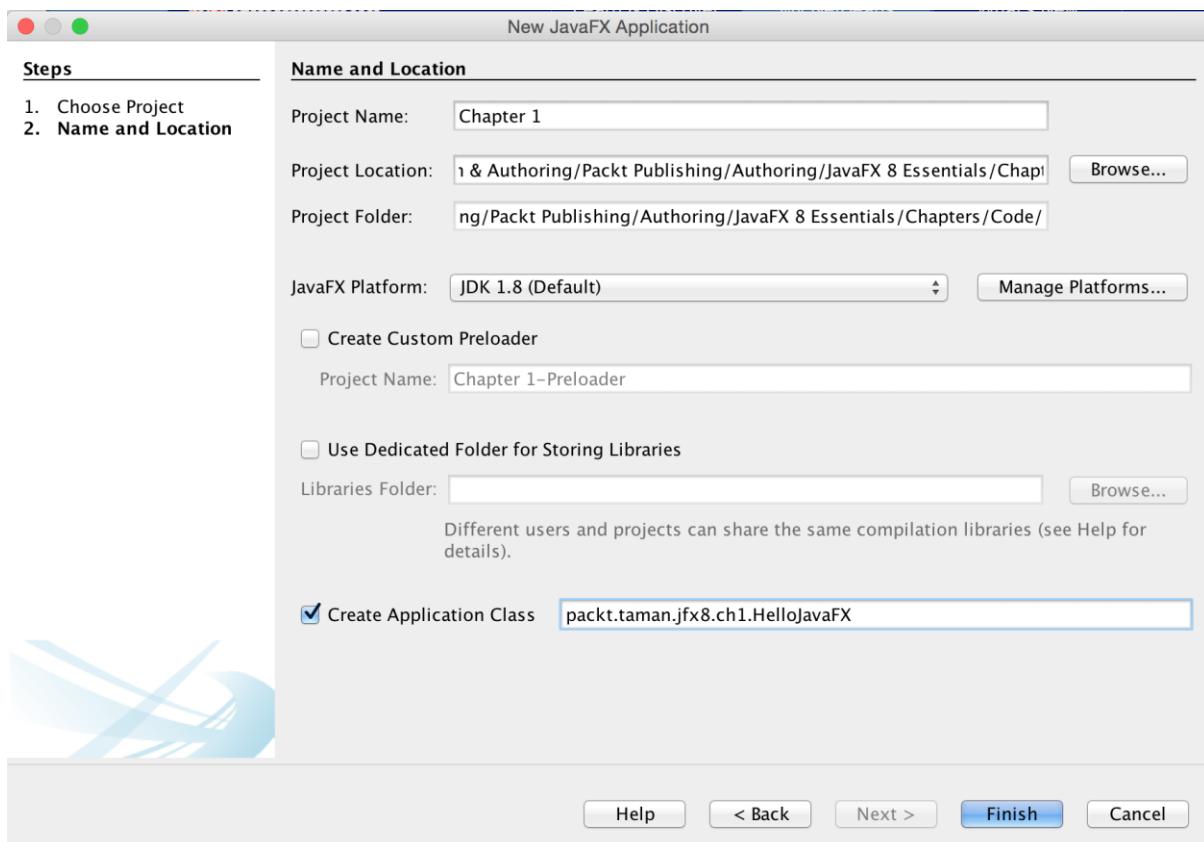
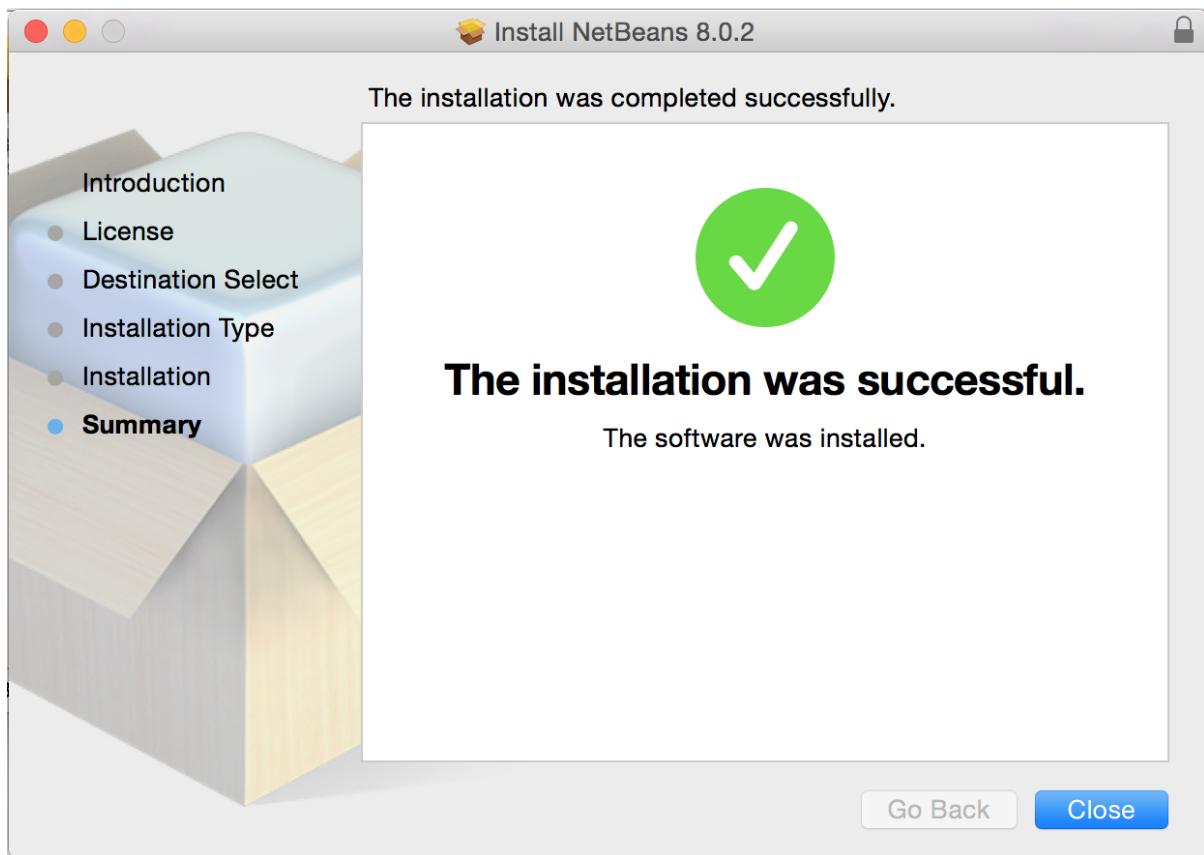
Edit...

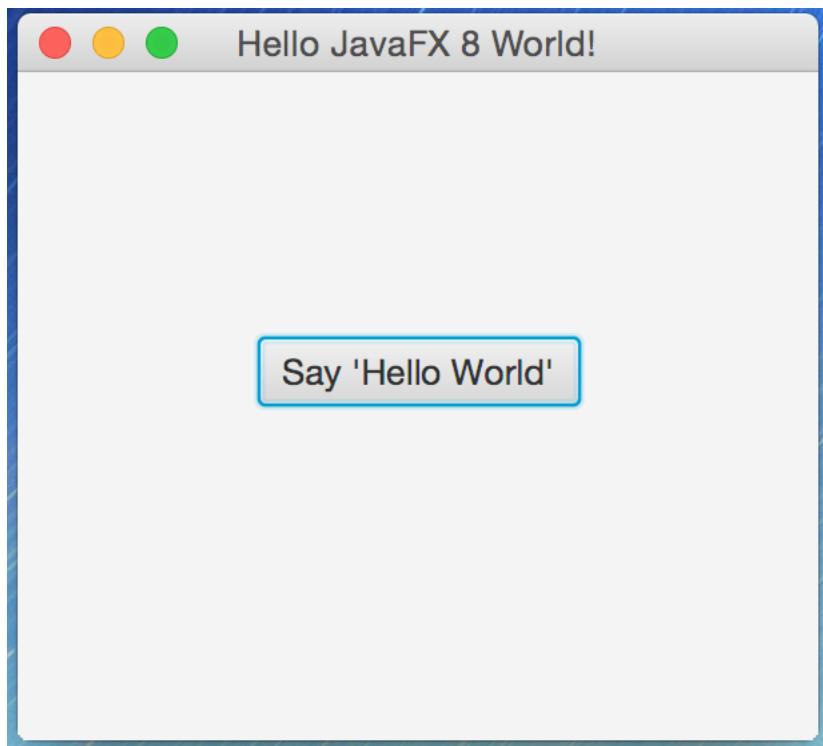
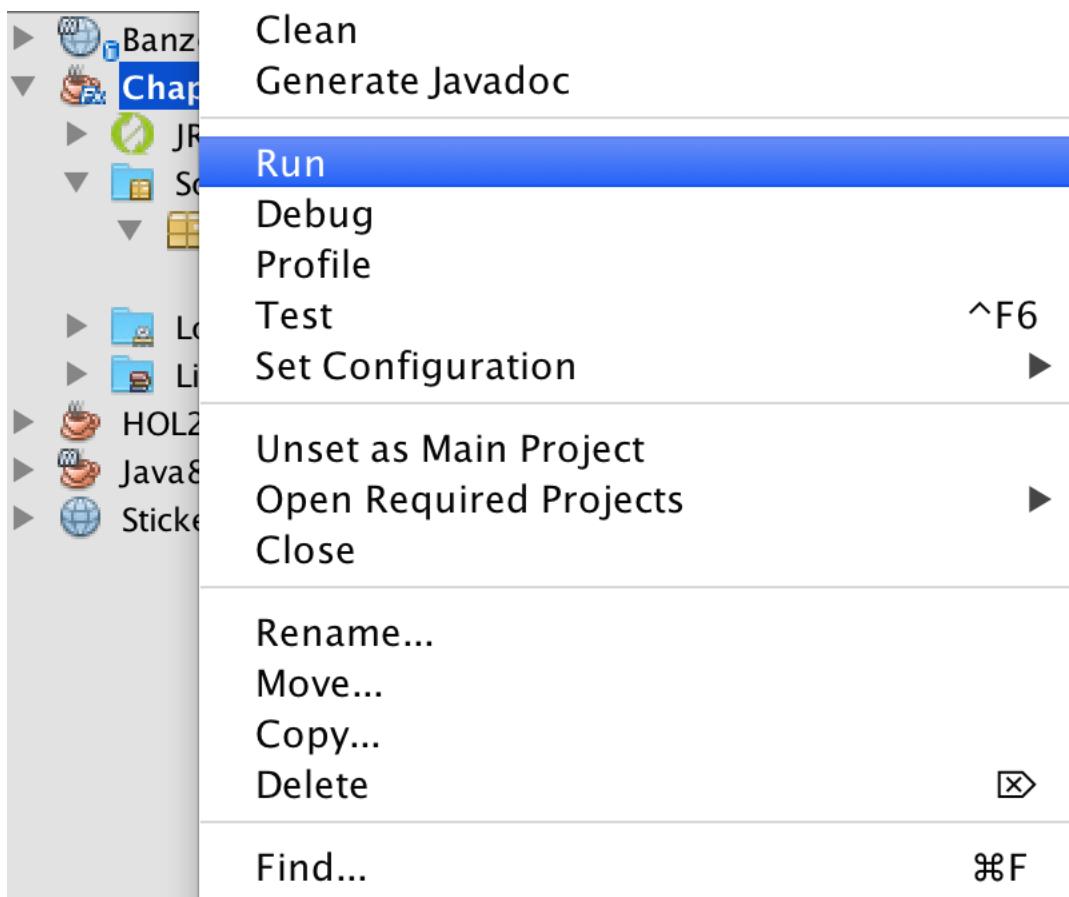
Delete

OK

Cancel

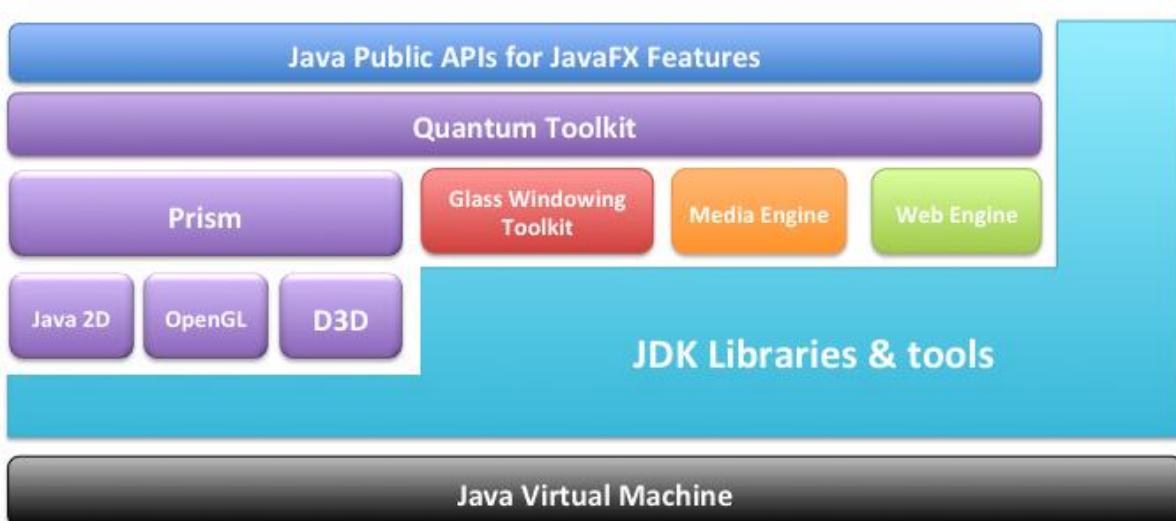


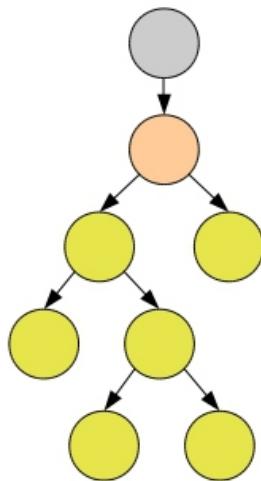
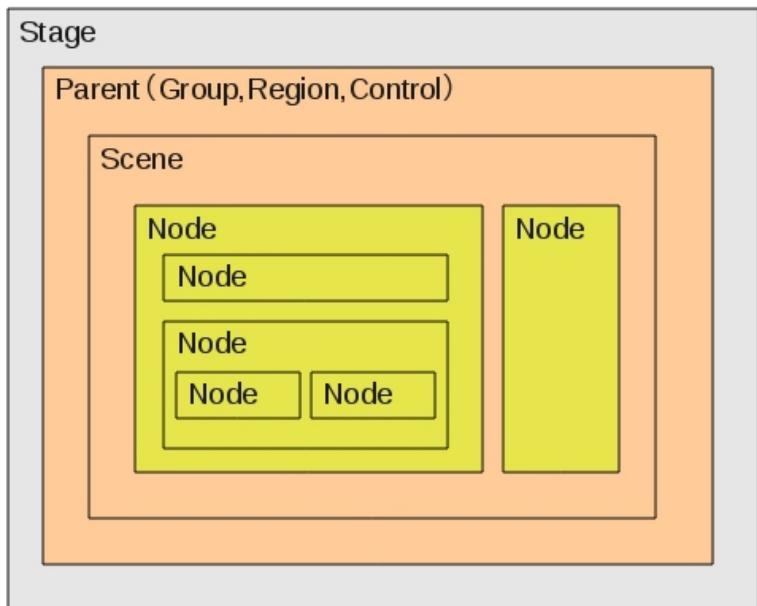


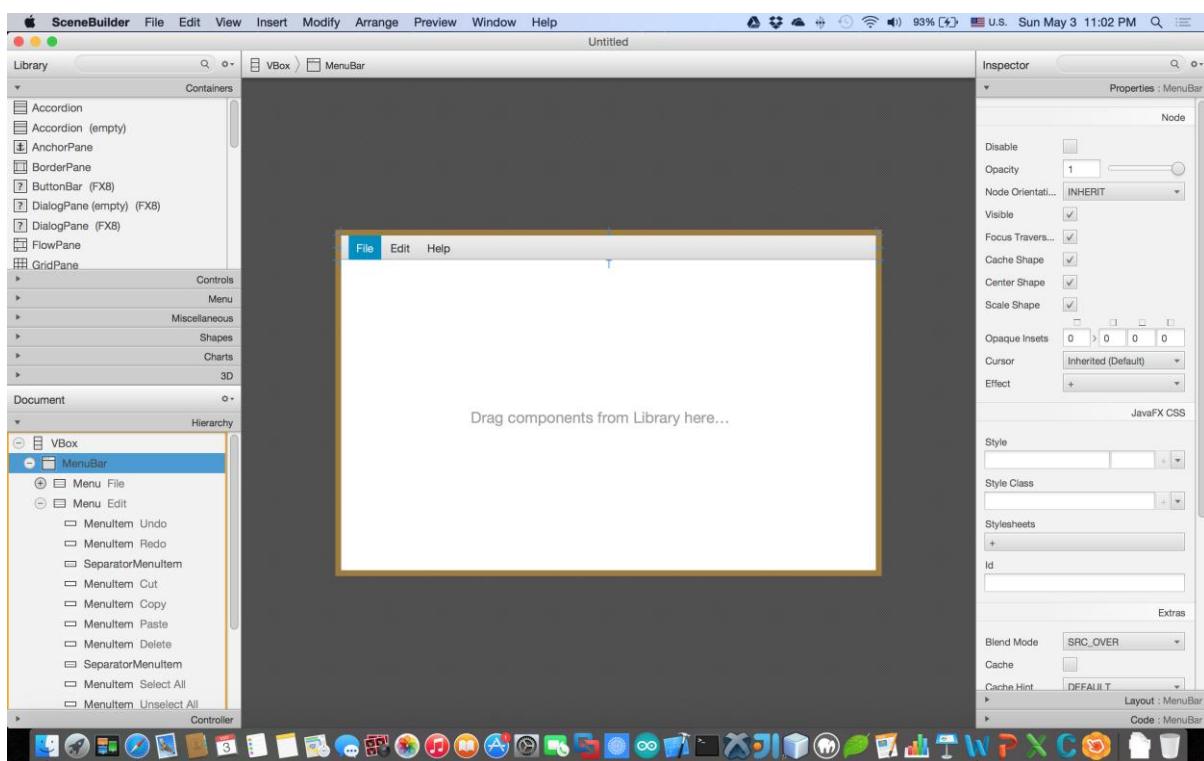
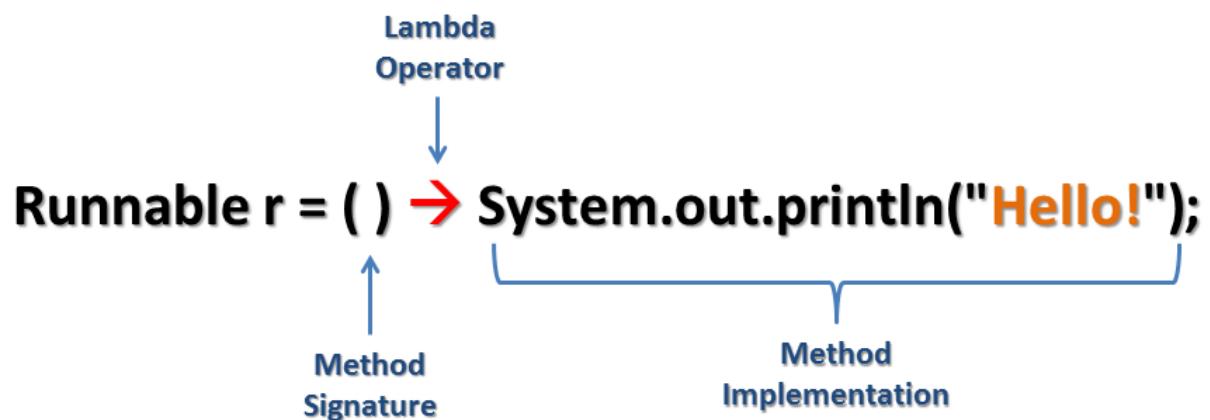


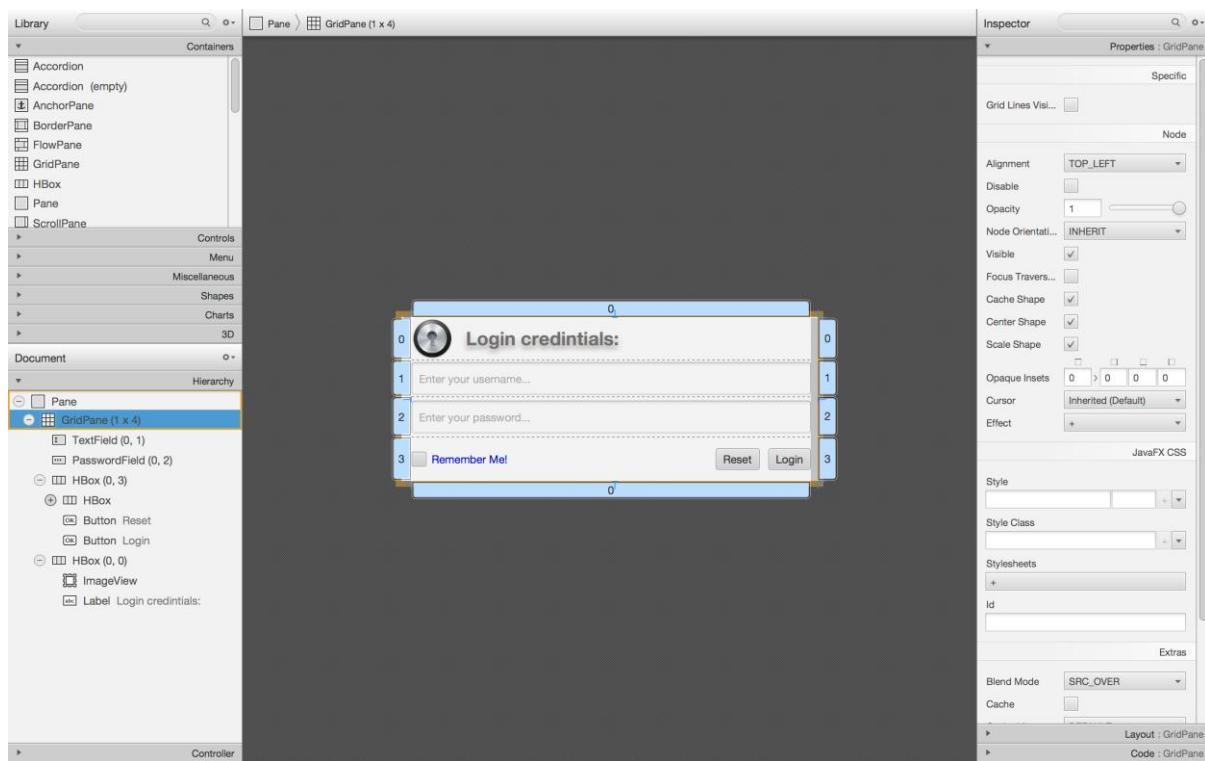
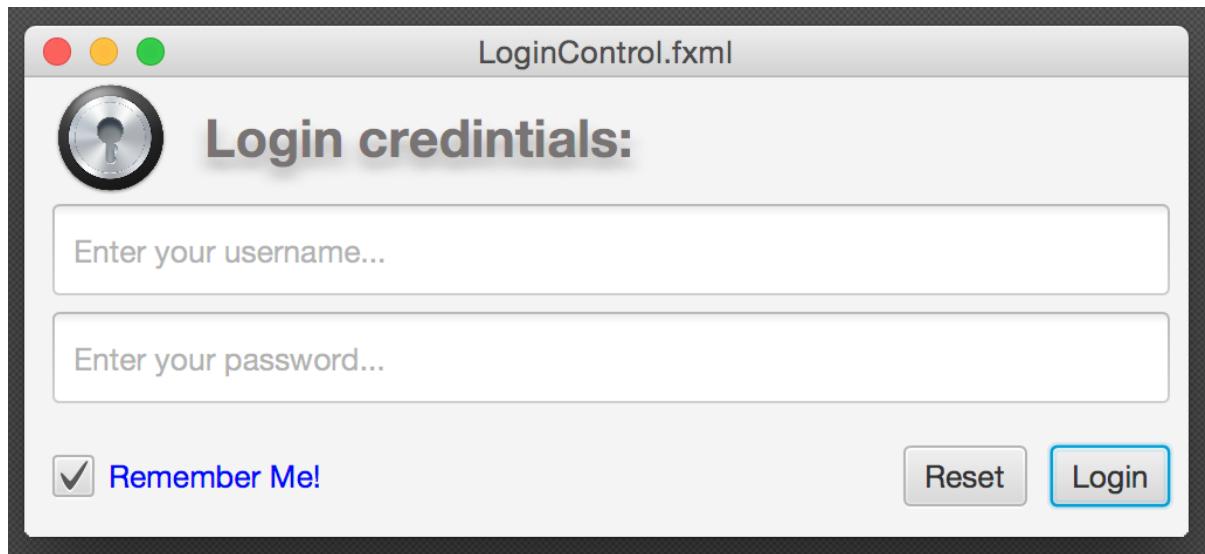


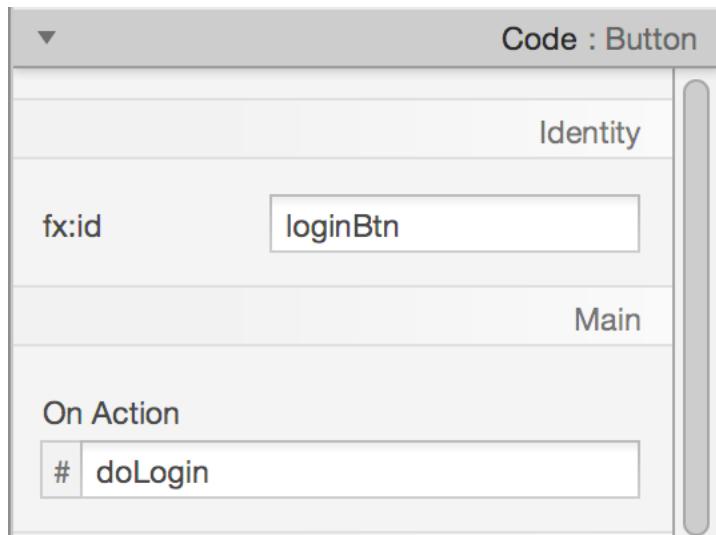
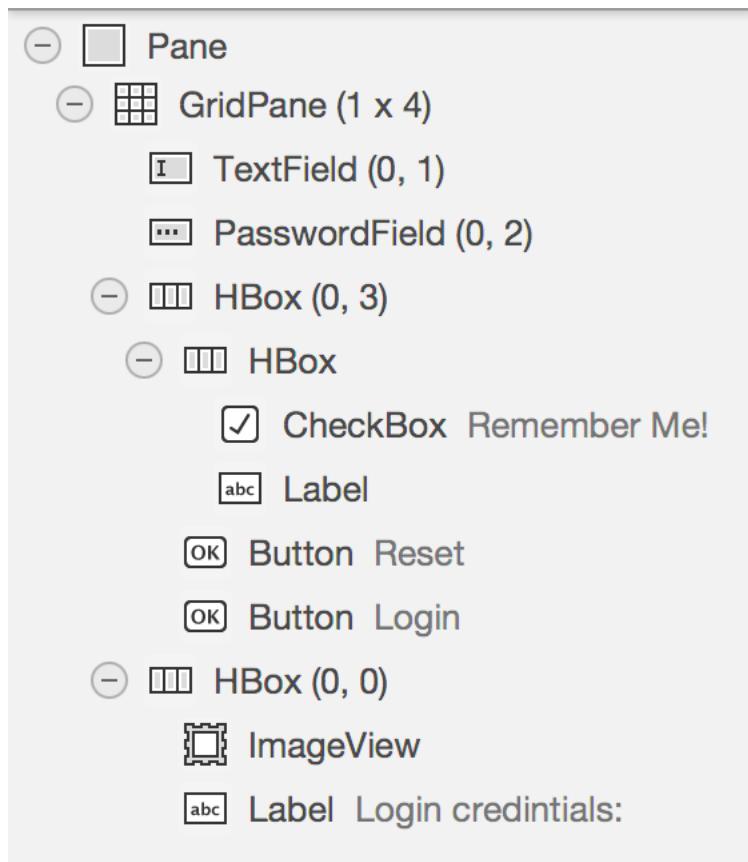
Chapter 2

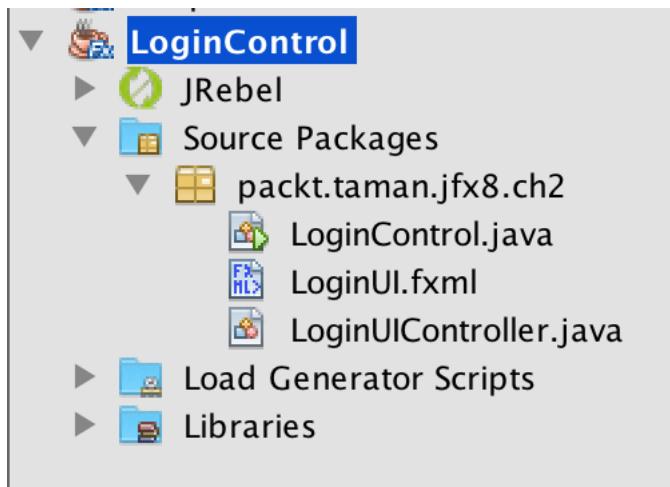












Sample Skeleton for 'LoginUI.fxml' Controller Class

```
/*
 * Sample Skeleton for 'LoginUI.fxml' Controller Class
 */

import java.net.URL;
import java.util.ResourceBundle;
import javafx.fxml.FXML;
import javafx.scene.control.Button;
import javafx.scene.control.CheckBox;
import javafx.scene.control.Label;
import javafx.scene.control.PasswordField;
import javafx.scene.control.TextField;

public class LoginController {

    @FXML // ResourceBundle that was given to the FXMLLoader
    private ResourceBundle resources;

    @FXML // URL location of the FXML file that was given to the FXMLLoader
    private URL location;

    @FXML // fx:id="resetBtn"
    private Button resetBtn; // Value injected by FXMLLoader

    @FXML // fx:id="loginBtn"
    private Button loginBtn; // Value injected by FXMLLoader

    @FXML // fx:id="usernameTxt"
    private TextField usernameTxt; // Value injected by FXMLLoader

    @FXML // fx:id="rememberMeChk"
    private CheckBox rememberMeChk; // Value injected by FXMLLoader

    @FXML // fx:id="errorLbl"
    private Label errorLbl; // Value injected by FXMLLoader

    @FXML // fx:id="passwordTxt"
    private PasswordField passwordTxt; // Value injected by FXMLLoader
}
```

Comments Full

Login Dialog Control



Login Credentials:

XXXXXX

•••••••

Remember Me! Invalid Credentials, try again!!

Login Dialog Control



Login Credentials:

tamanm

•••••

Remember Me! Valid Credentials

Chapter 3

P'Note-Taking Application v1.0

{T} P'Note-Taking App

New Note

Search current notes...

4 Notes

Title	Description
Note 1	Description of note 1
Note 2	Description of note 2
Note 3	Description of note 3
Note 4	Description of note 4

Delete

Edit

P'Note-Taking Application v1.0



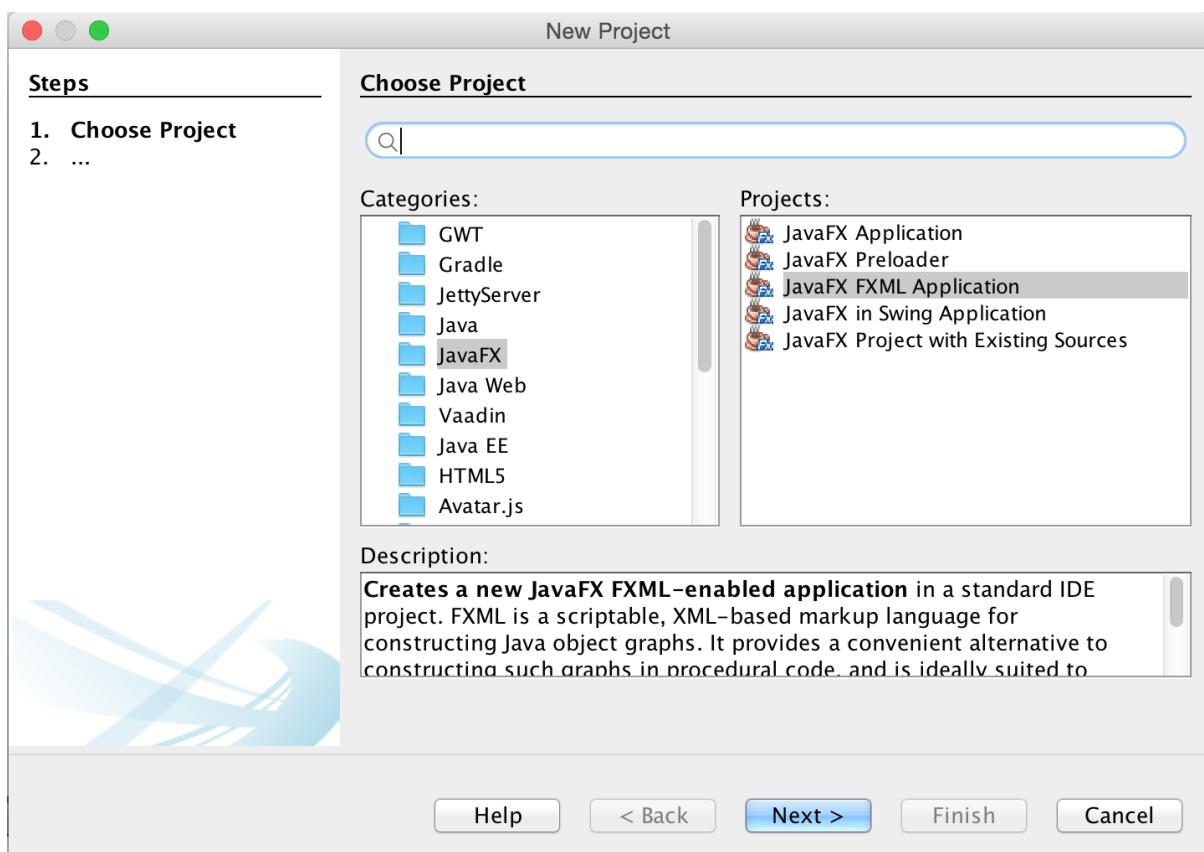
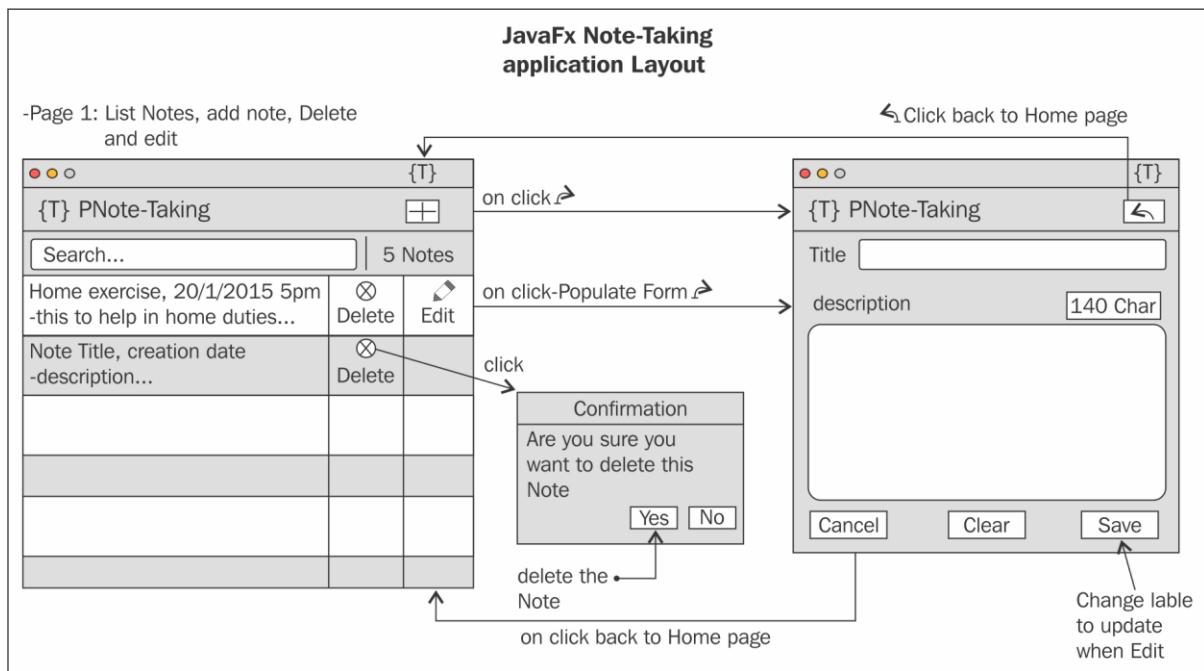
P'Note-Taking App

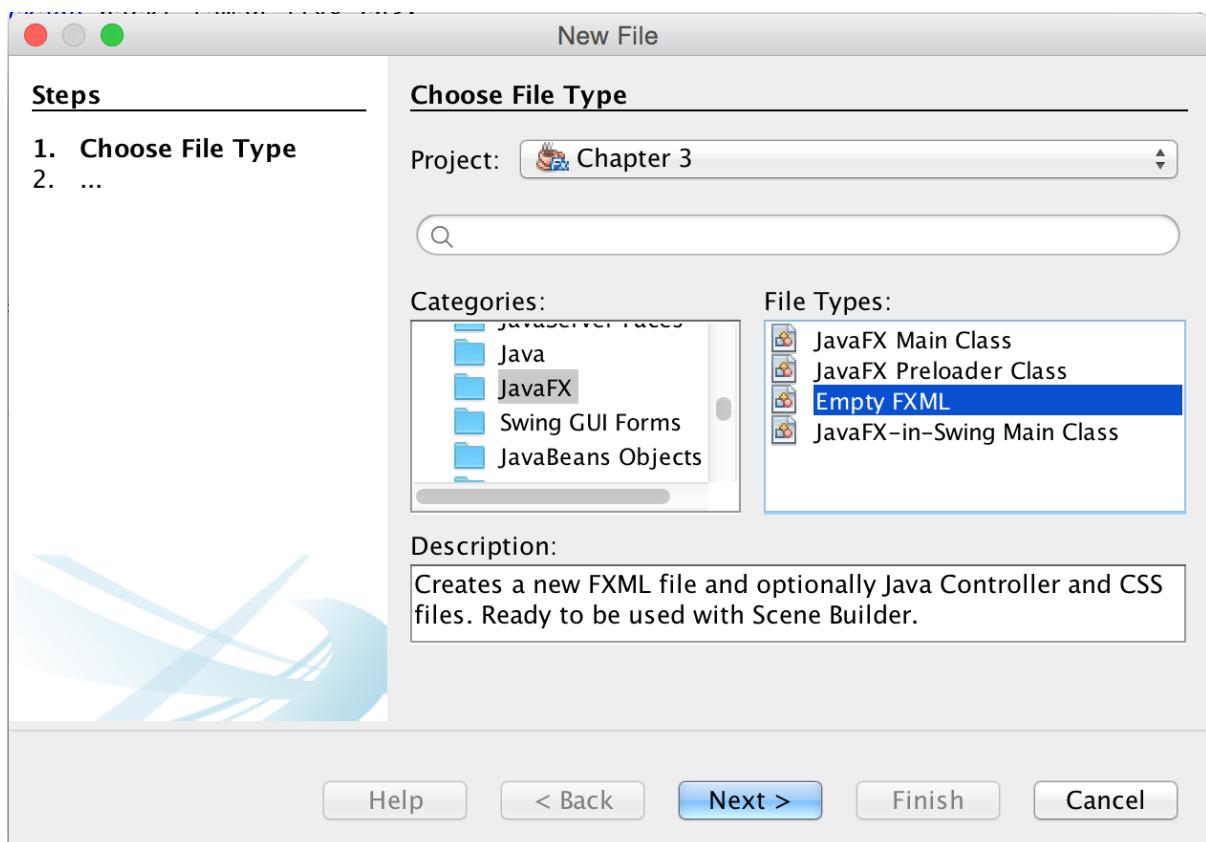
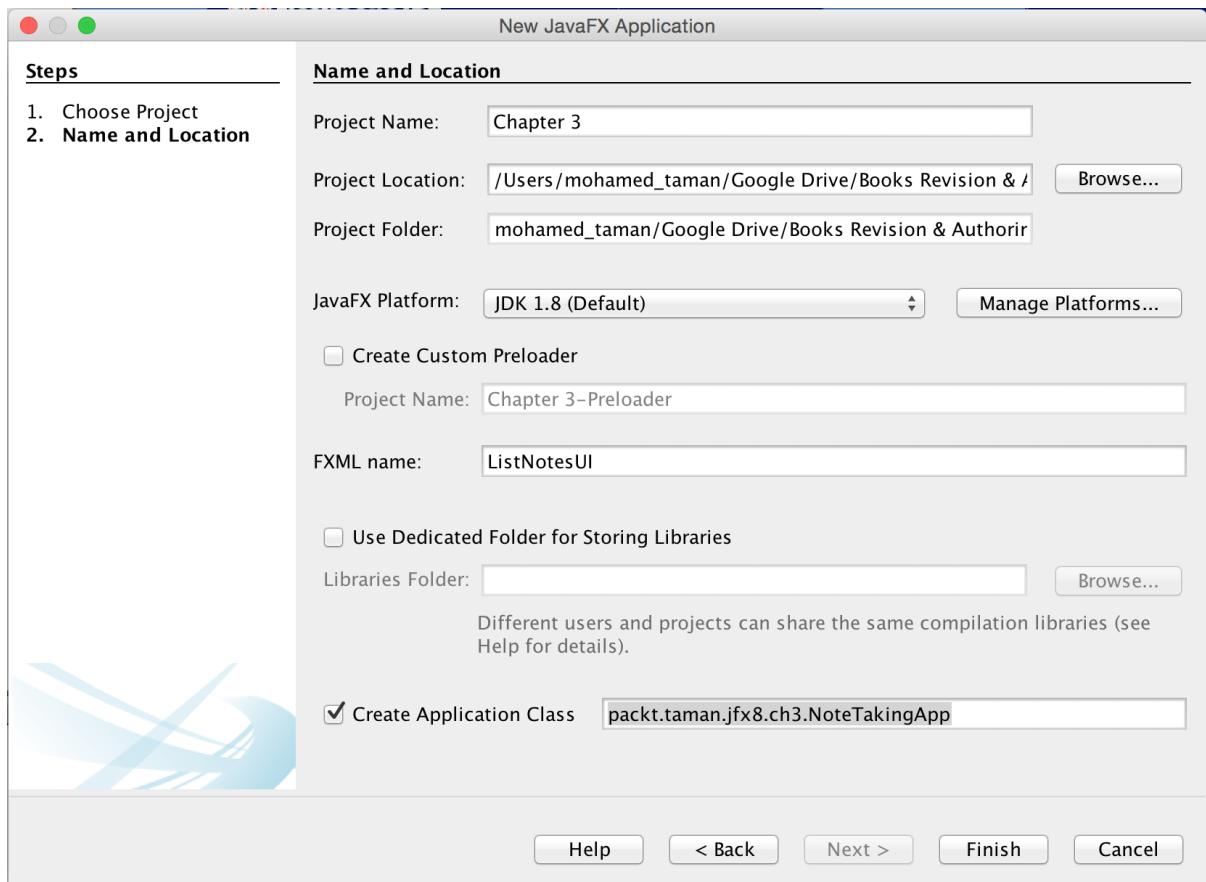
Notes List

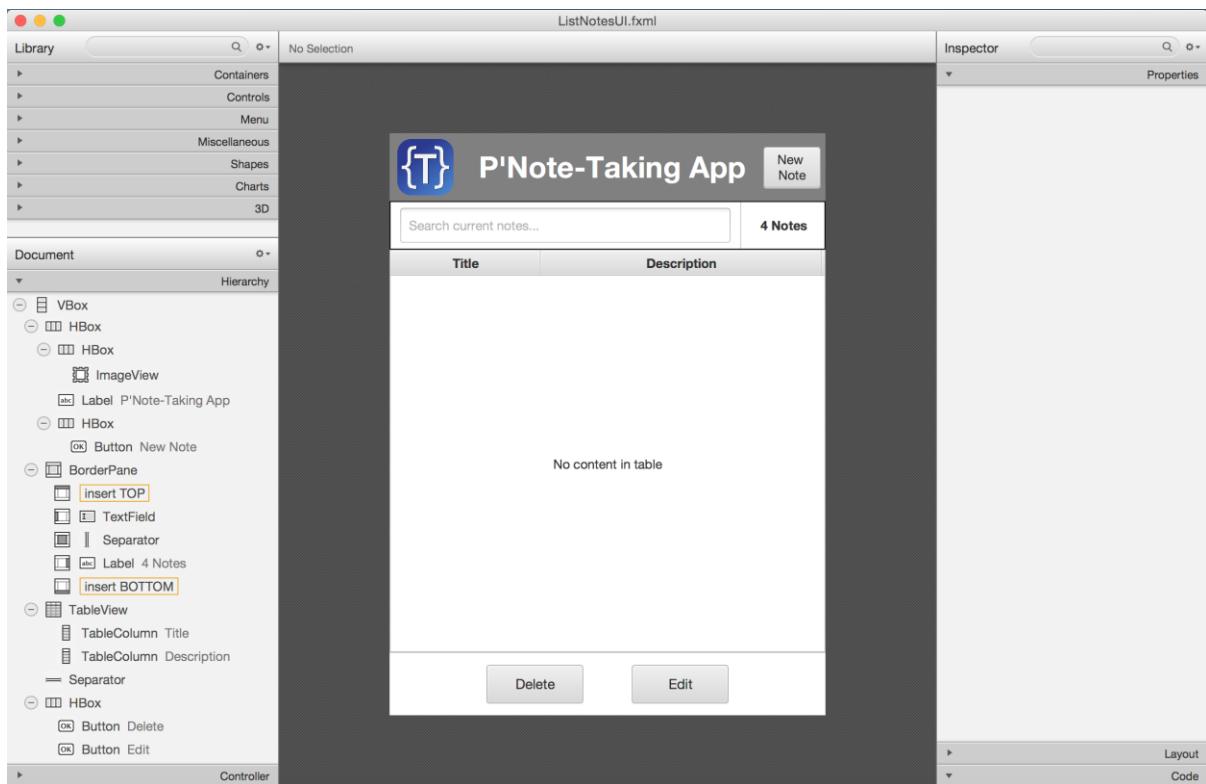
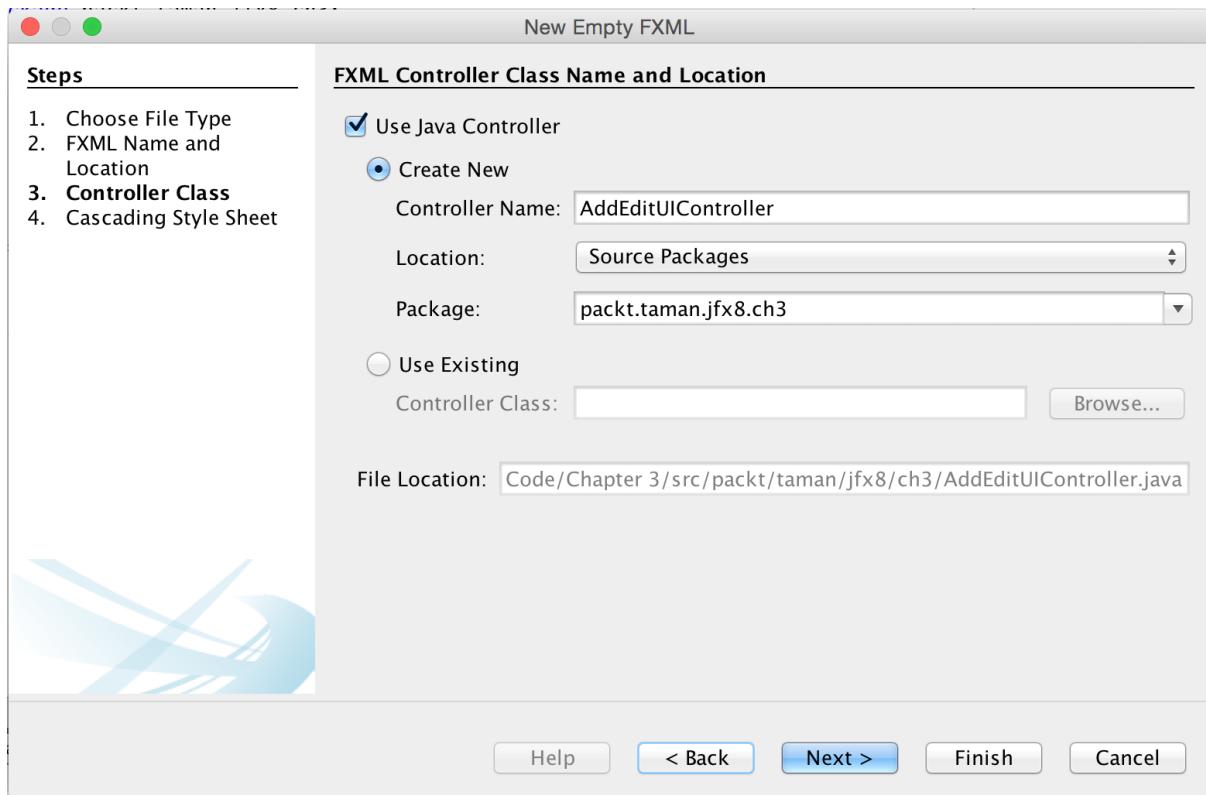
* Note Title:

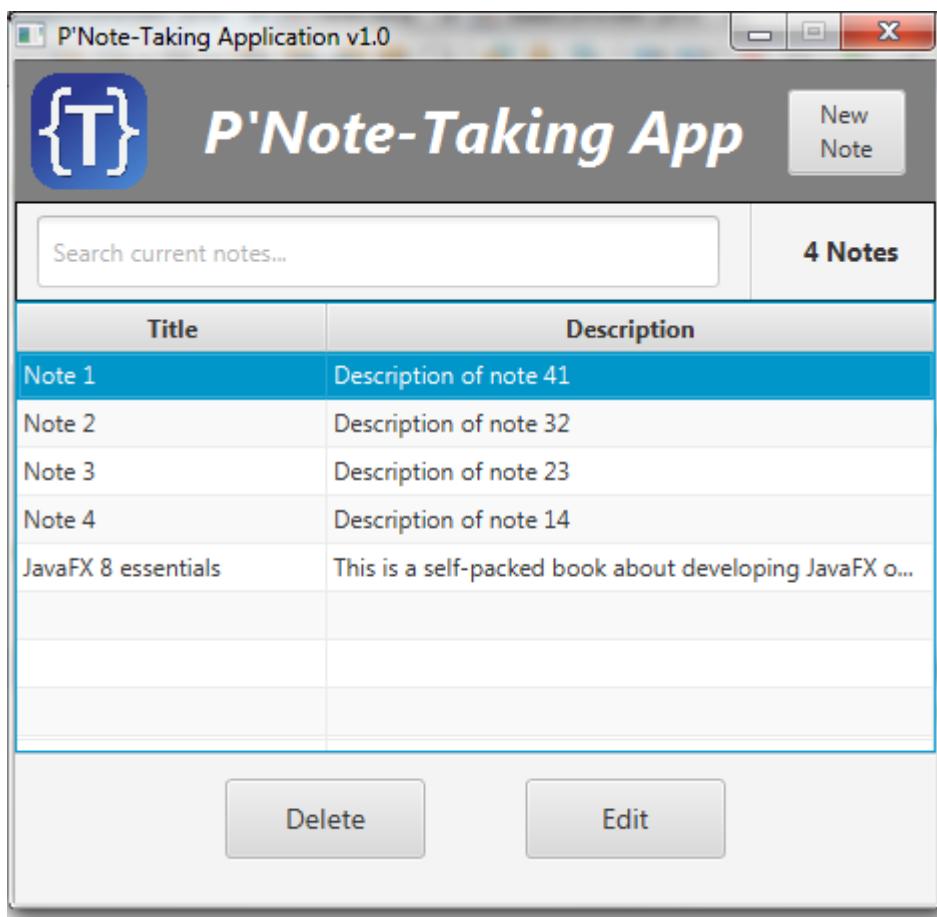
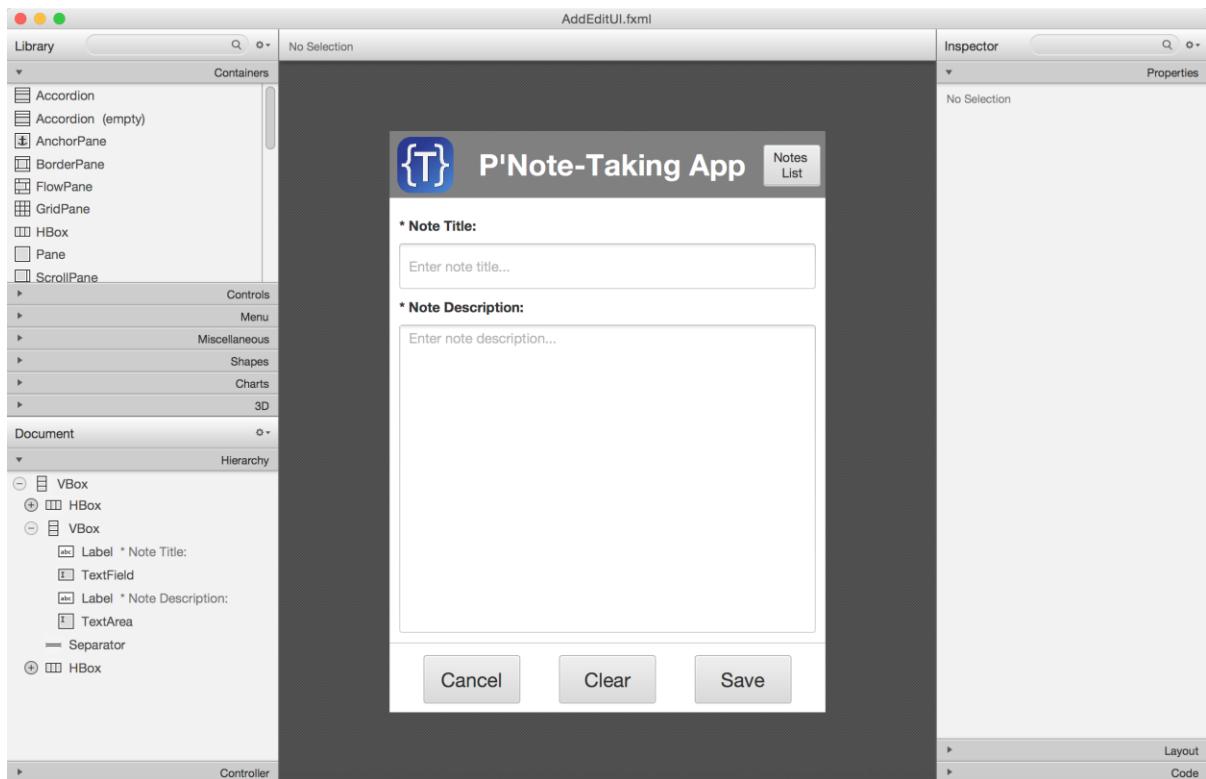
* Note Description:

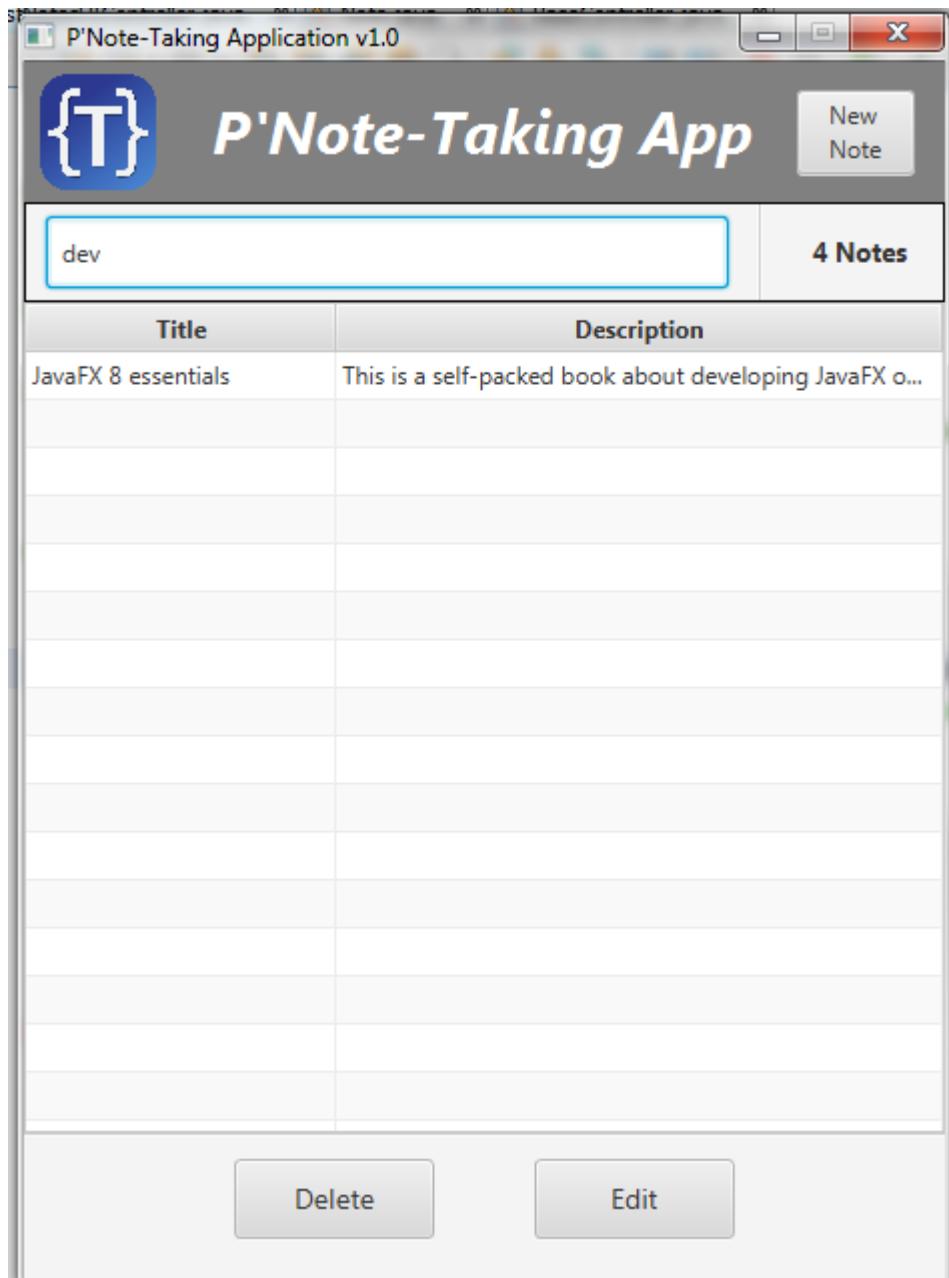
Cancel Clear Save

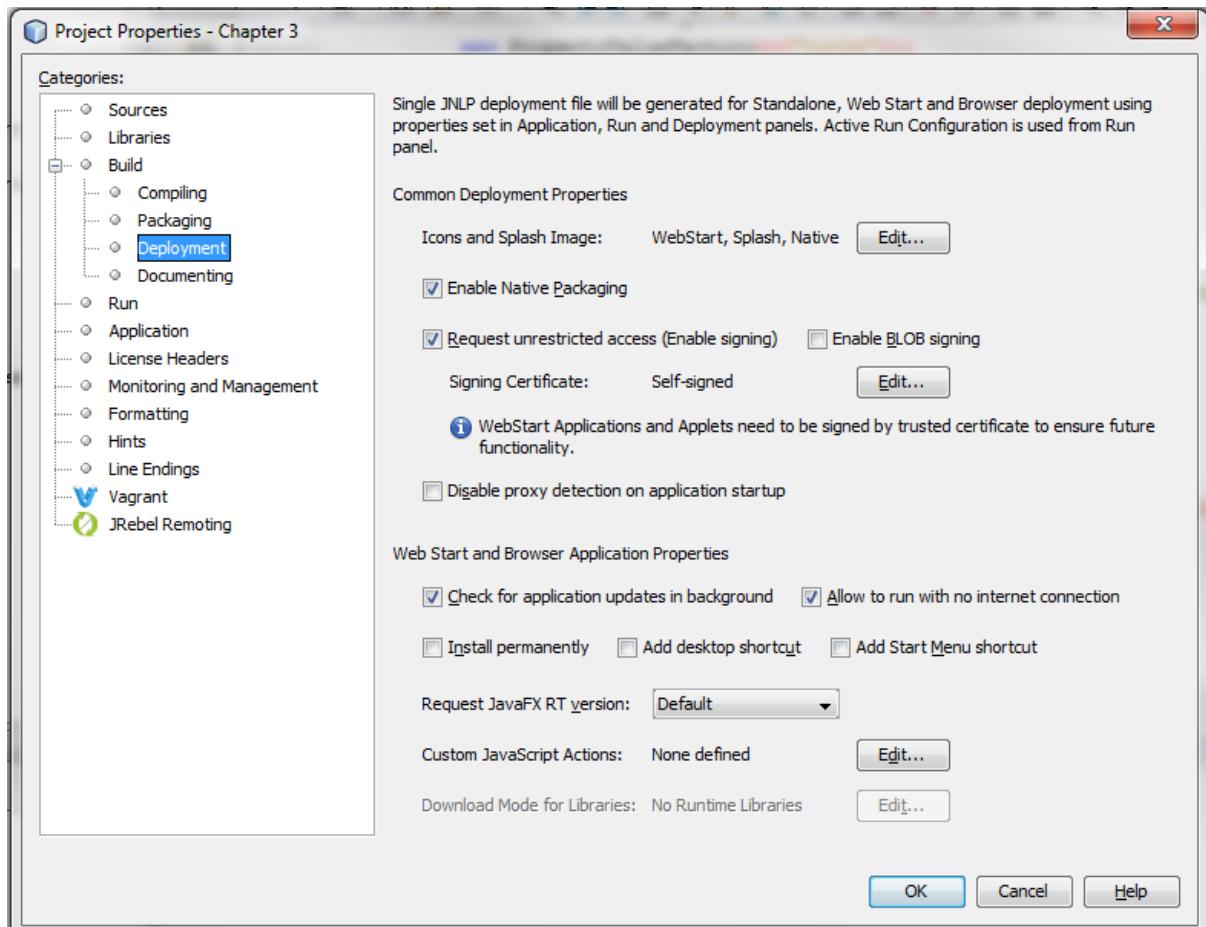


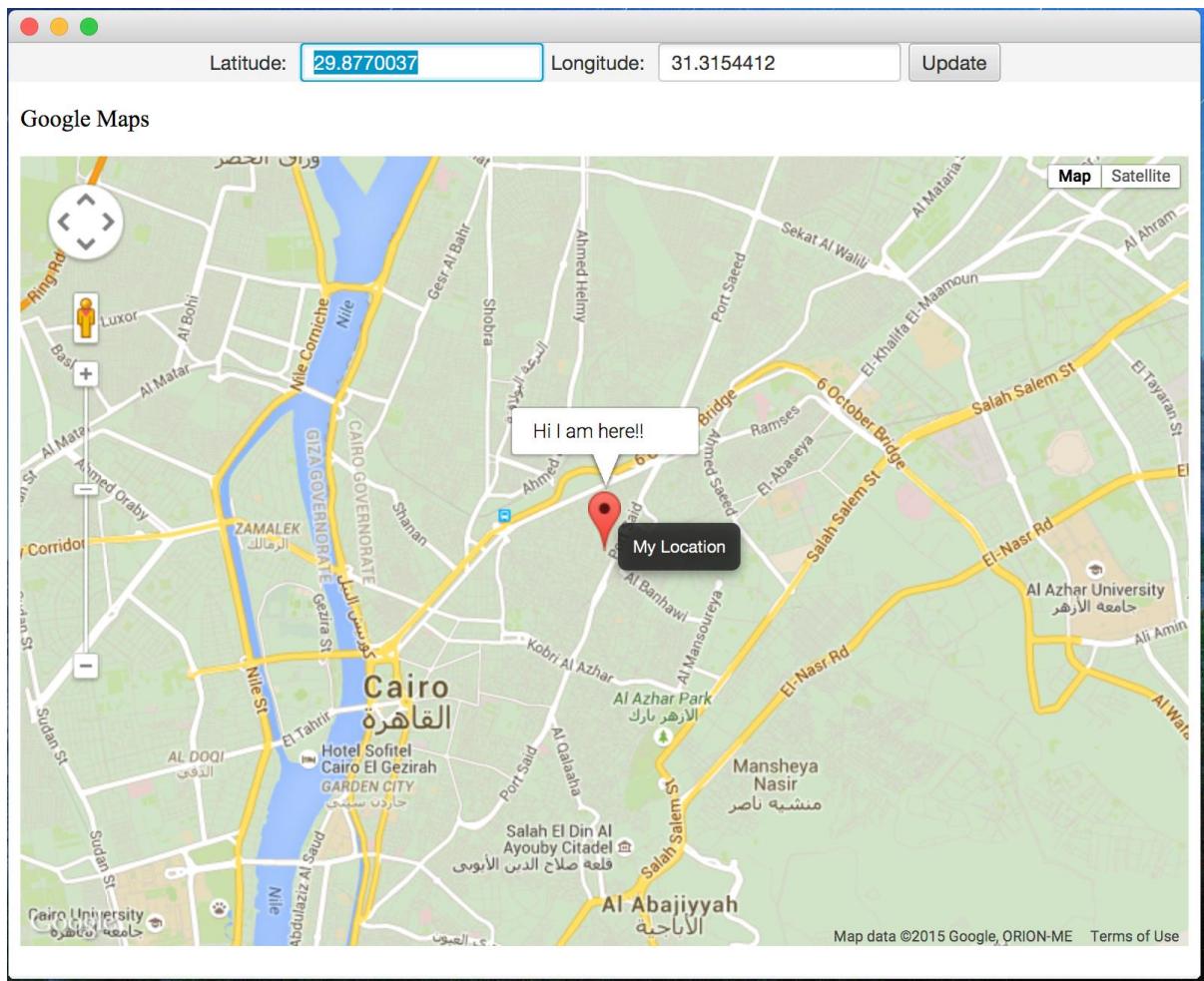


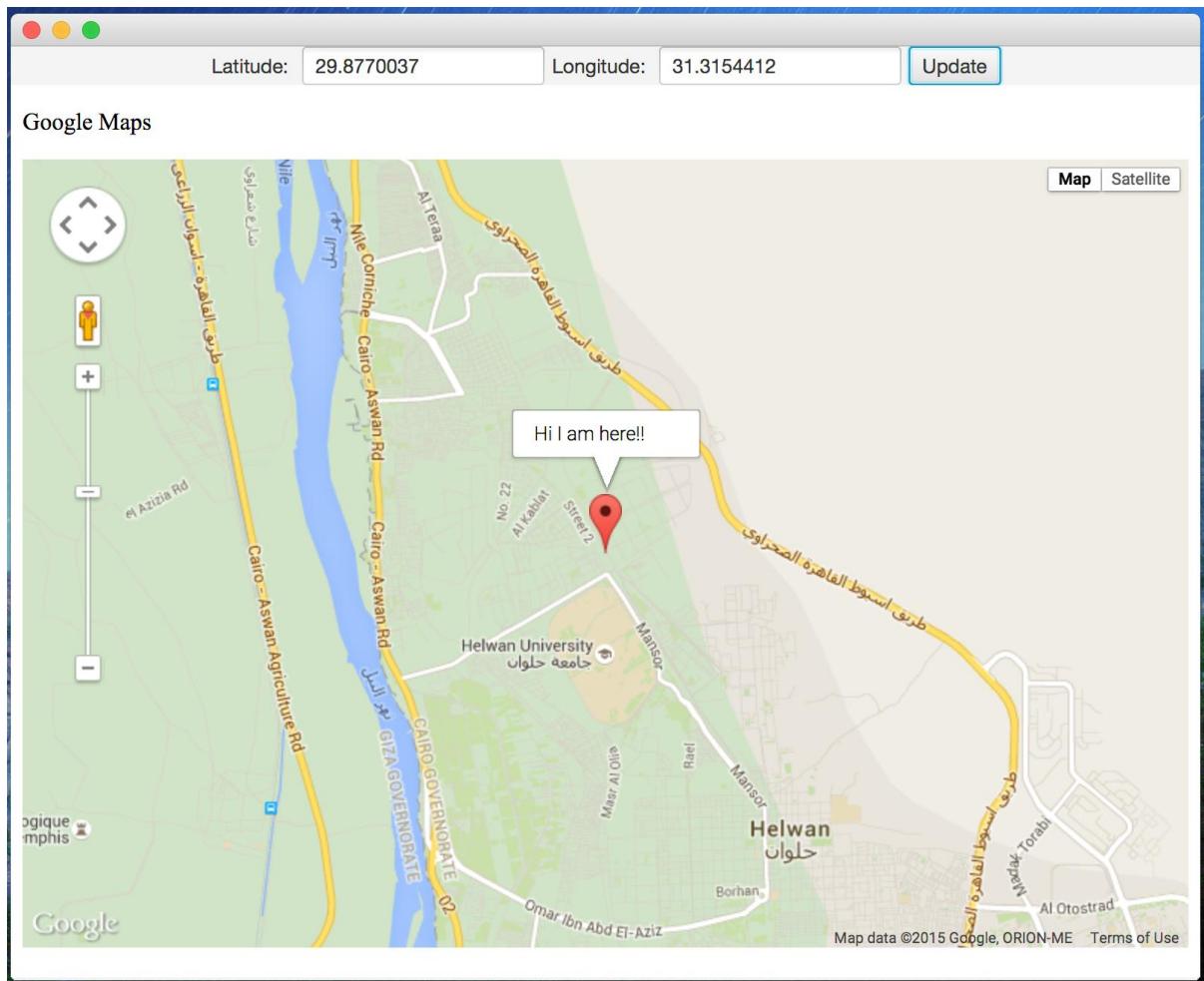






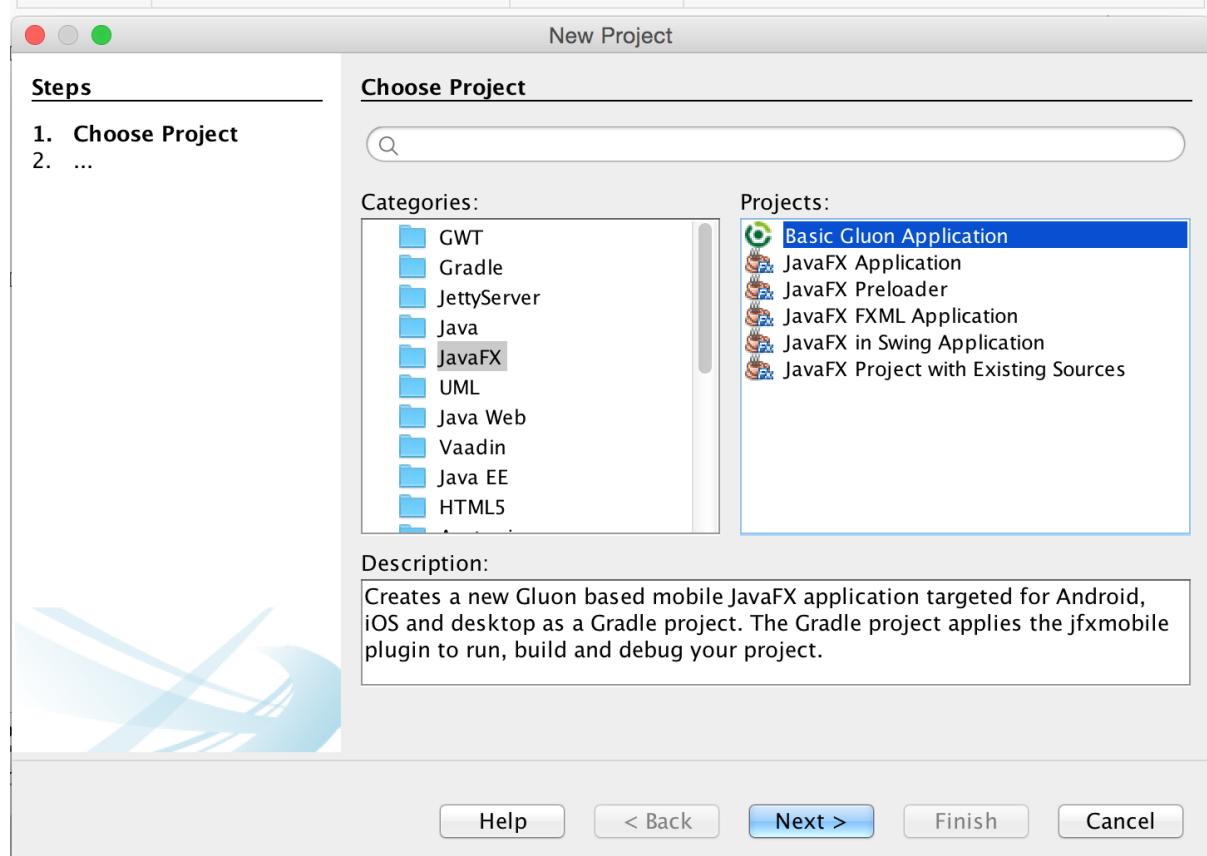


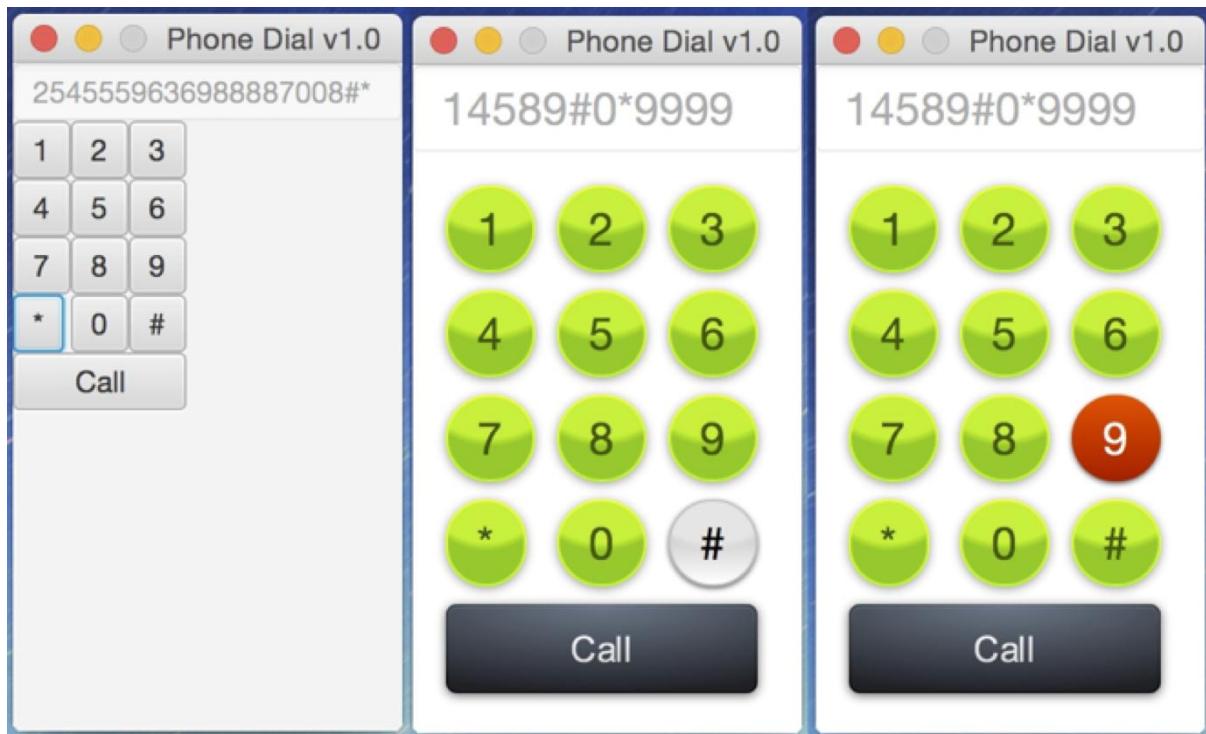


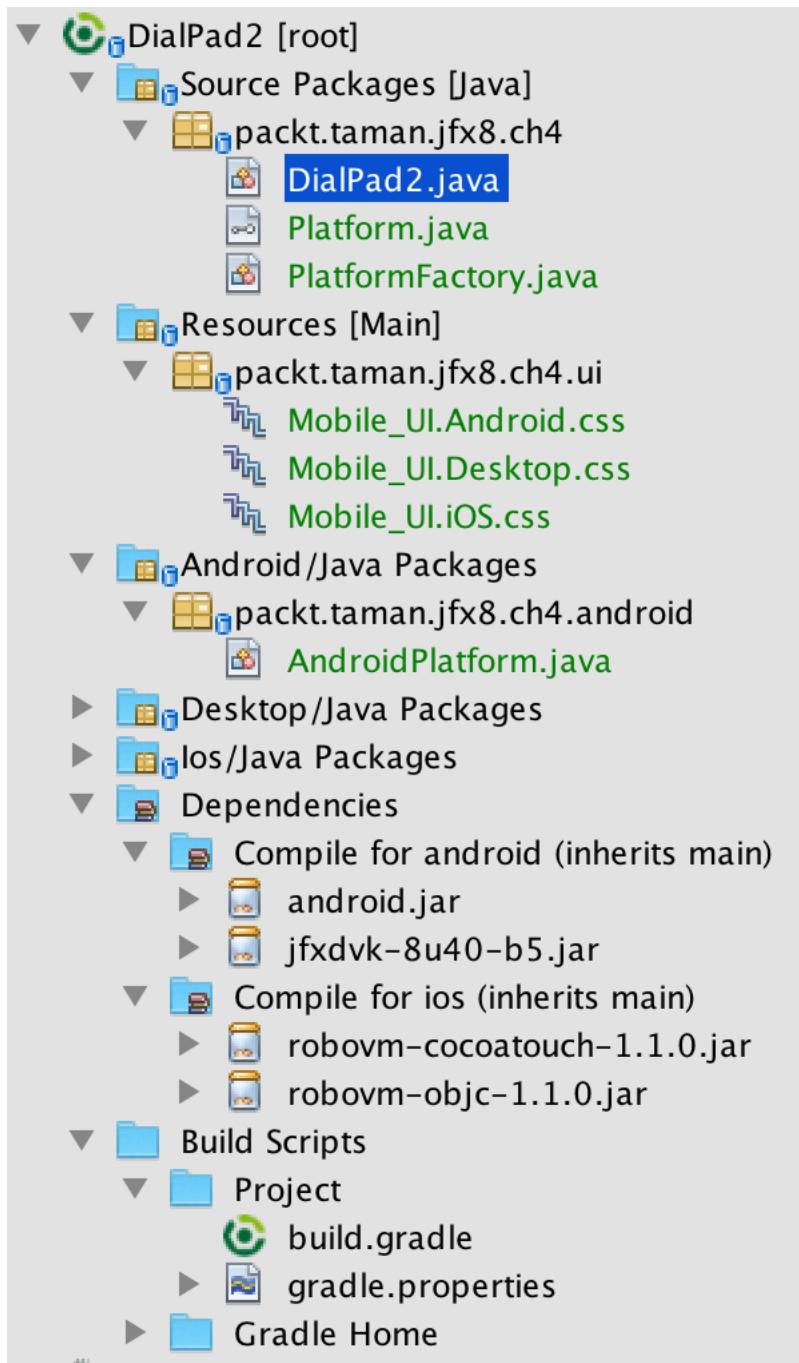


Name
web-files
Chapter 3.html
Chapter 3.jar
Chapter 3.jnlp

Platform	Package	Size	SHA-1 Checksum
Windows	installer_r24.2-windows.exe (Recommended)	107849819 bytes	e764ea93aa72766737f9be3b9fb3e42d879ab599
	android-sdk_r24.2-windows.zip	155944165 bytes	2611ed9a6080f4838f1d4e55172801714a8a169b
Mac OS X	android-sdk_r24.2-macosx.zip	88949635 bytes	256c9bf642f56242d963c090d147de7402733451
Linux	android-sdk_r24.2-linux.tgz	168119905 bytes	1a29f9827ef395a96db629209b0e38d5e2dd8089









9:03 PM

Apps

Widgets



Maps



Voice Search



Downloads



Dropbox



TripAdvisor



Earth

Google
Settings

Islamona



KNOX



Play Games



Drive



Flipboard

GALAXY
Apps

Settings



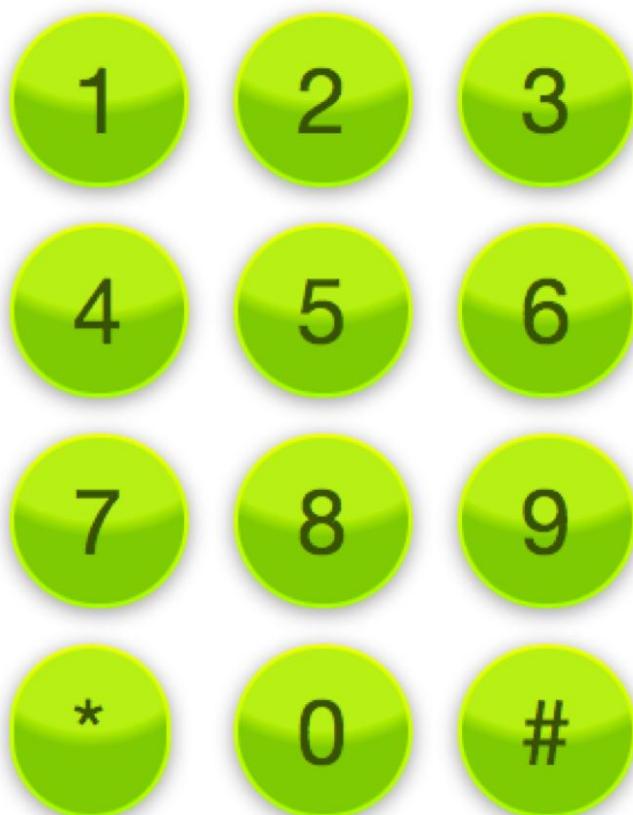
Banzenty



DialPad2

8:47 PM

1254789563211111



Call



8:47 PM

1254789563211111

Dialling ⋮



Add call



Keypad



End call



Speaker

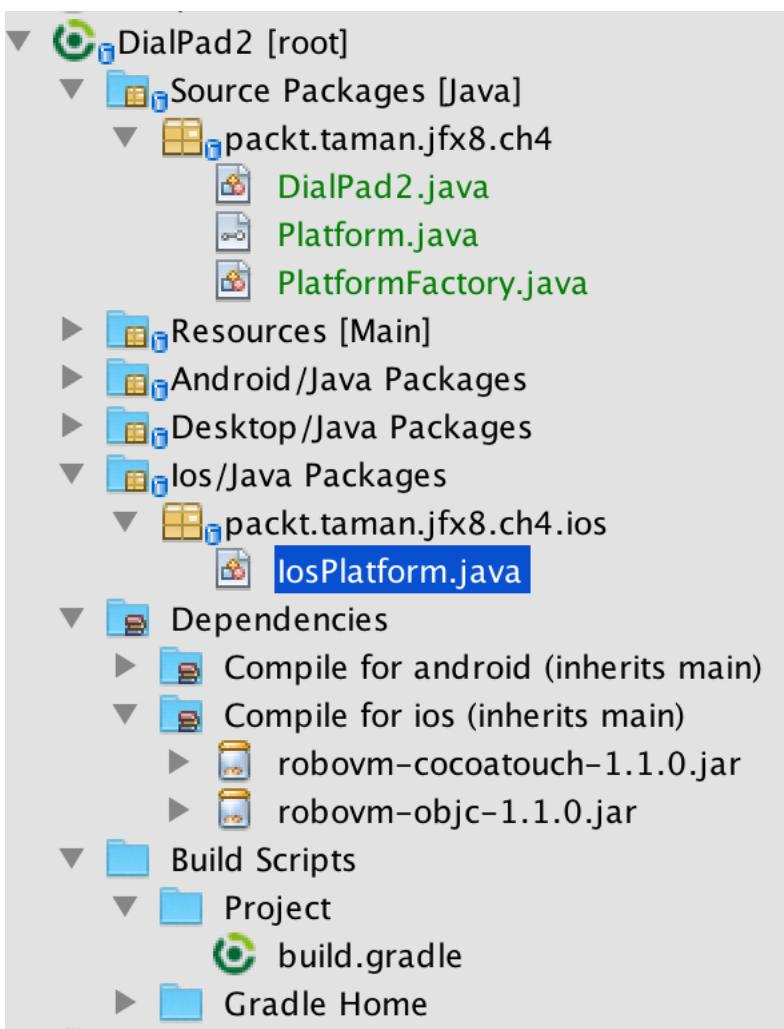


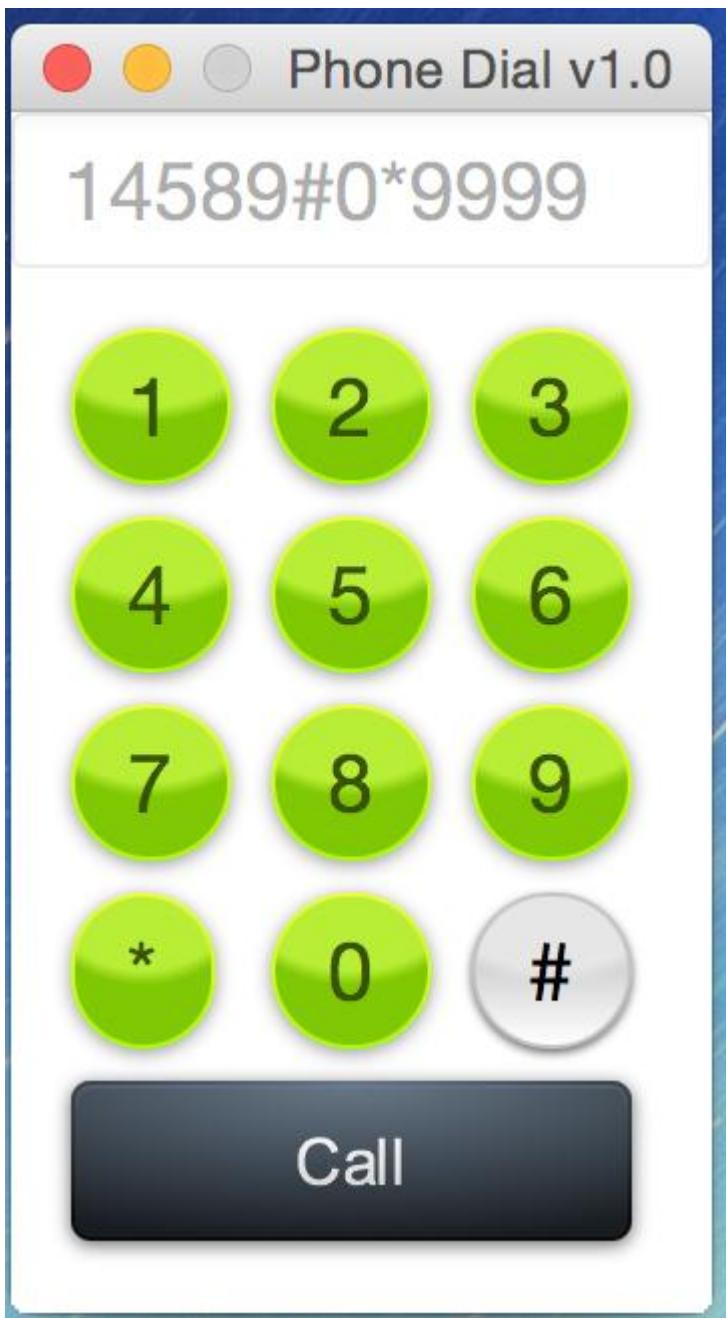
Mute



Headset

Chapter 5





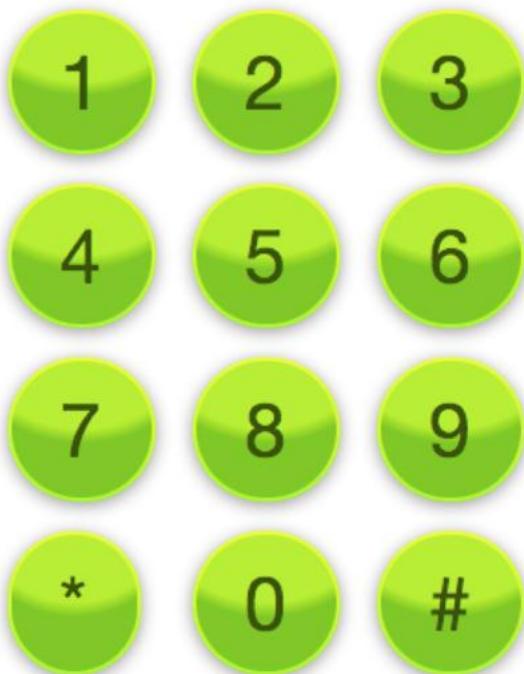
iOS Simulator - iPhone 4s - iPhone 4s / iOS 8....

Carrier 

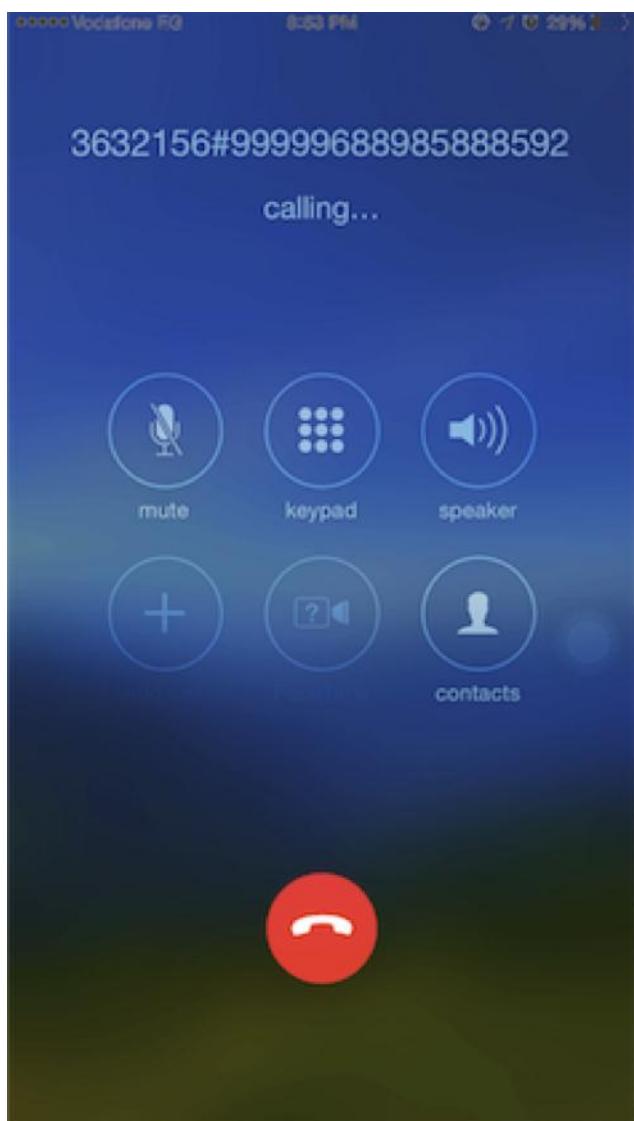
5:51 PM



3632156#99999688985888592



Call



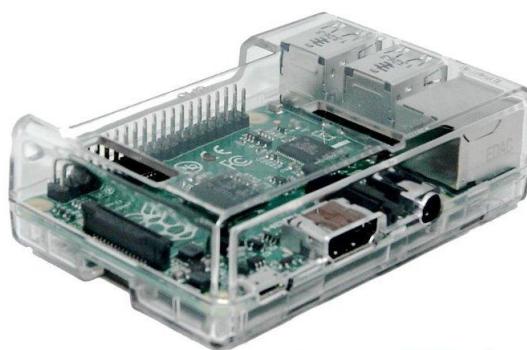
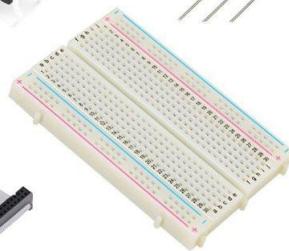
Chapter 6



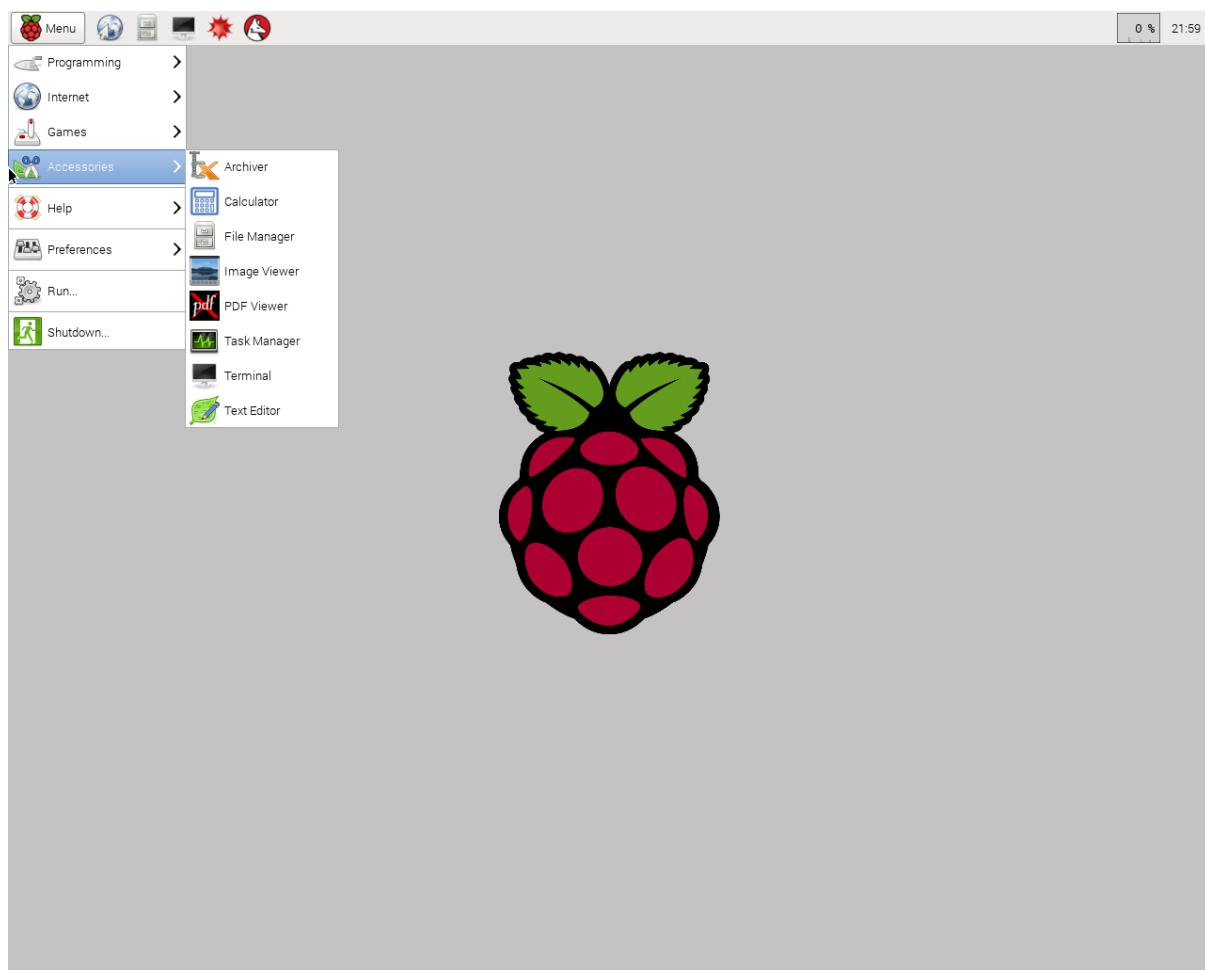
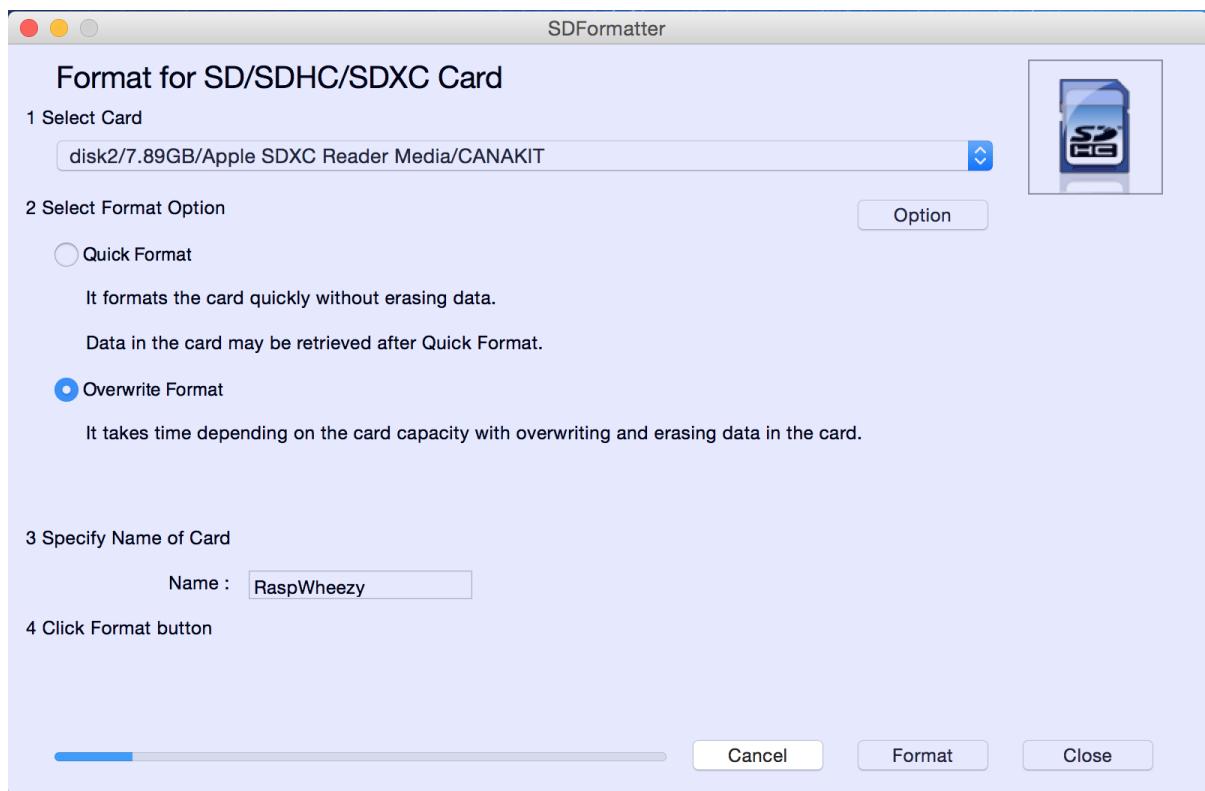
New Pi 2



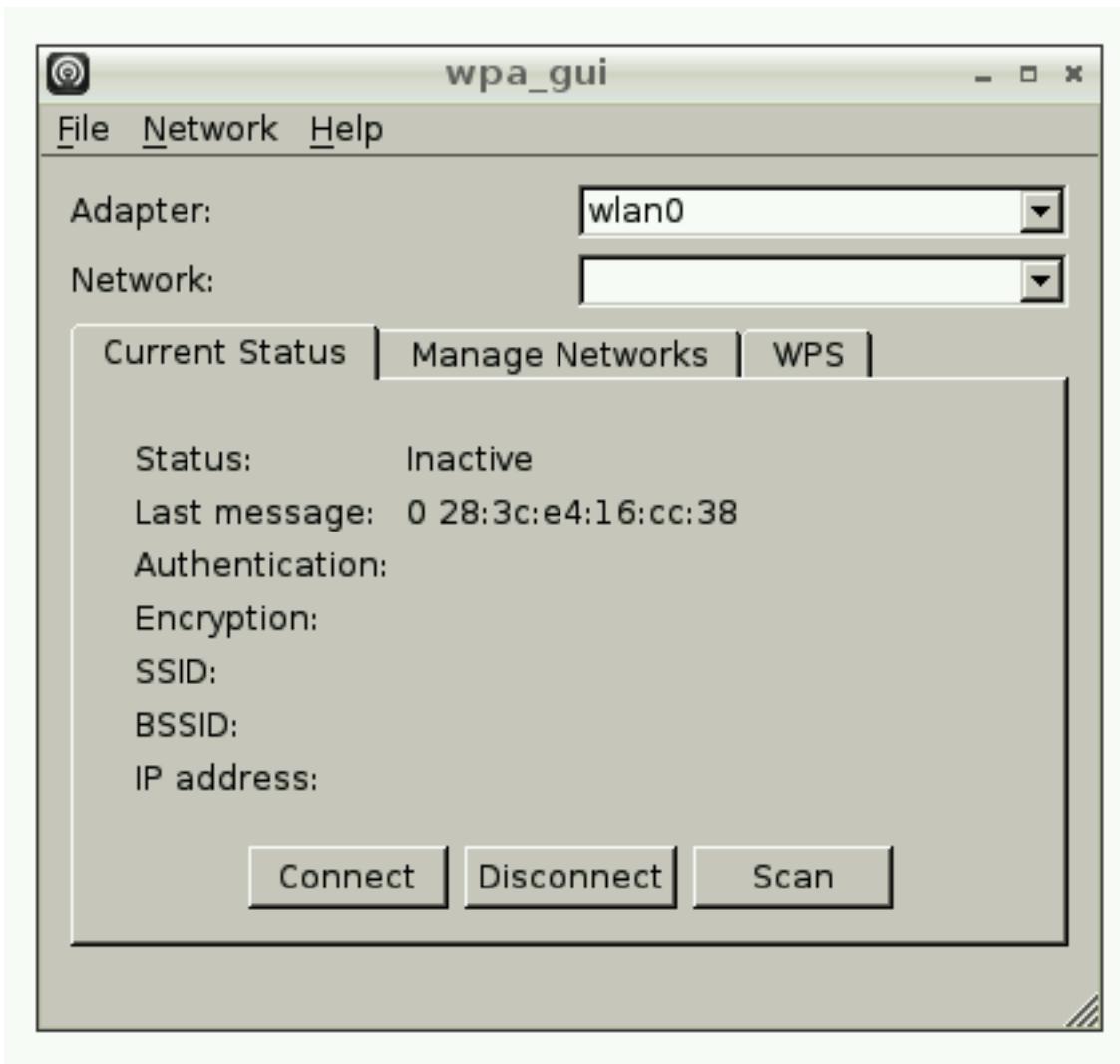
SAMSUNG 8GB
MicroSD with NOOBS



New Pi 2





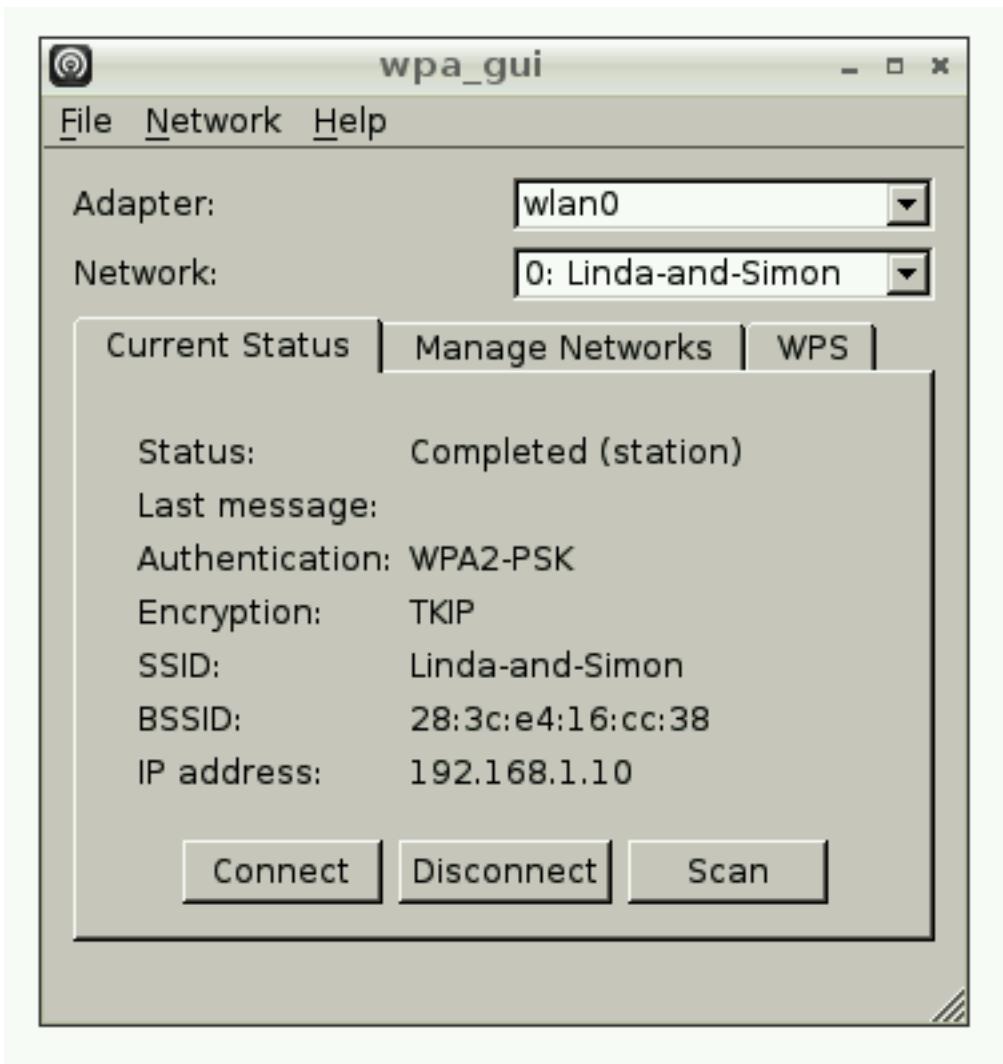


Scan results

SSID	BSSID	frequency	signal	flag
TALKTALK-CAD...	b4:82:fe:ca:...	2412	-91 dBm	[WP]
Linda-and-Si...	28:3c:e4:16:...	2462	-57 dBm	[WP]
belkin.dfe	ec:1a:59:45:...	2437	-89 dBm	[WP]

Scan | Close

This screenshot shows the 'Scan results' window. It displays a table of wireless networks found during a scan. The columns are 'SSID', 'BSSID', 'frequency', 'signal', and 'flag'. The table contains three rows: 'TALKTALK-CAD...' (BSSID b4:82:fe:ca:..., frequency 2412, signal -91 dBm, flag [WP]), 'Linda-and-Si...' (BSSID 28:3c:e4:16:..., frequency 2462, signal -57 dBm, flag [WP]), and 'belkin.dfe' (BSSID ec:1a:59:45:..., frequency 2437, signal -89 dBm, flag [WP]). At the bottom are 'Scan' and 'Close' buttons.



```
File Edit Search Options Help
auto lo

iface lo inet loopback
iface eth0 inet dhcp

allow-hotplug wlan0
iface wlan0 inet manual
wpa-roam /etc/wpa_supplicant/wpa_supplicant.conf
iface default inet dhcp
```

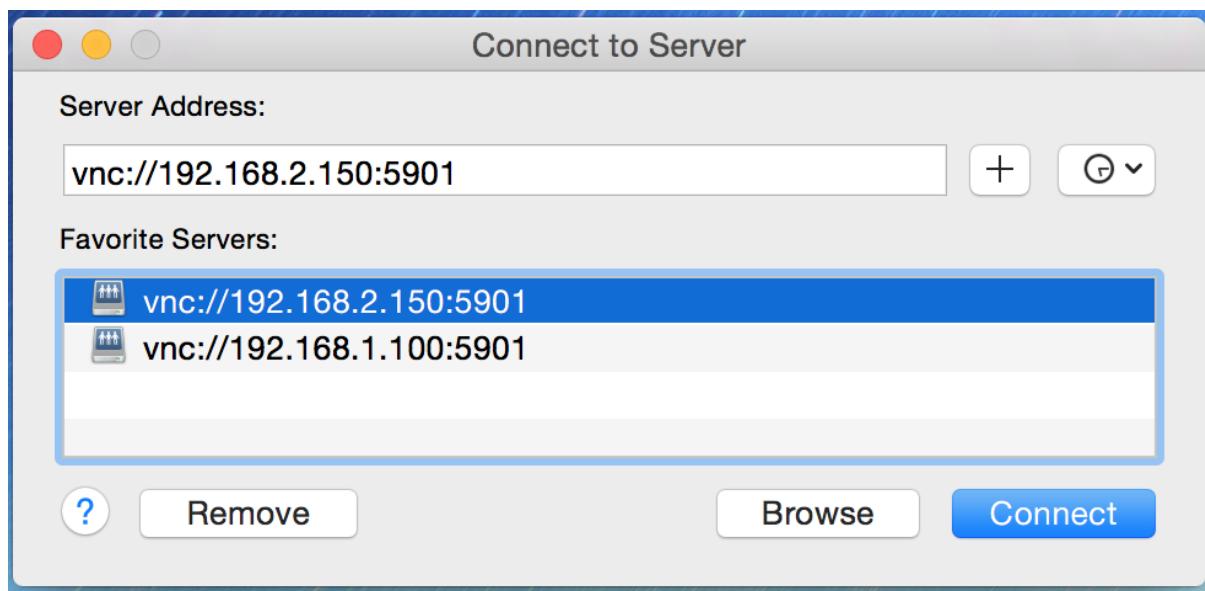
```
*<interfaces>
File Edit Search Options Help
auto lo

iface lo inet loopback
iface eth0 inet static

#wpa-roam /etc/wpa_supplicant/wpa_supplicant.conf
iface| default inet dhcp

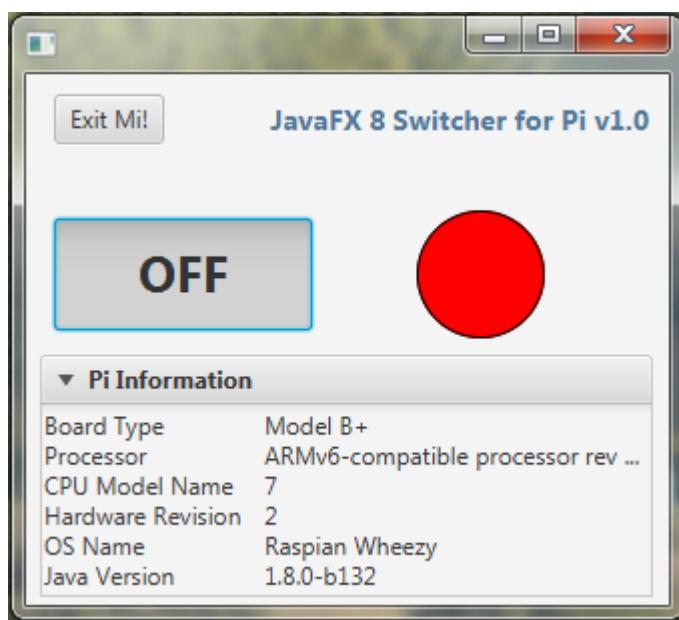
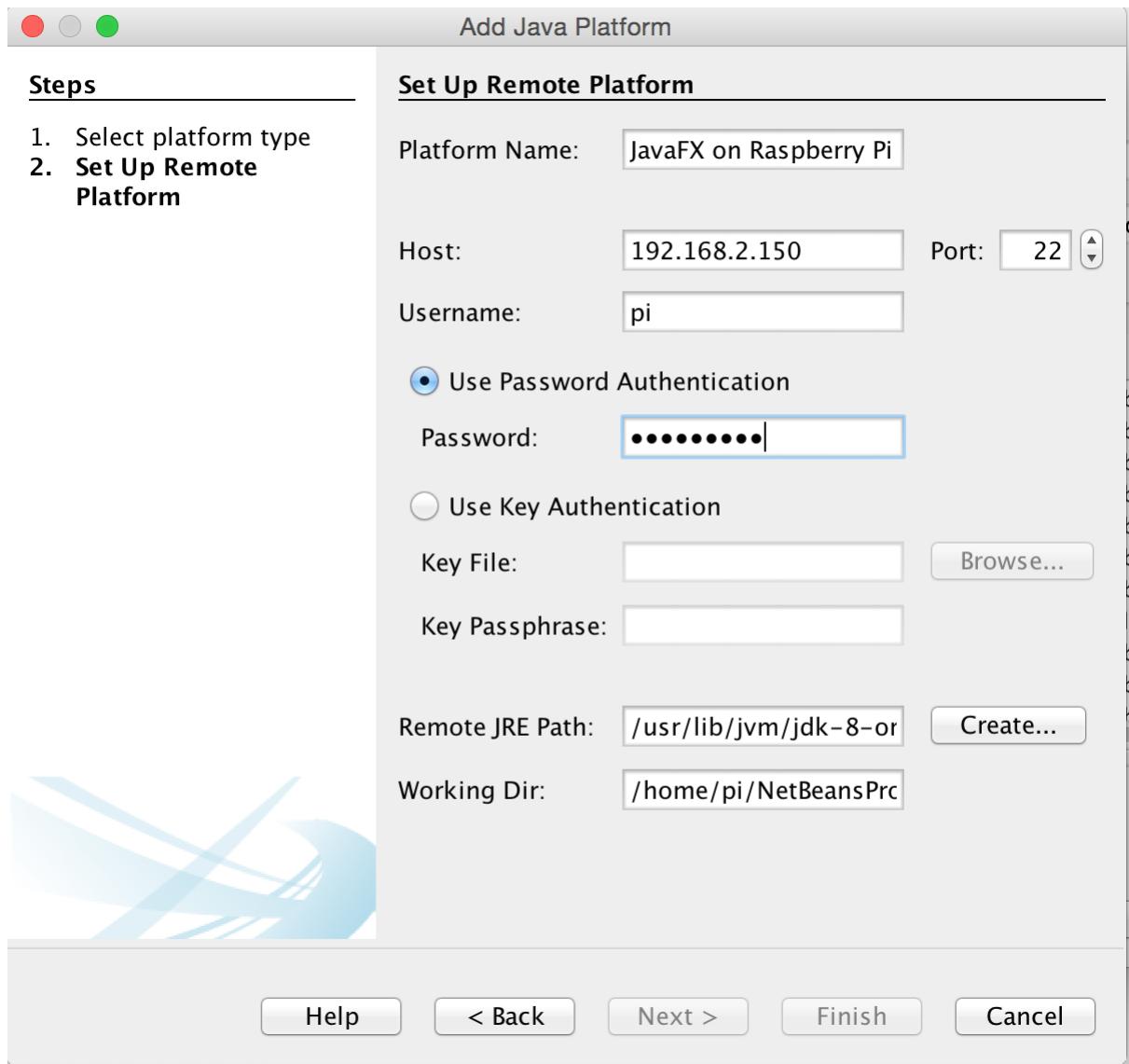
auto wlan0
iface wlan0 inet static
address 192.168.2.150
netmask 255.255.255.0
#network 192.168.2.0
#broadcast 192.168.2.255
gateway 192.168.2.1

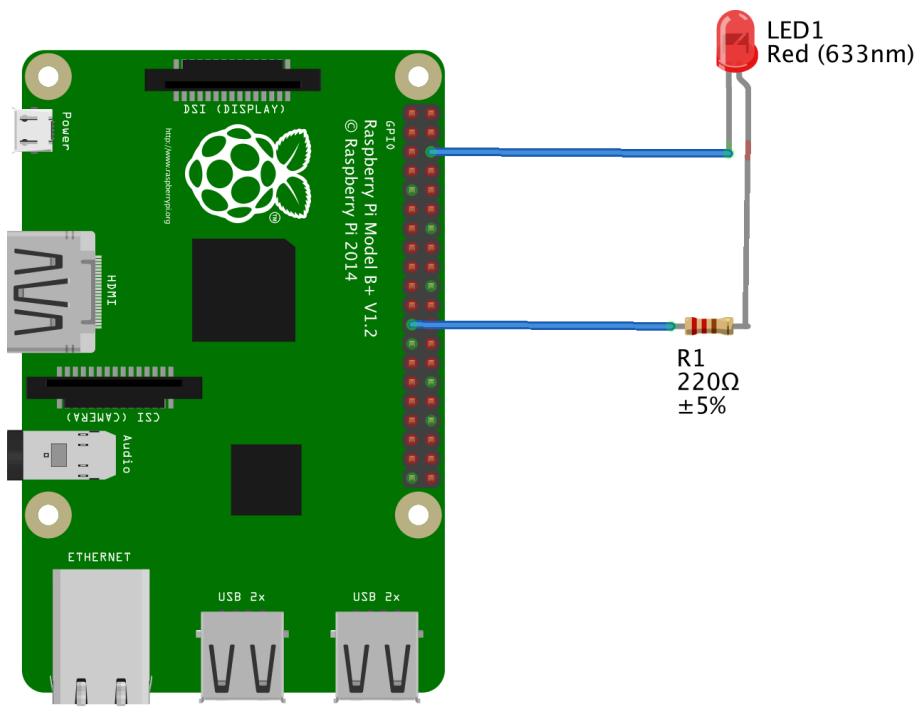
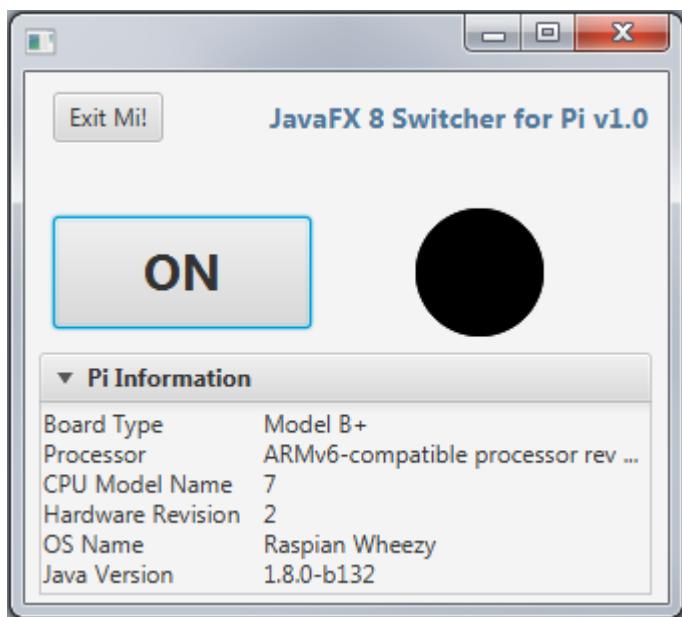
wpa-ssid "WirlessSSID"
wpa-psk "password"
```



A screenshot of a terminal window titled 'pi@raspberrypi: /'. The window has a menu bar with 'File', 'Edit', 'Tabs', and 'Help'. The terminal output shows the command 'java -version' being run, with the response indicating Java version 1.8.0 and the Java HotSpot Client VM build 25.0-b70. The prompt 'pi@raspberrypi ~\$' is visible at the end of the command line.

```
pi@raspberrypi ~$ java -version
java version "1.8.0"
Java(TM) SE Runtime Environment (build 1.8.0-b132)
Java HotSpot(TM) Client VM (build 25.0-b70, mixed mode)
pi@raspberrypi ~$
```

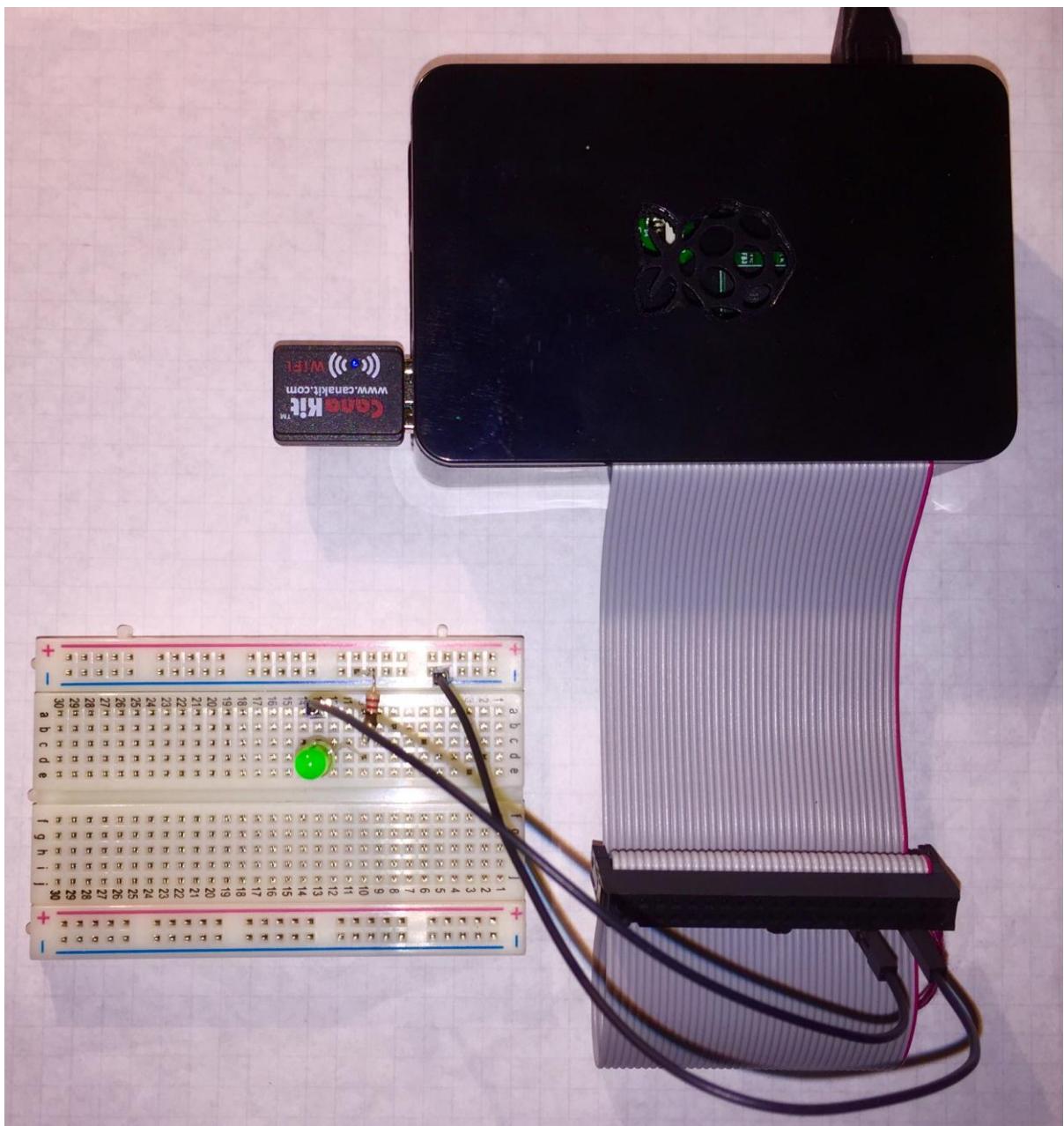


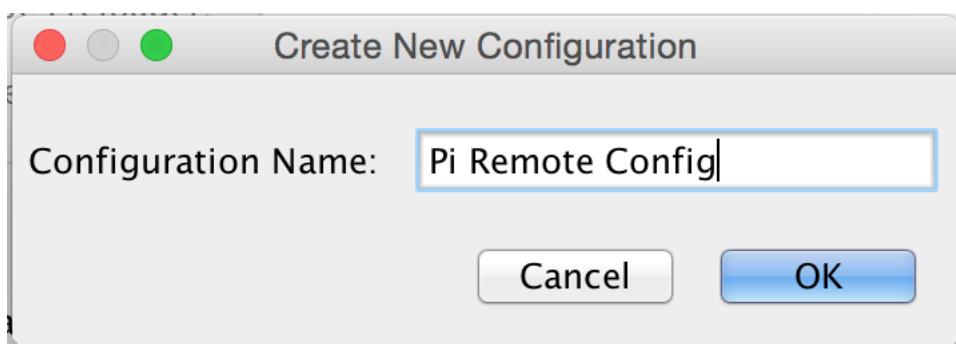
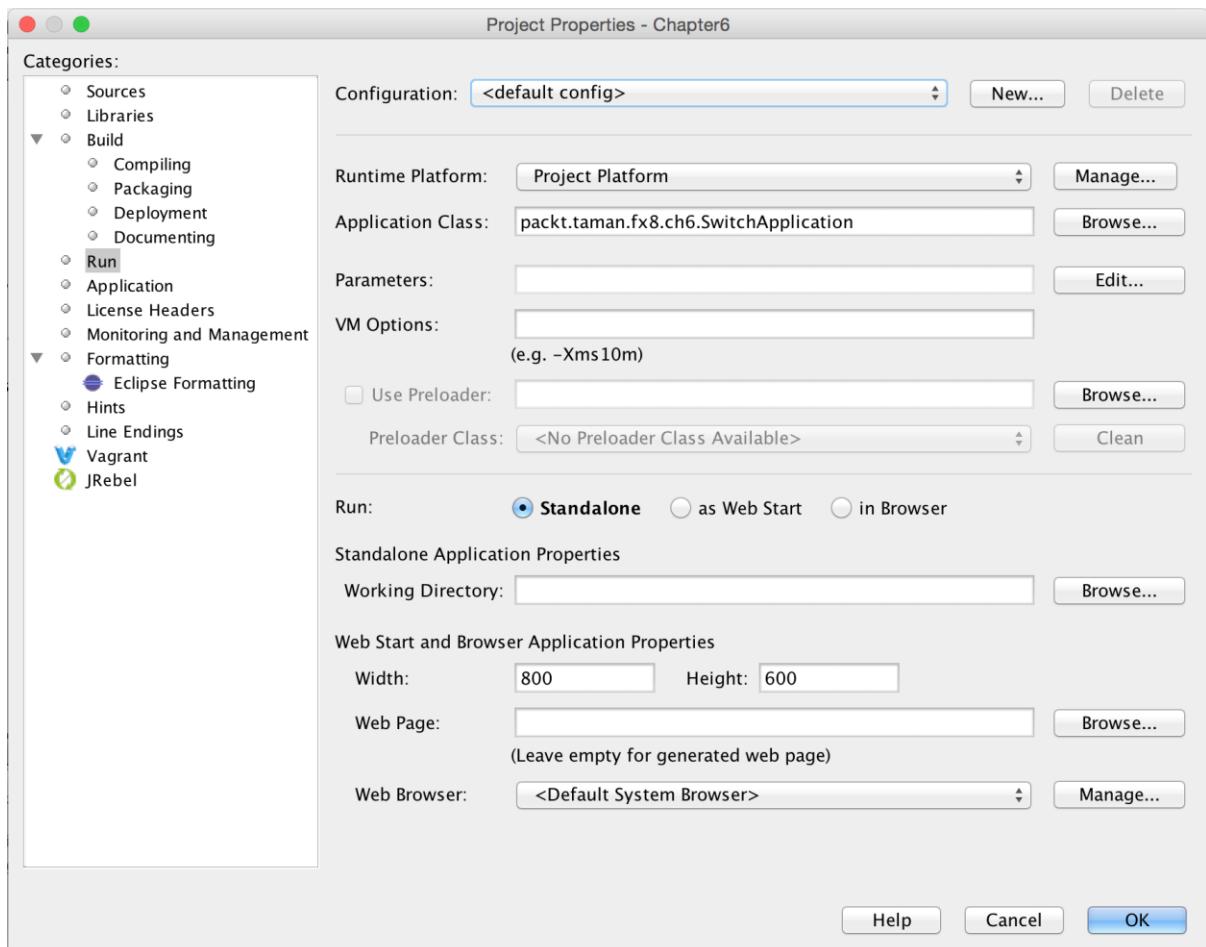


Raspberry Pi 2 Model B

fritzing







Configuration: Pi remote configuration

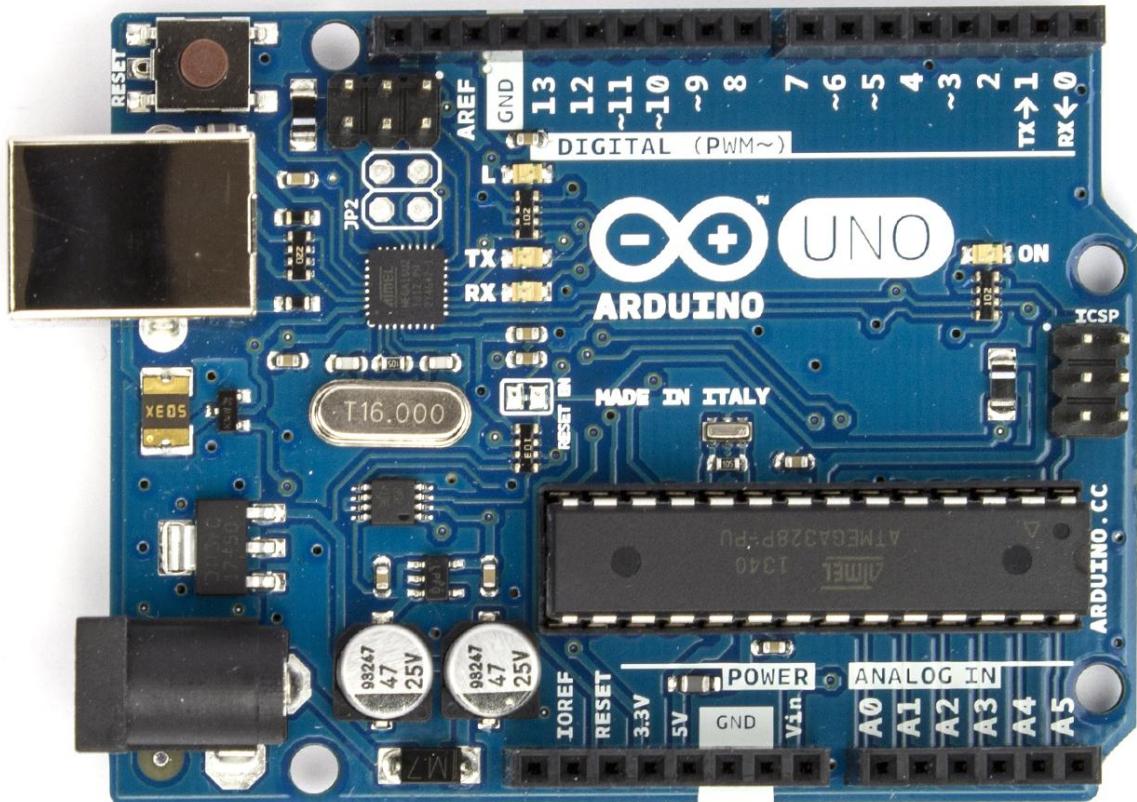
Runtime Platform: JavaFX on Raspberry Pi JDK 8

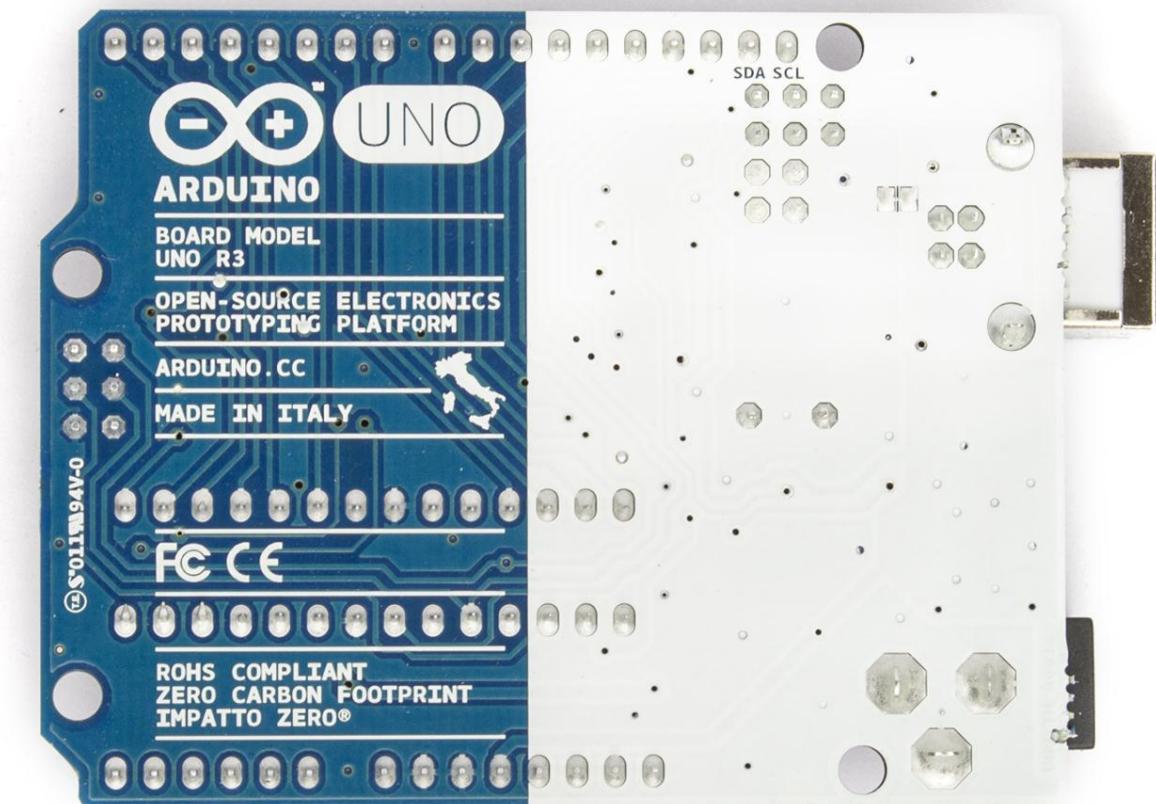
Application Class: packt.taman.fx8.ch6.SwitchApplication

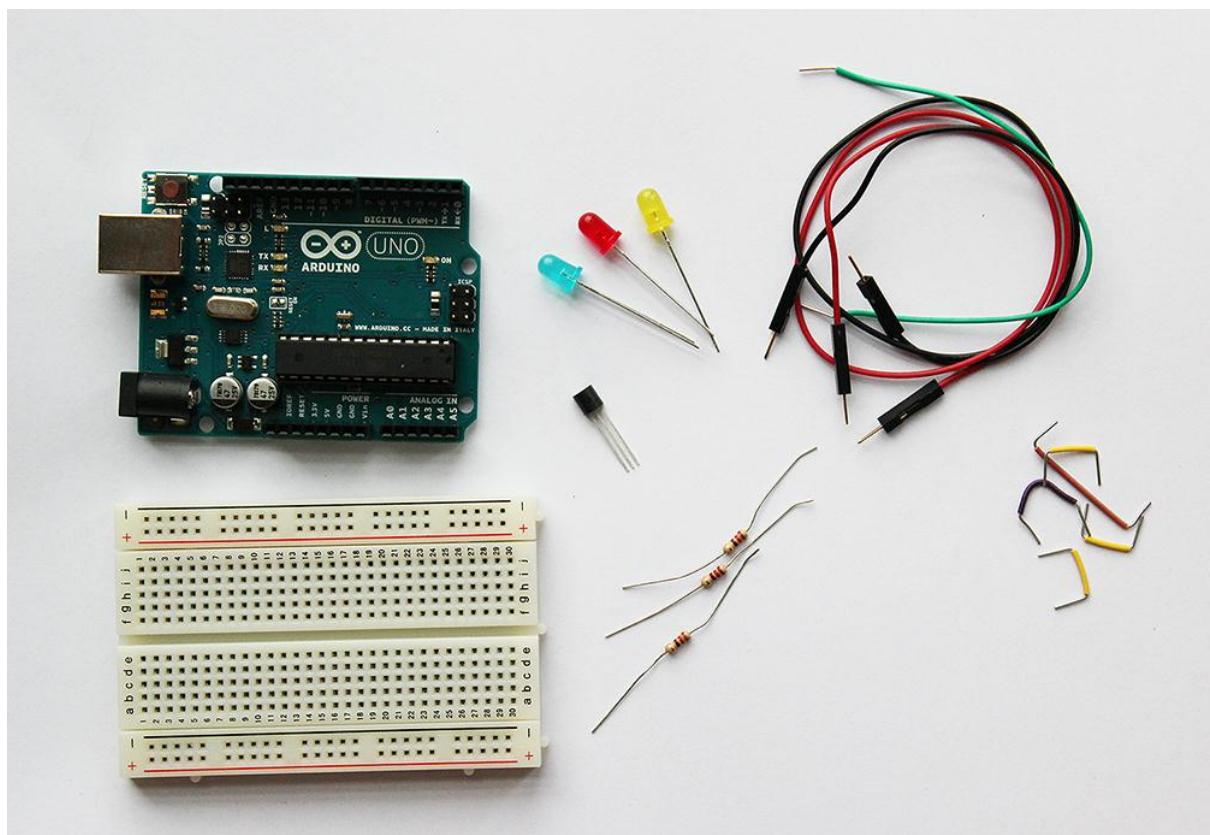
Parameters:

VM Options: -Djava.ext.dirs=/usr/lib/jvm/jdk-8-oracle-arm-vfp-hflt/rt/lib/ext
(e.g. -Xms10m)

Chapter 7









ARDUINO 1.6.4

The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other open-source software.

This software can be used with any Arduino board. Refer to the [Getting Started](#) page for Installation instructions.

[Windows Installer](#)

[Windows ZIP file for non admin install](#)

[Mac OS X 10.7 Lion or newer](#)

[Linux 32 bits](#)

[Linux 64 bits](#)

[Release Notes](#)

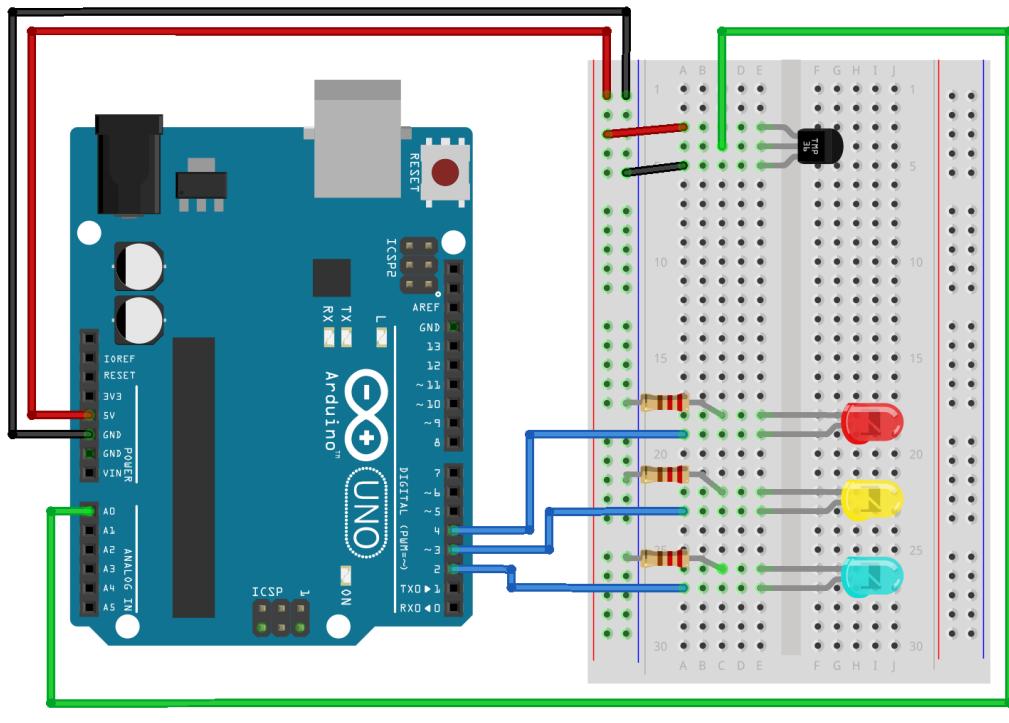
[Source Code](#)

[Checksums](#)

The screenshot shows the Arduino IDE interface. The title bar reads "sketch_may26a | Arduino 1.6.4". The main window displays the following Arduino C++ code:

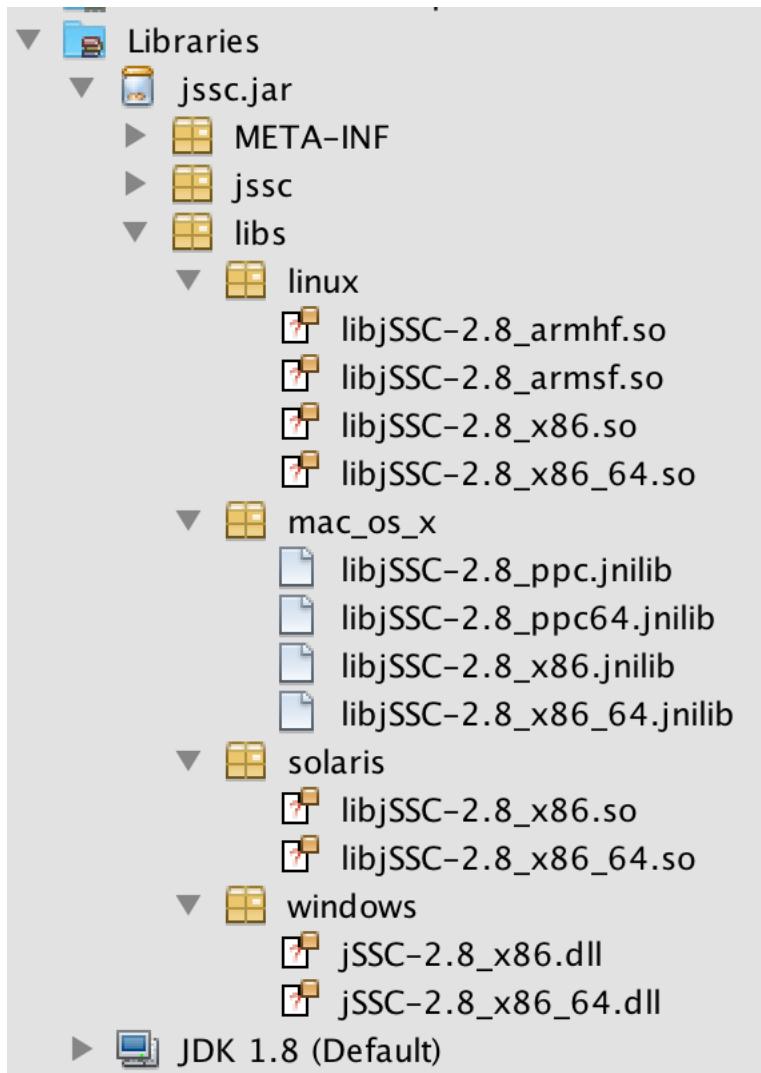
```
1 void setup() {
2     // put your setup code here, to run once:
3
4 }
5
6 void loop() {
7     // put your main code here, to run repeatedly:
8
9 }
```

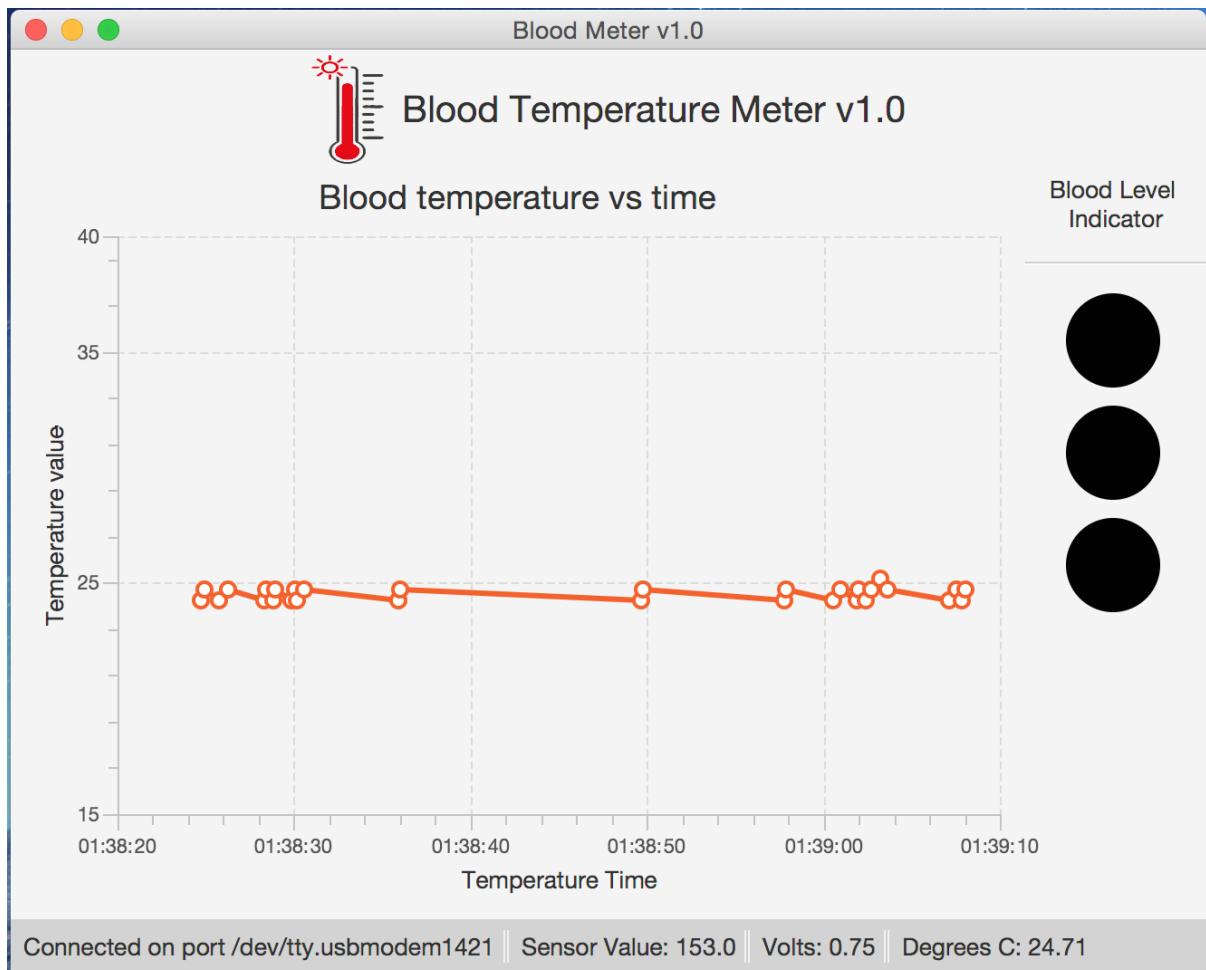
The code consists of two functions: `setup()` and `loop()`. The `setup()` function is intended for one-time initialization code, and the `loop()` function is for repeated execution. The code is currently empty in both functions.

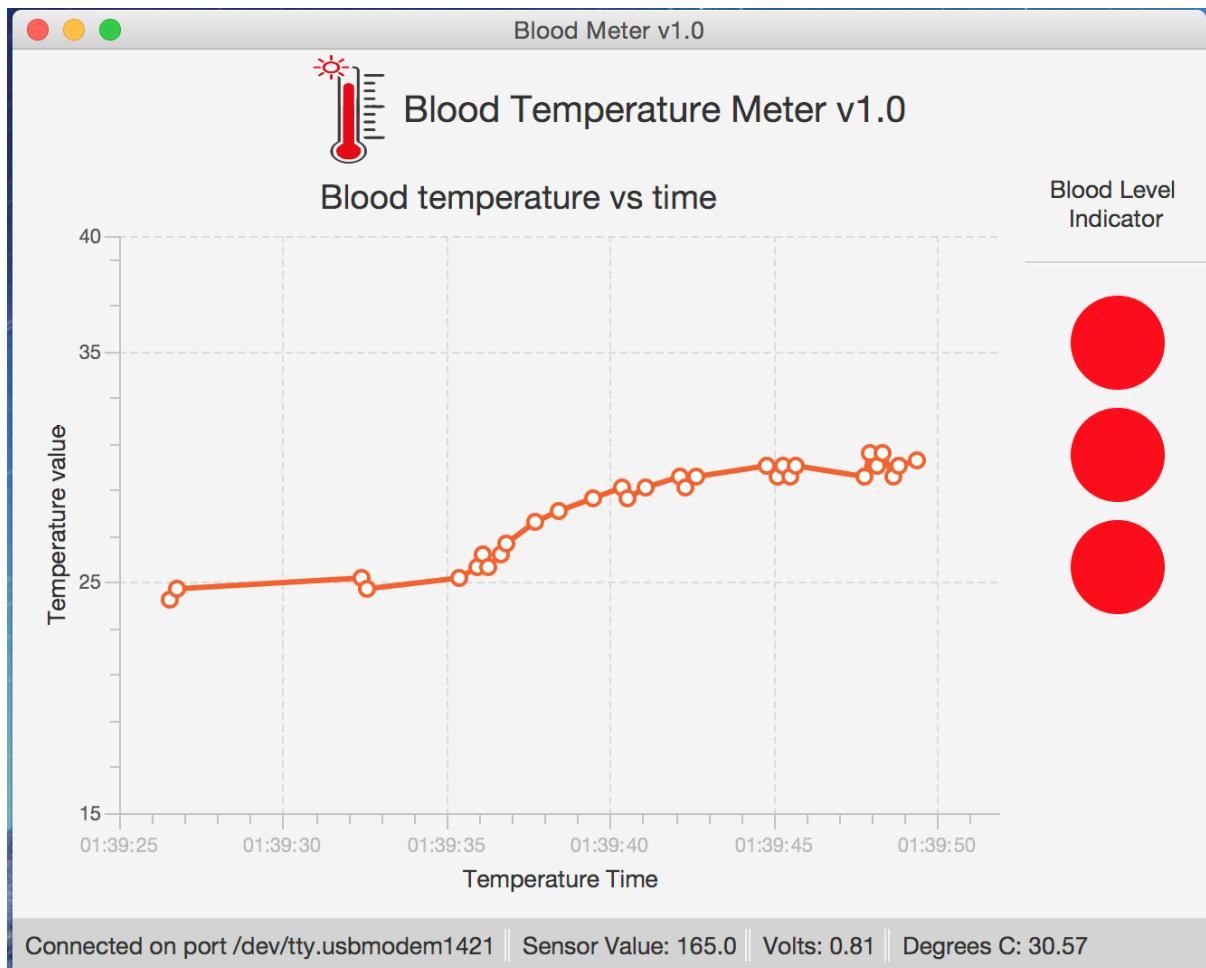


fritzing



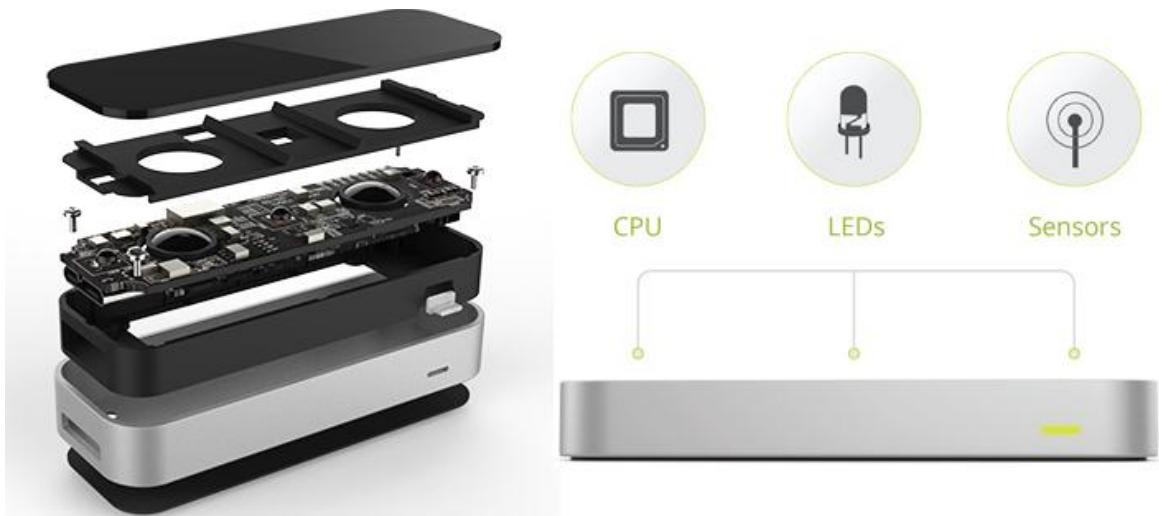


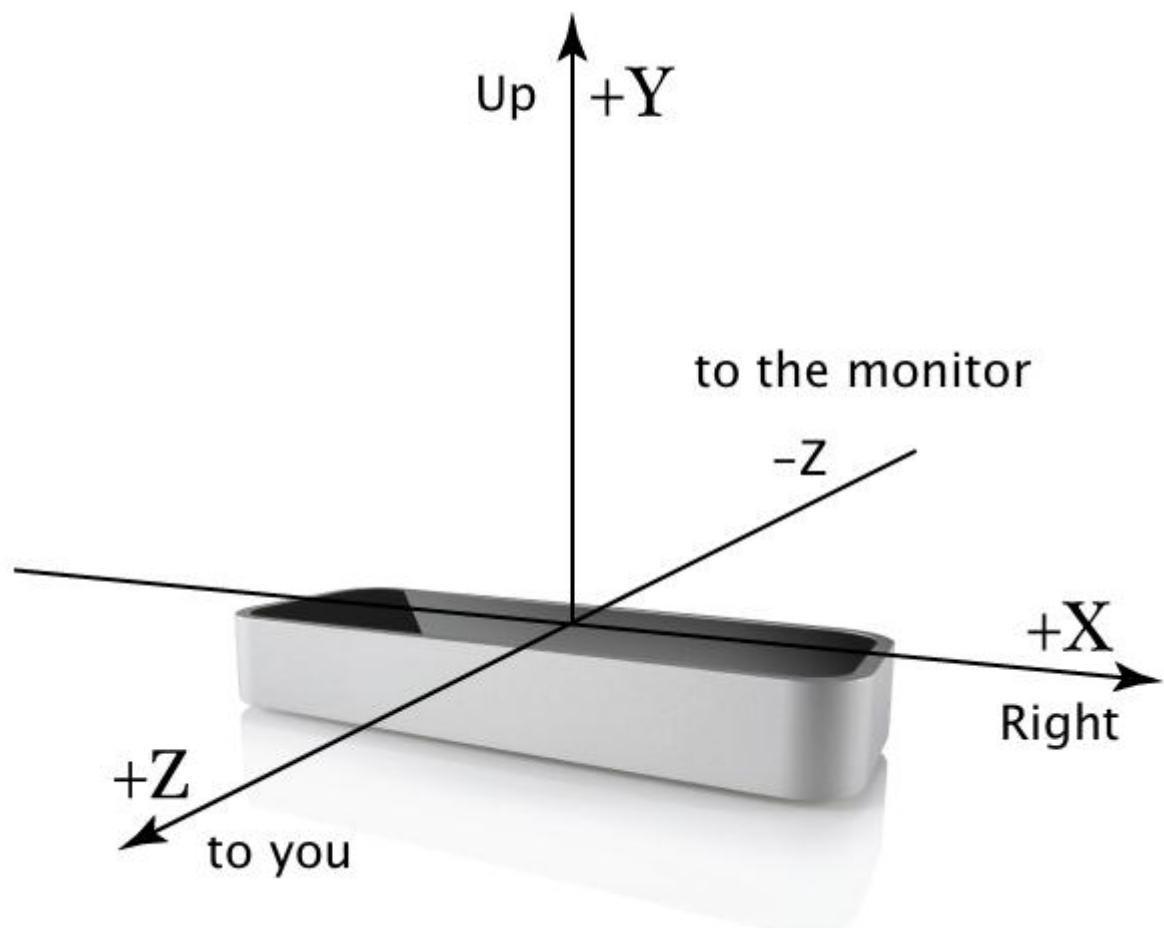


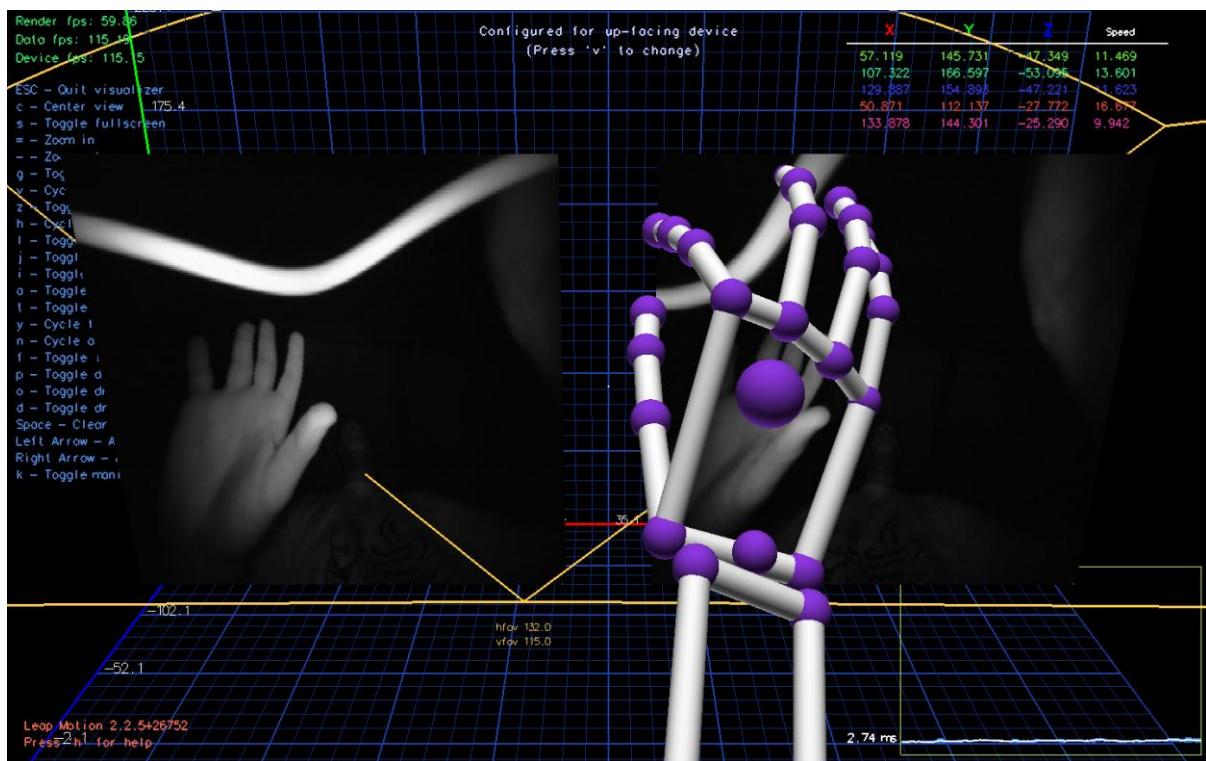
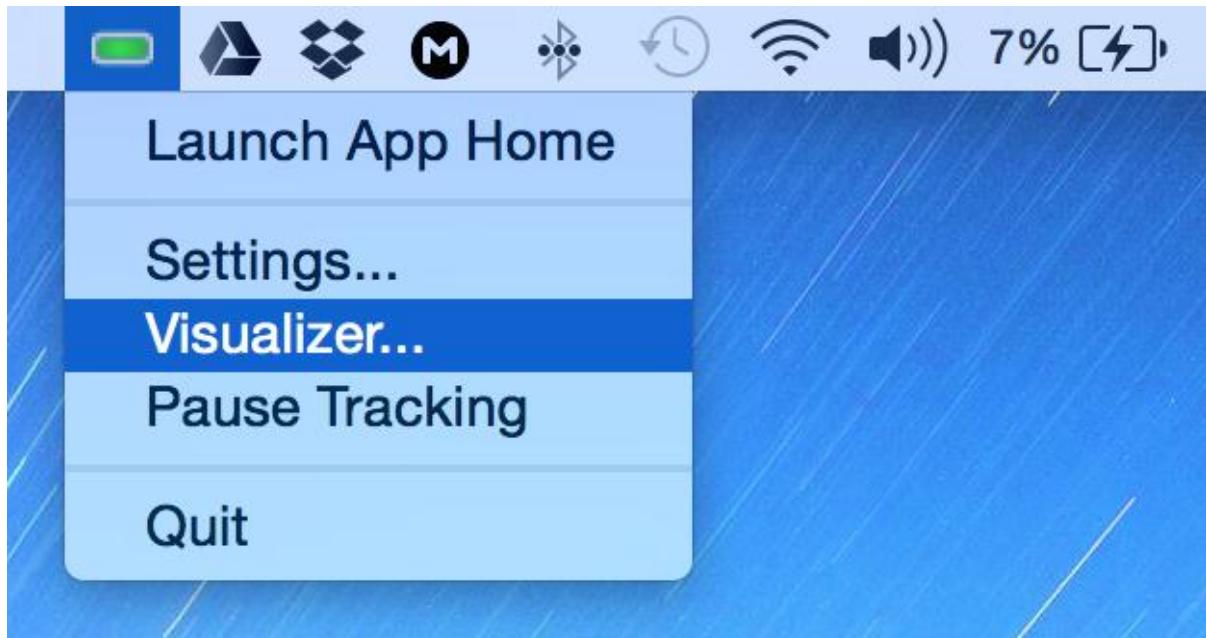


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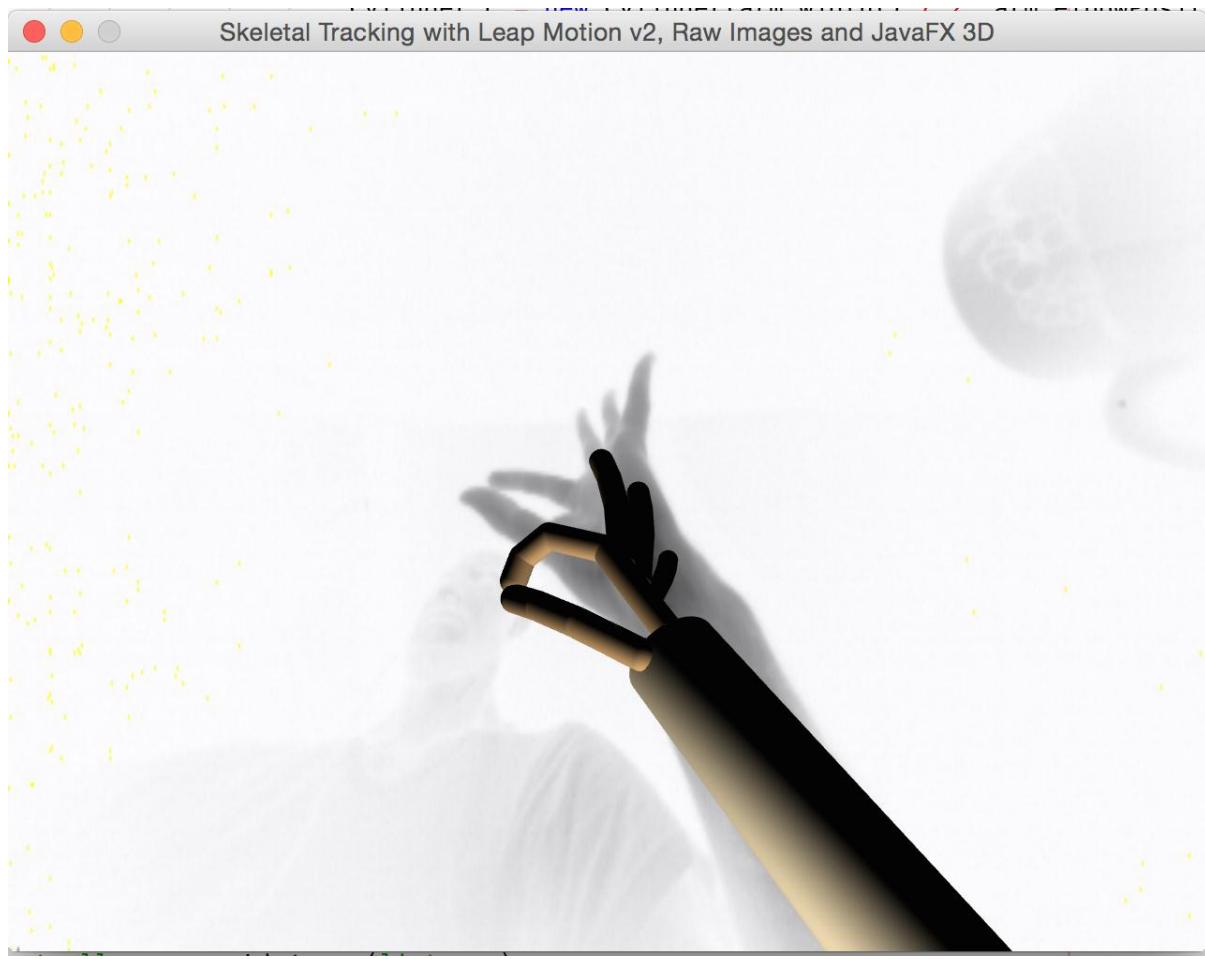


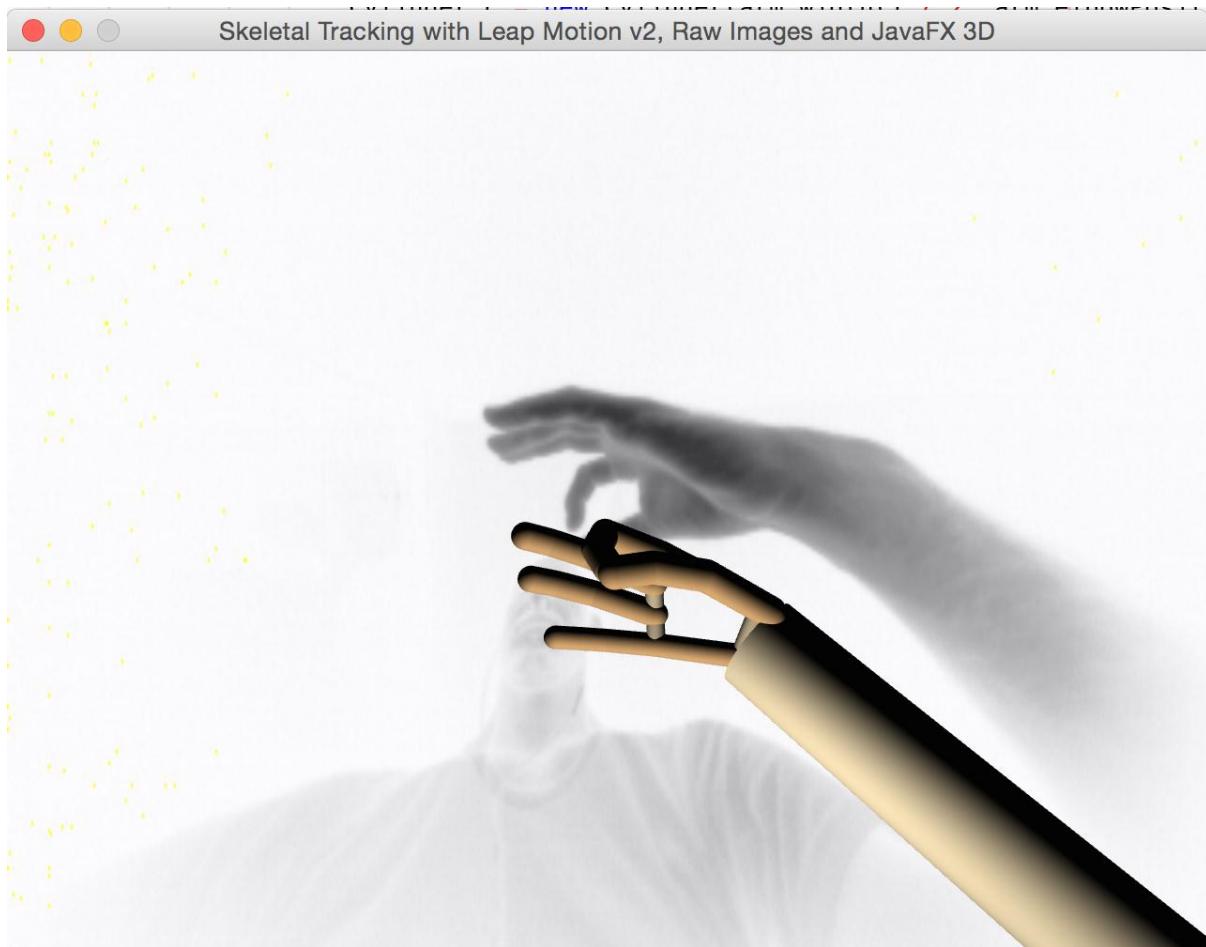












Chapter 9

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