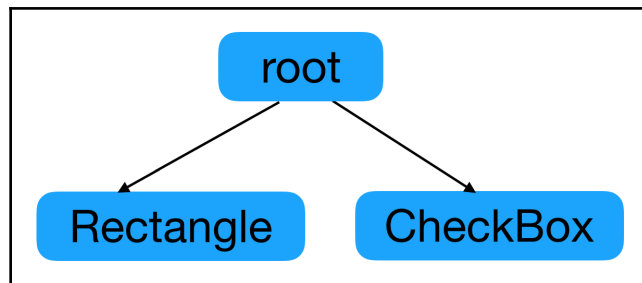
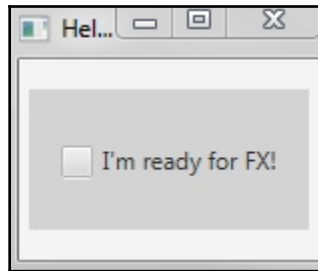
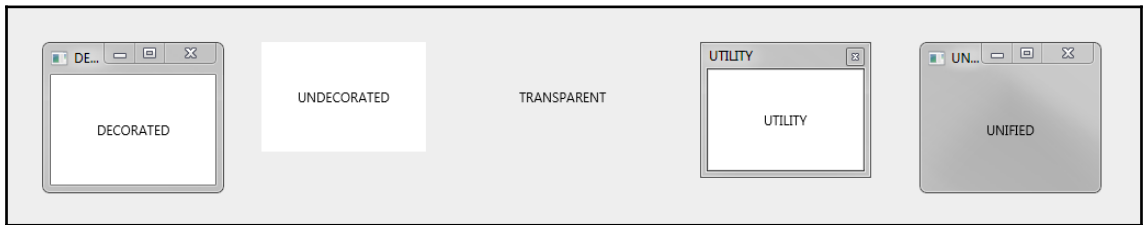
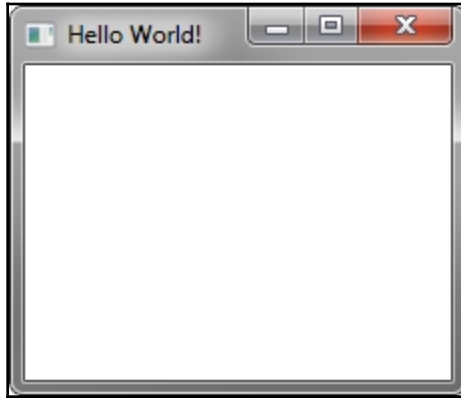
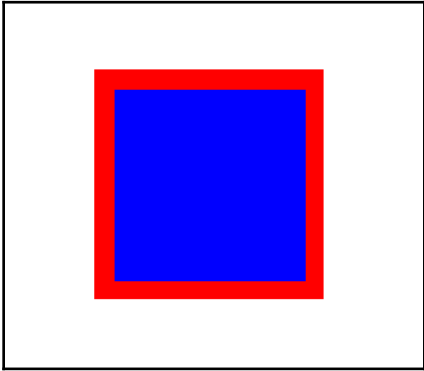
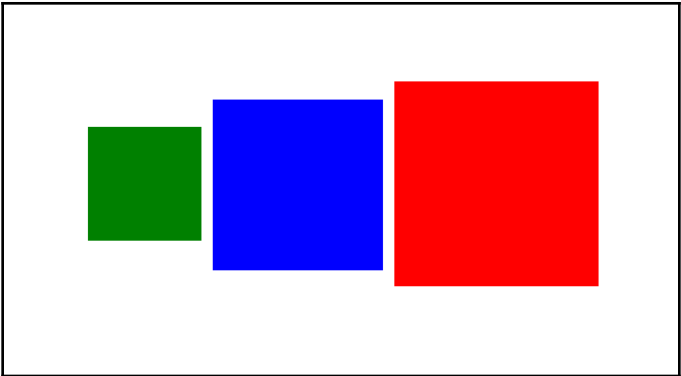
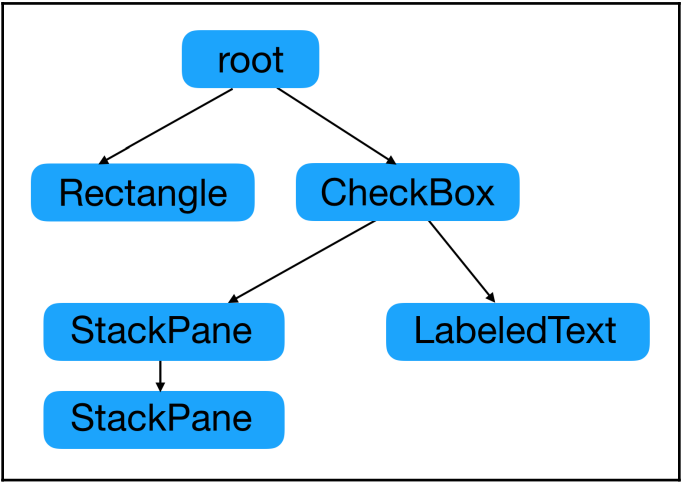
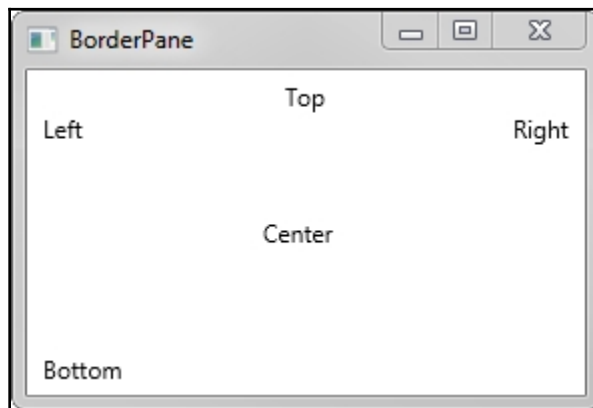
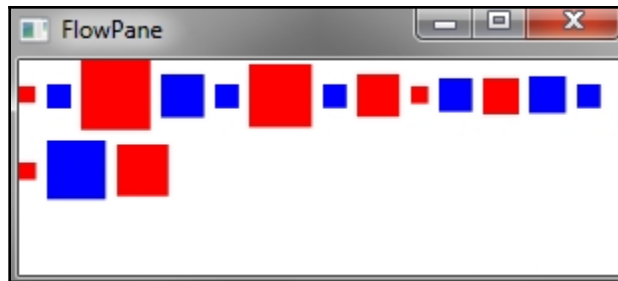
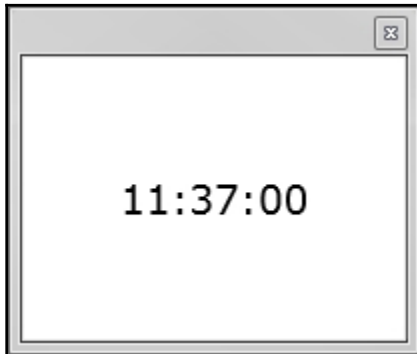
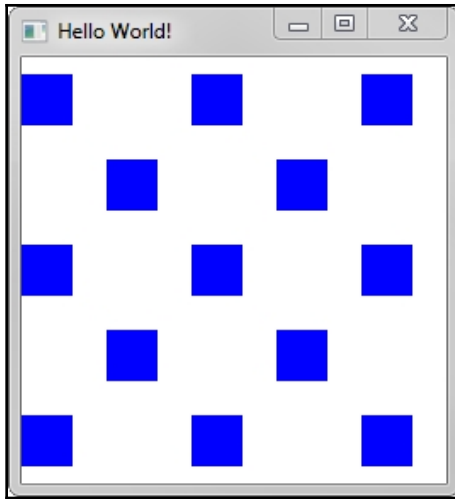
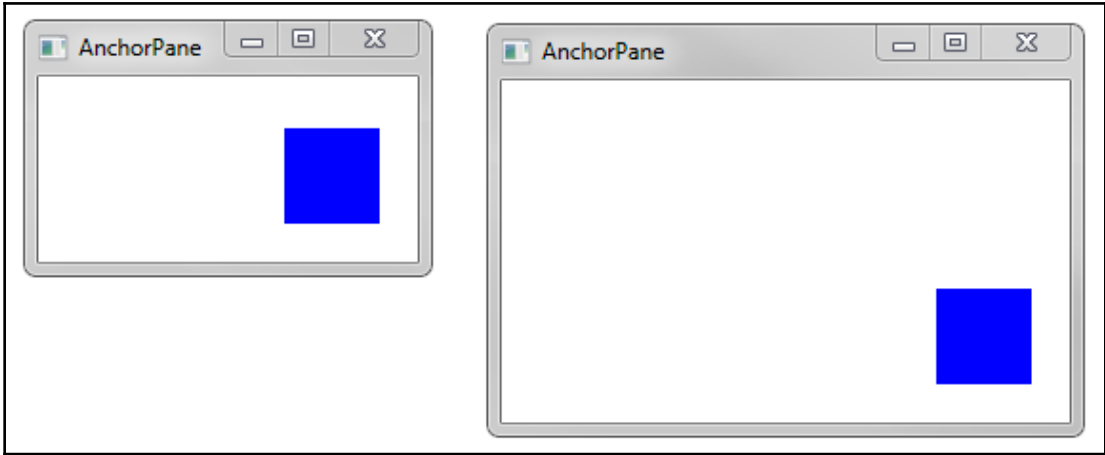


Chapter 1: Stages, Scenes, and Layout

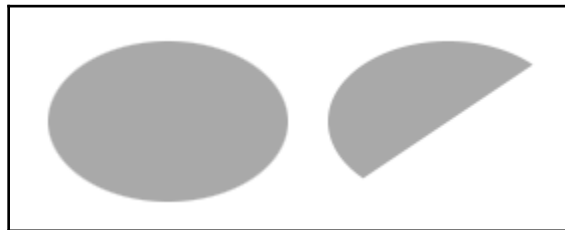
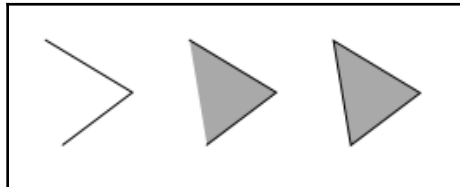
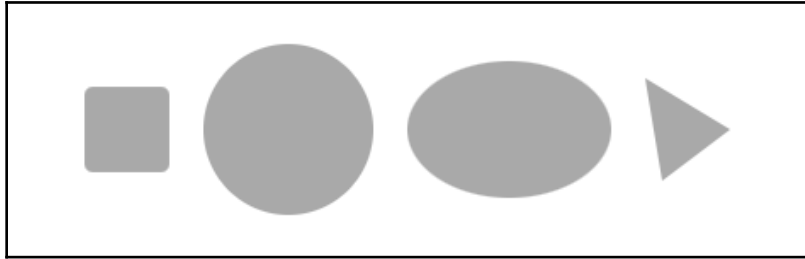


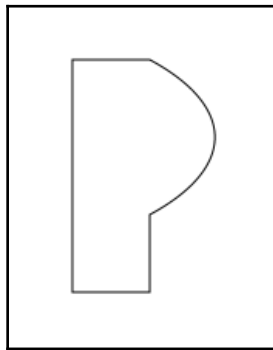
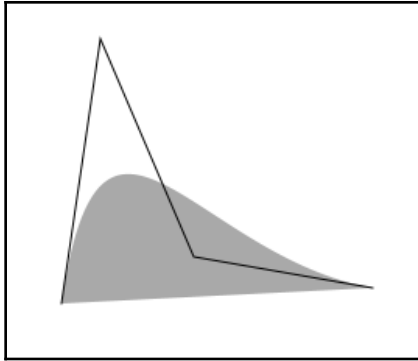
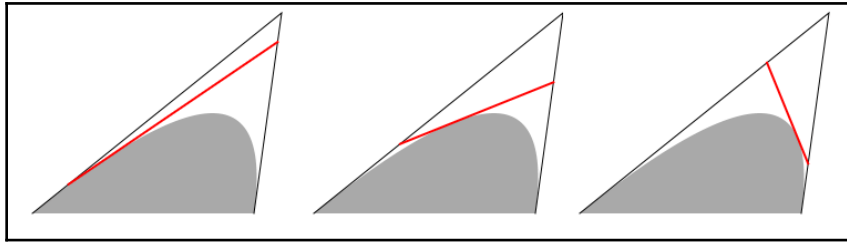






Chapter 2: Building Blocks – Shapes, Text, and Controls

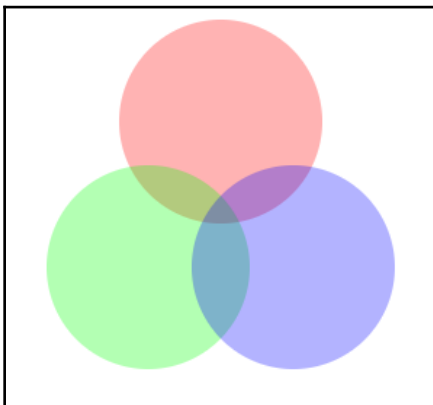


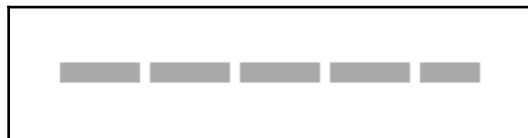
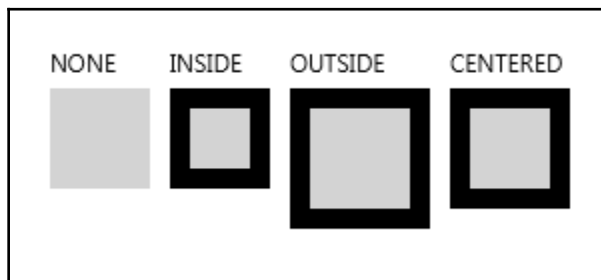
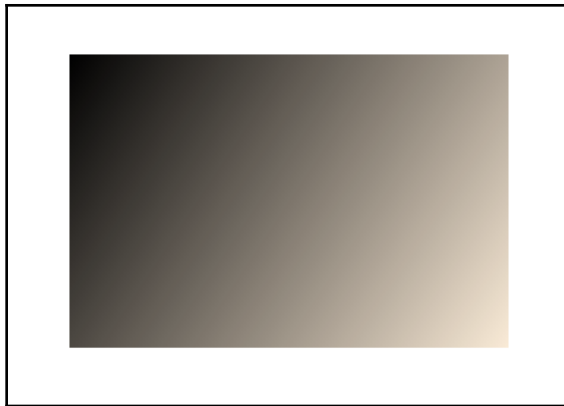
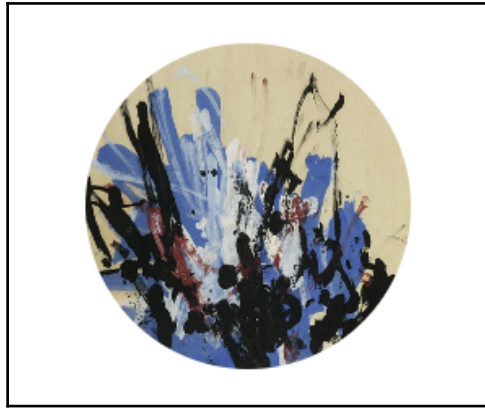


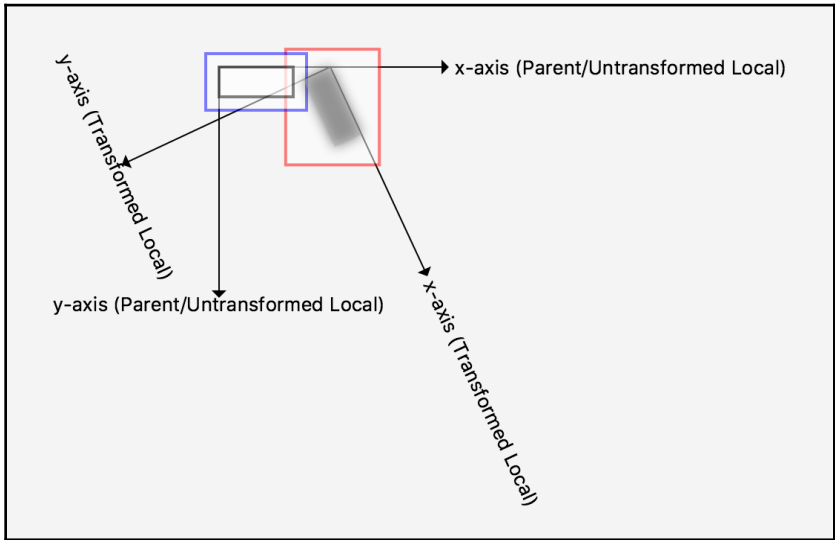
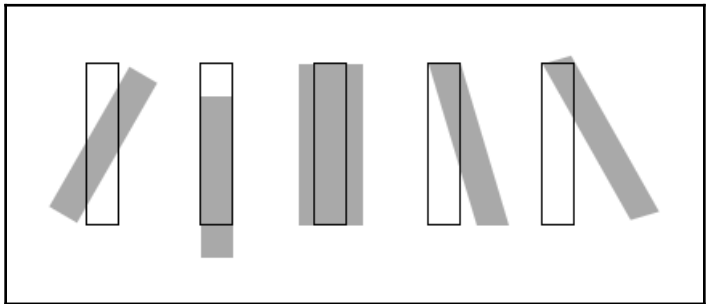
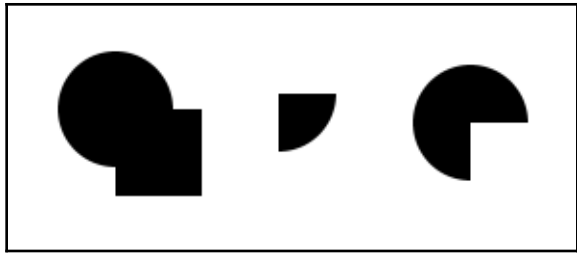
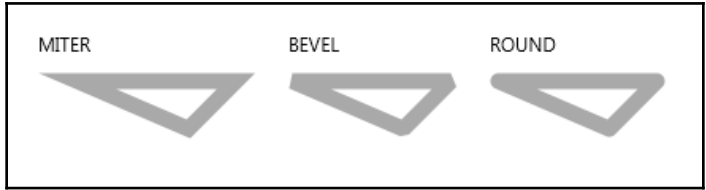


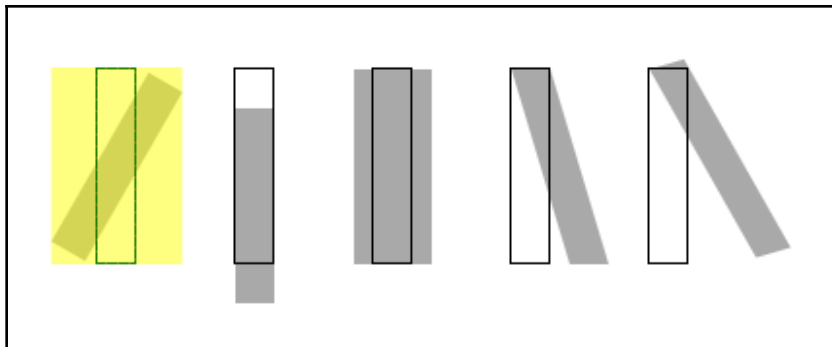
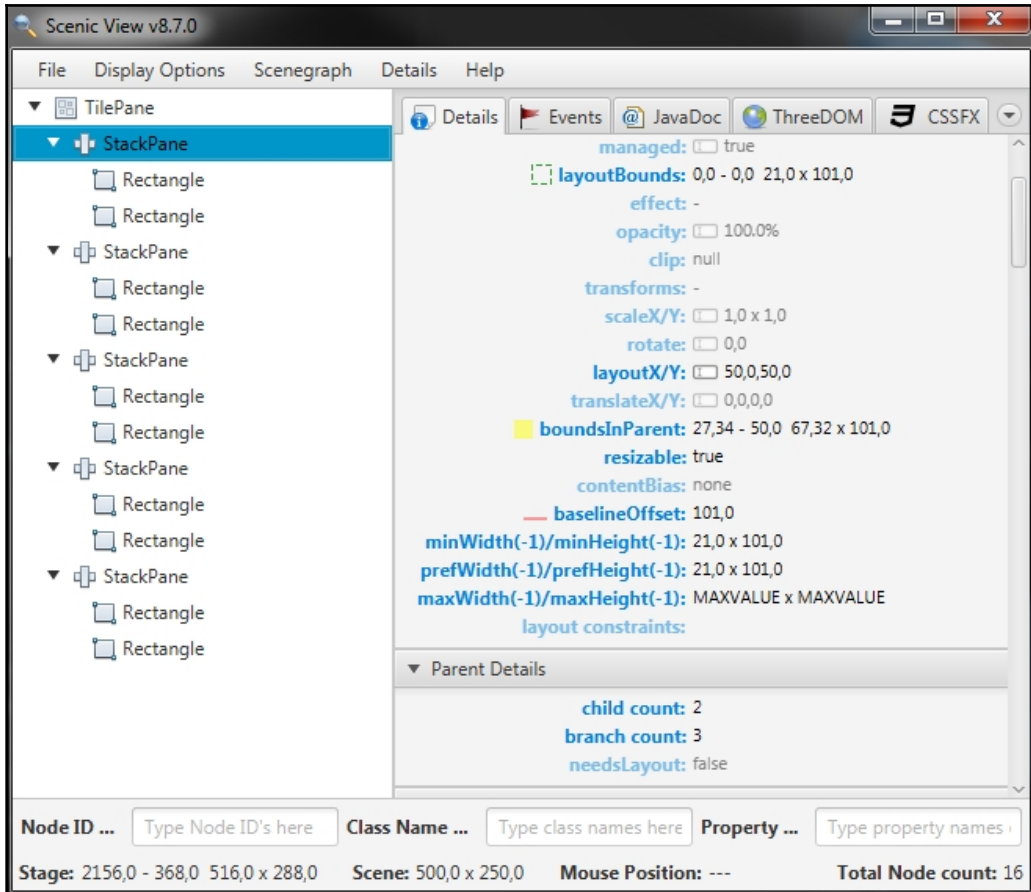
Hello, JavaFX!

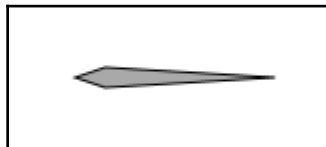
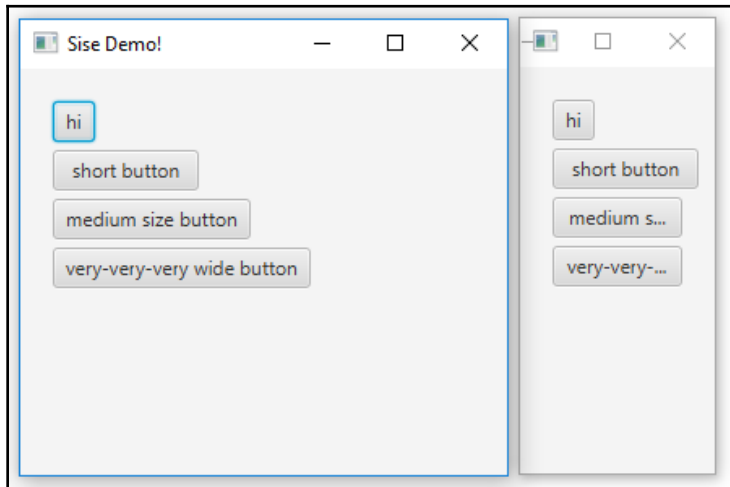
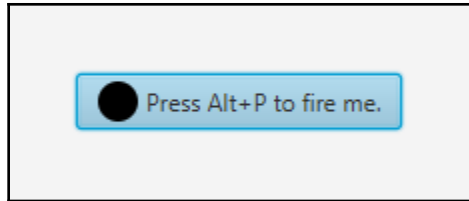
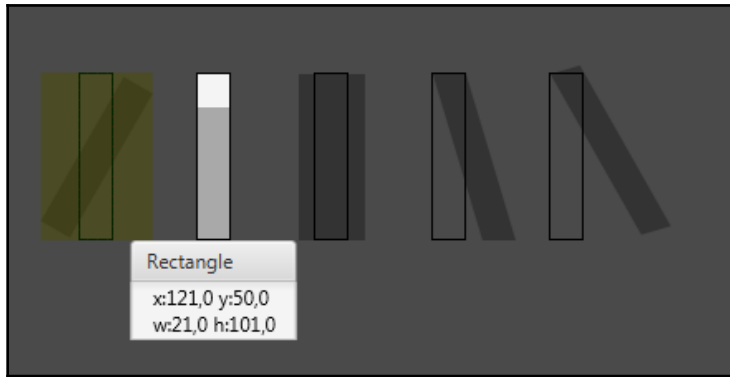
Text1Text2Text3

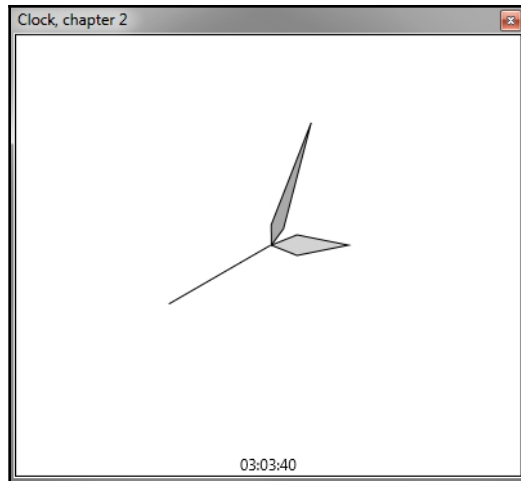
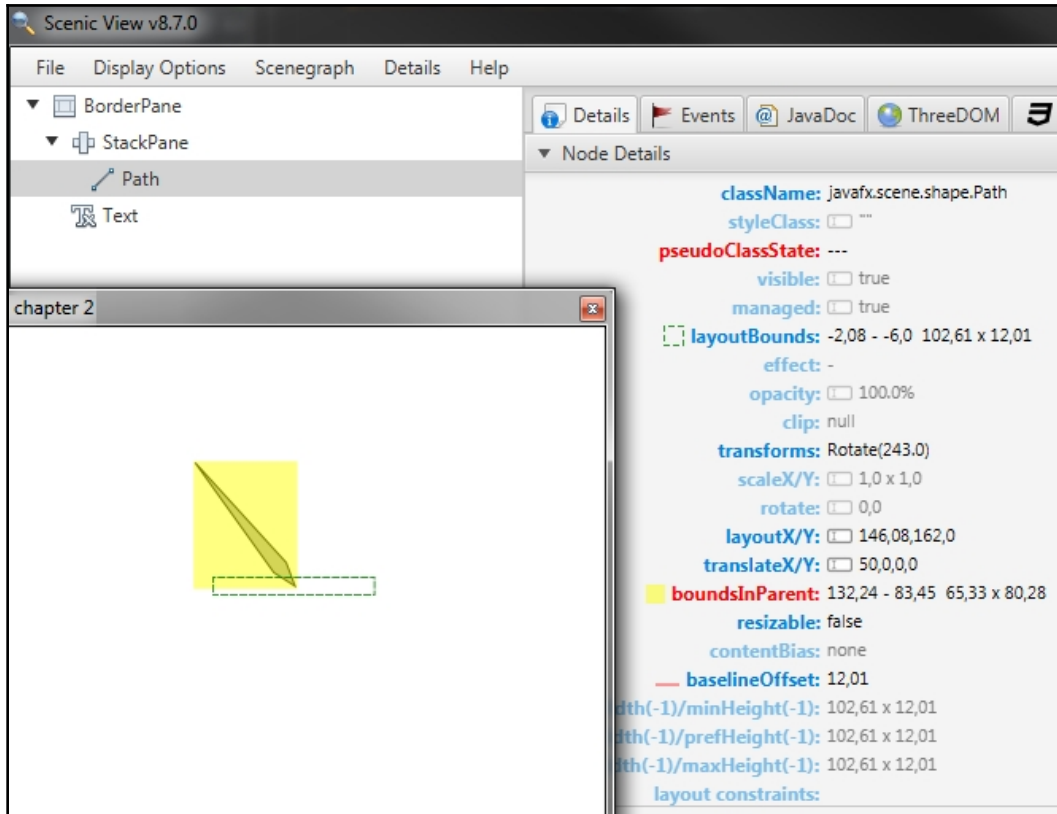




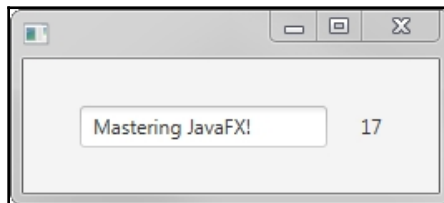
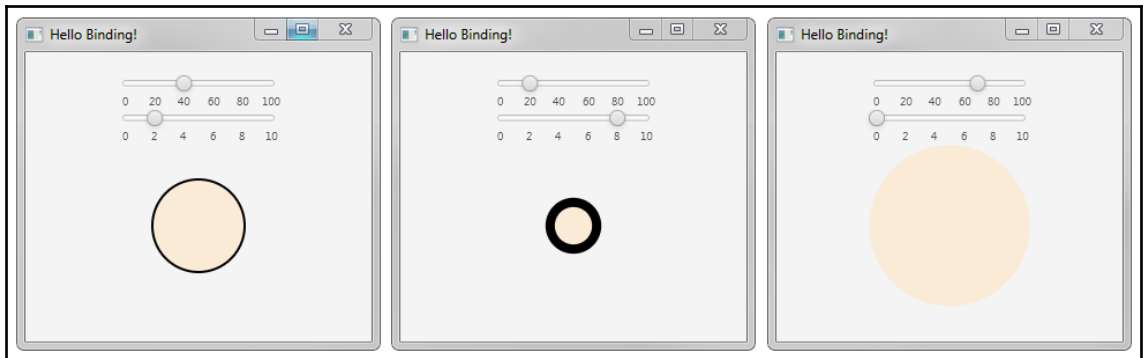
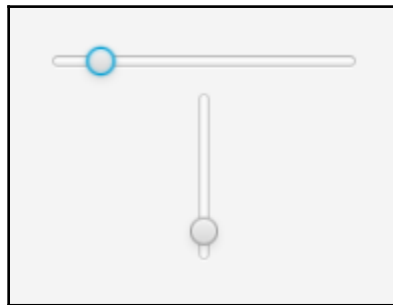
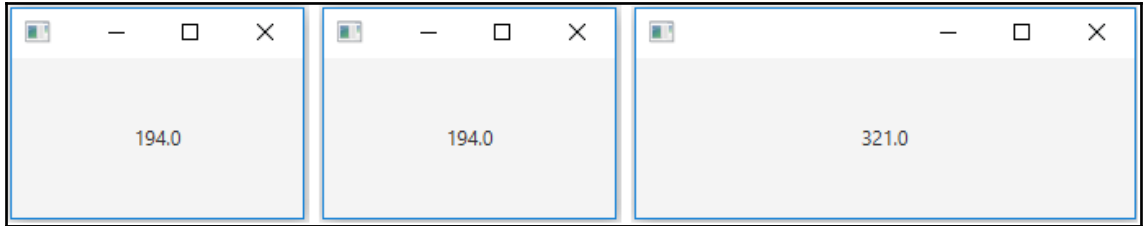


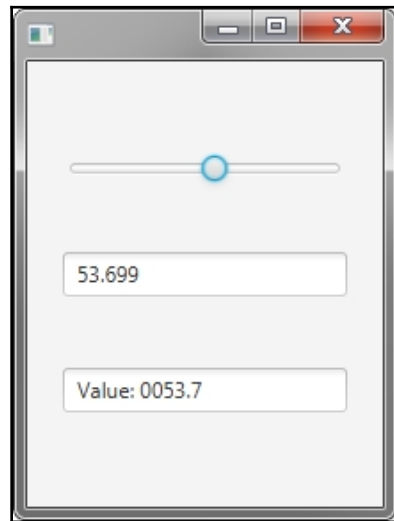
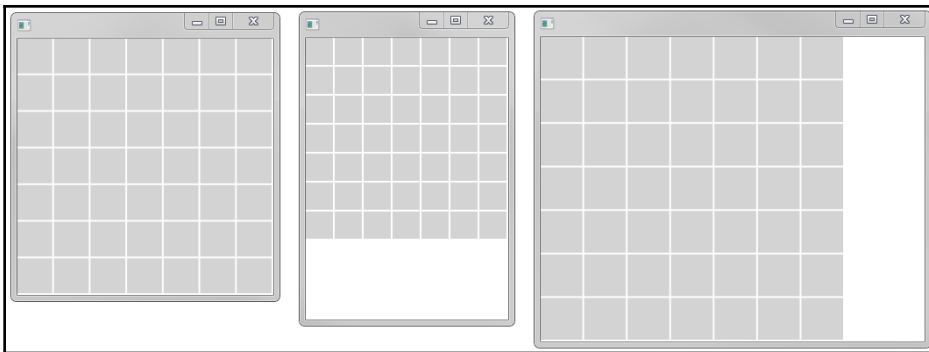
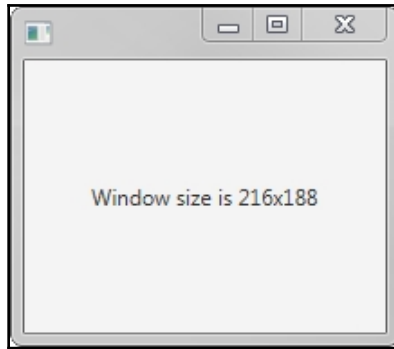






Chapter 3: Connecting Pieces – Binding



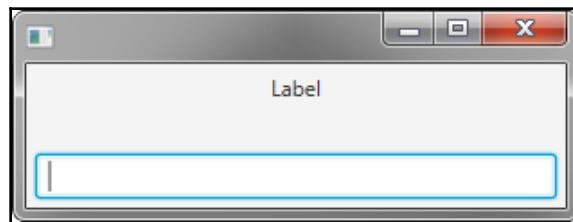
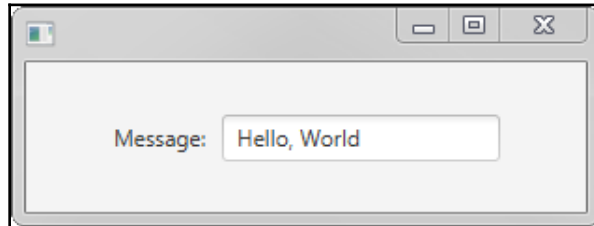


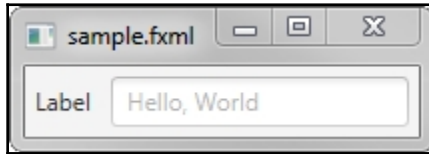
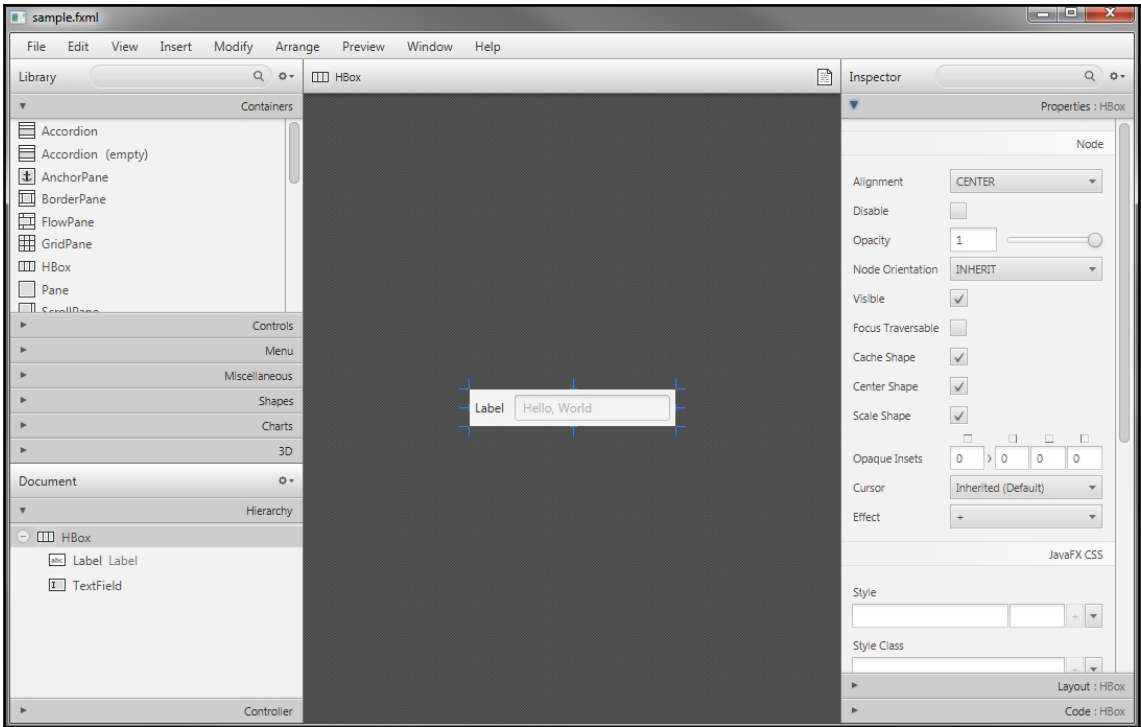
A UI control panel with a slider at the top. Below it is a text box containing the value '1.444'. Underneath that is a label 'Value: 0001.4'. At the bottom is another text box containing the string '1.4444 is good number'.

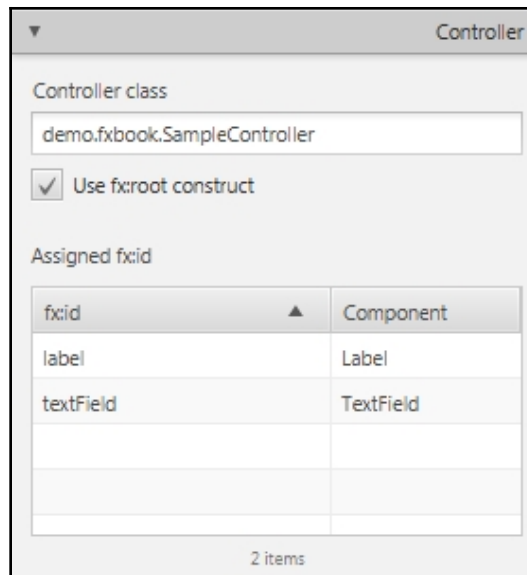
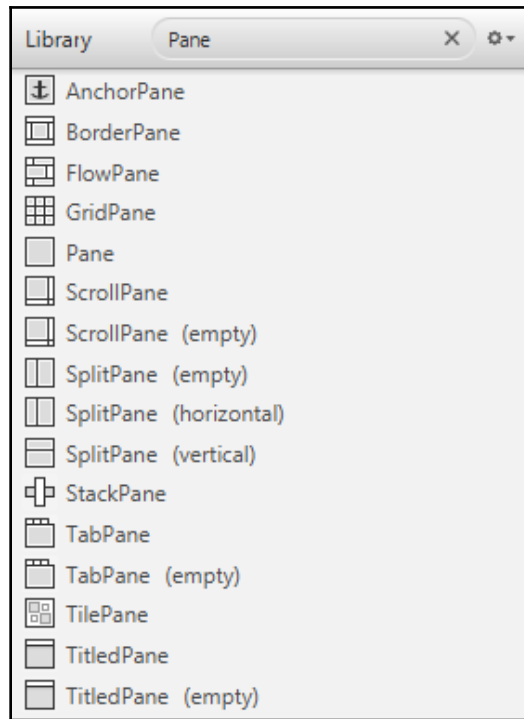
A window titled "Binding to a List demo" with standard window controls. It displays the text "changes count: 14" followed by a row of ten buttons labeled 0 through 9. The button labeled "7" is highlighted with a blue border.

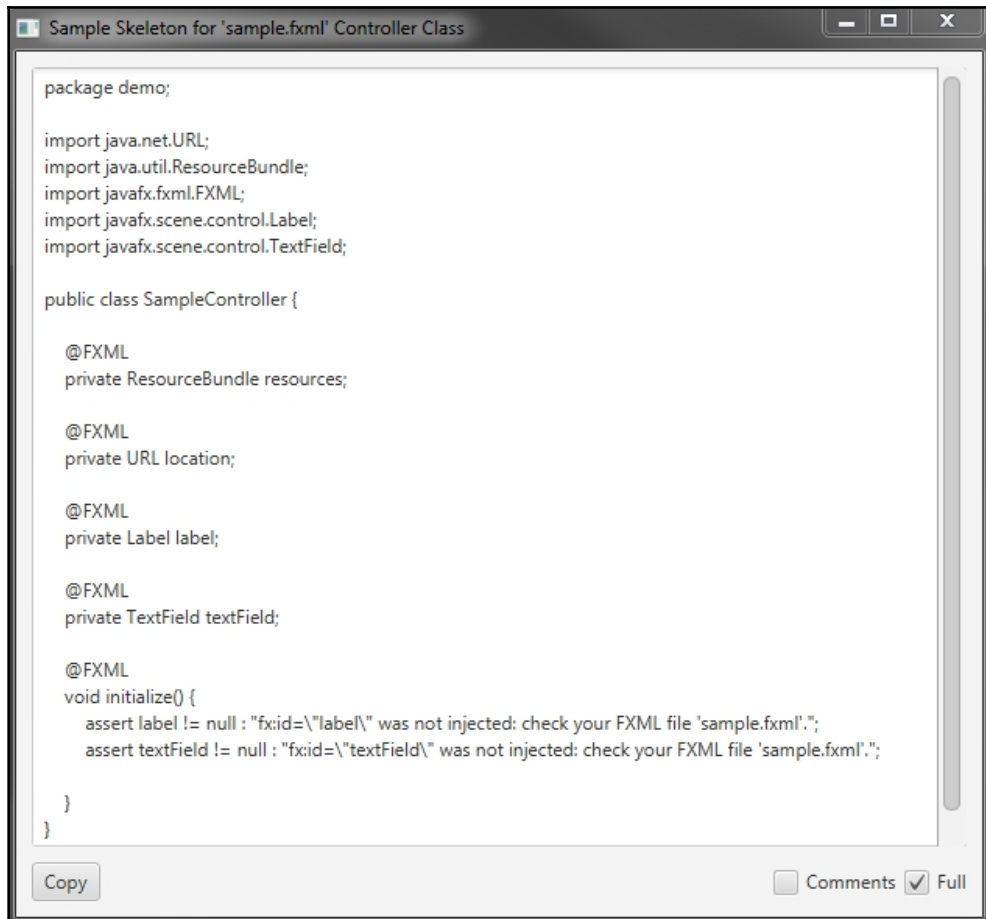
A window with two side-by-side list boxes. Both lists contain the items: "1", "2", "abc", "Item 3", "Item 4", and "Item 5". Below the lists is an "add" button.

Chapter 4: FXML









```
package demo;

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

public class SampleController {

    @FXML
    private ResourceBundle resources;

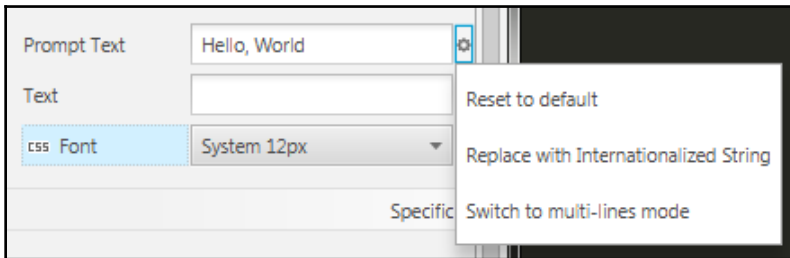
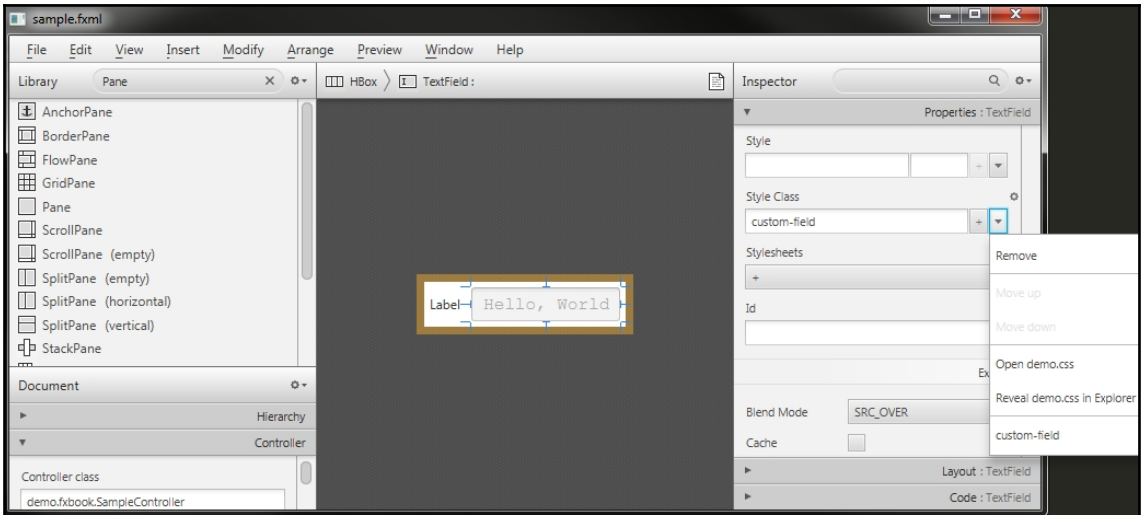
    @FXML
    private URL location;

    @FXML
    private Label label;

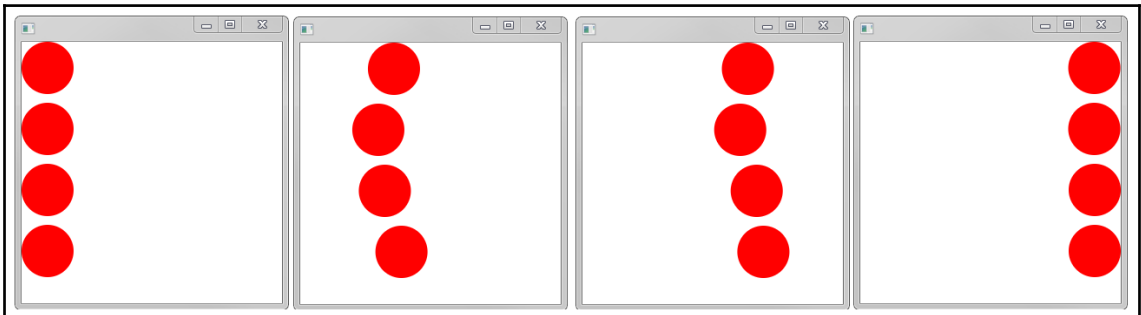
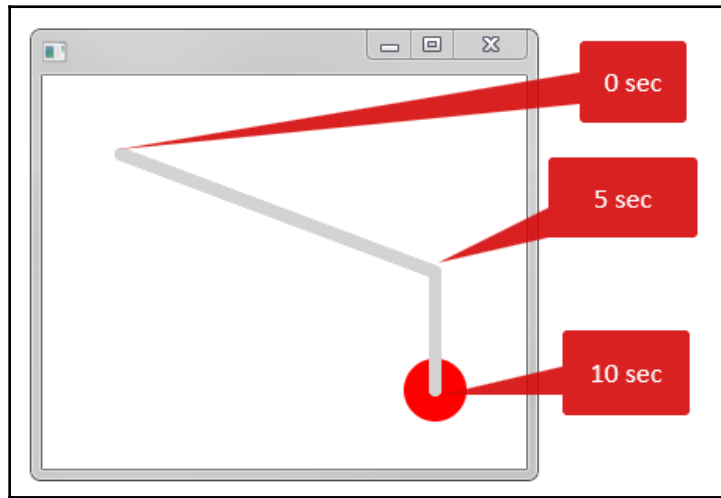
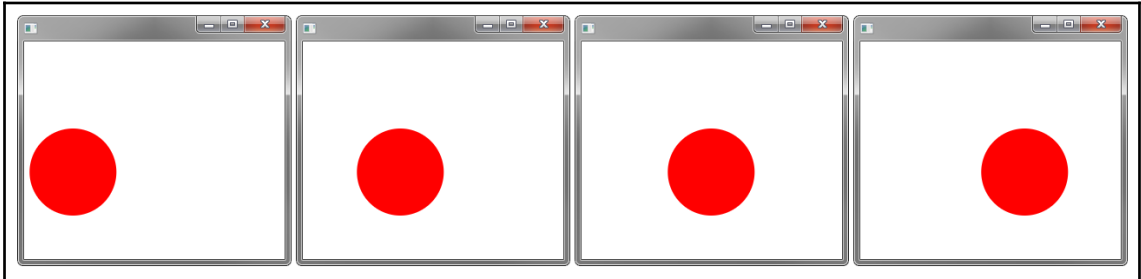
    @FXML
    private TextField textField;

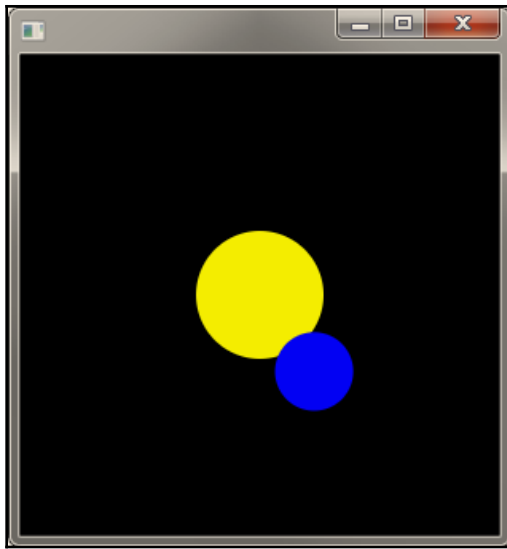
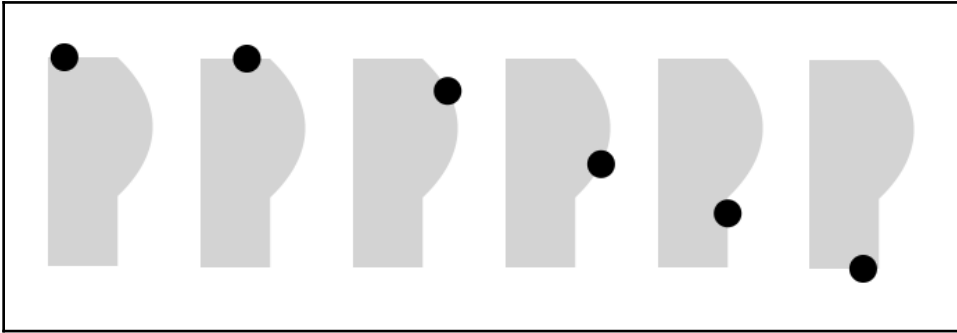
    @FXML
    void initialize() {
        assert label != null : "fx:id=\"label\" was not injected: check your FXML file 'sample.fxml'.";
        assert textField != null : "fx:id=\"textField\" was not injected: check your FXML file 'sample.fxml'.";
    }
}
```

Copy Comments Full

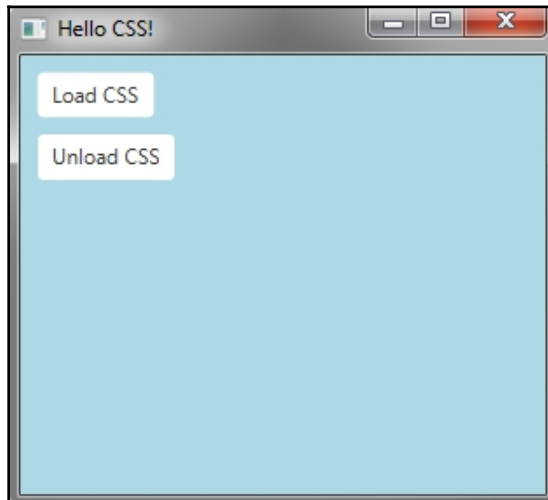
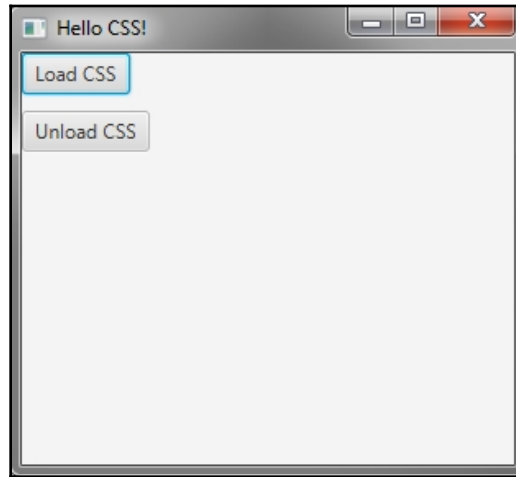


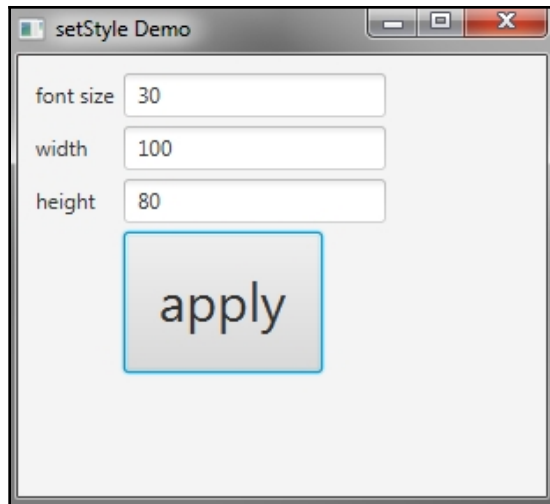
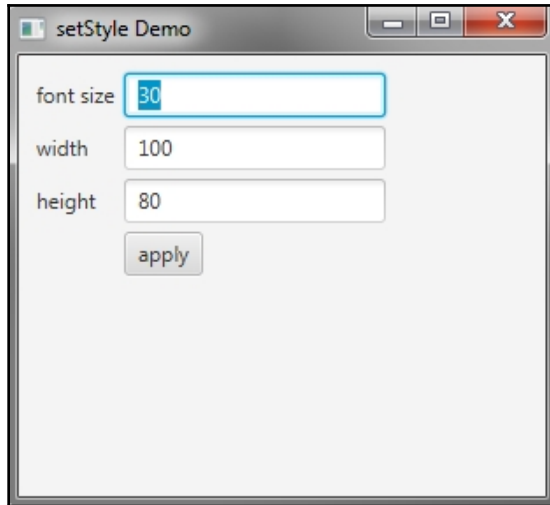
Chapter 5: Animation

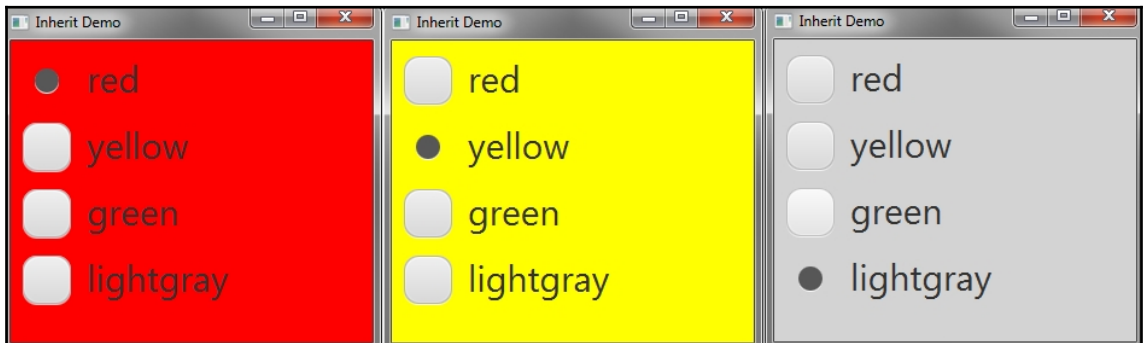
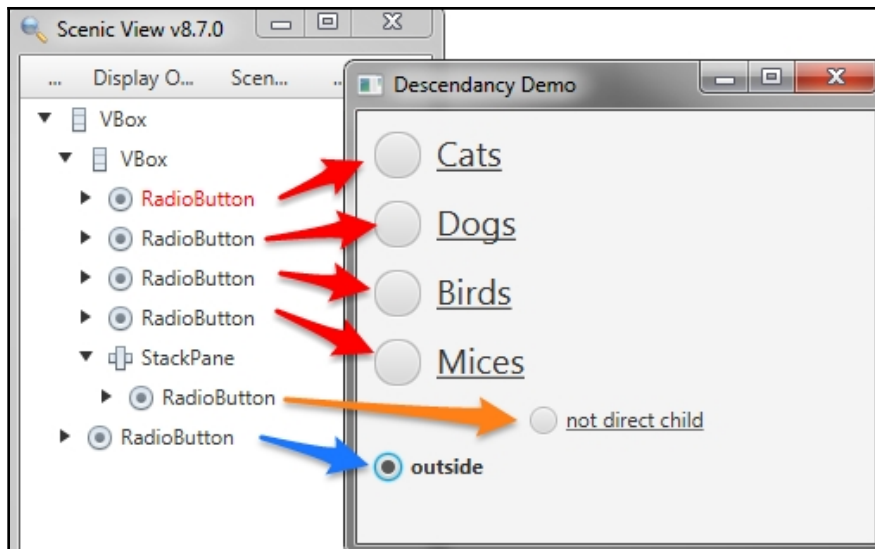
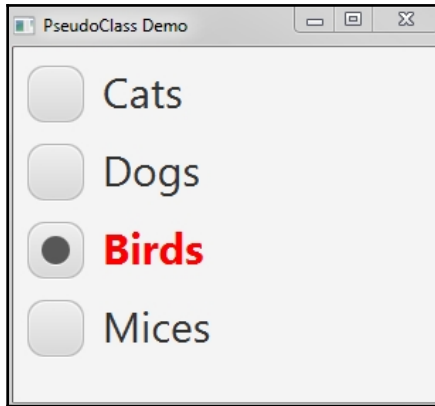


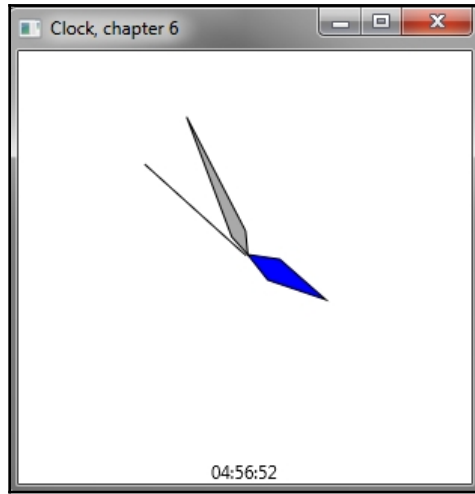


Chapter 6: Styling Applications with CSS

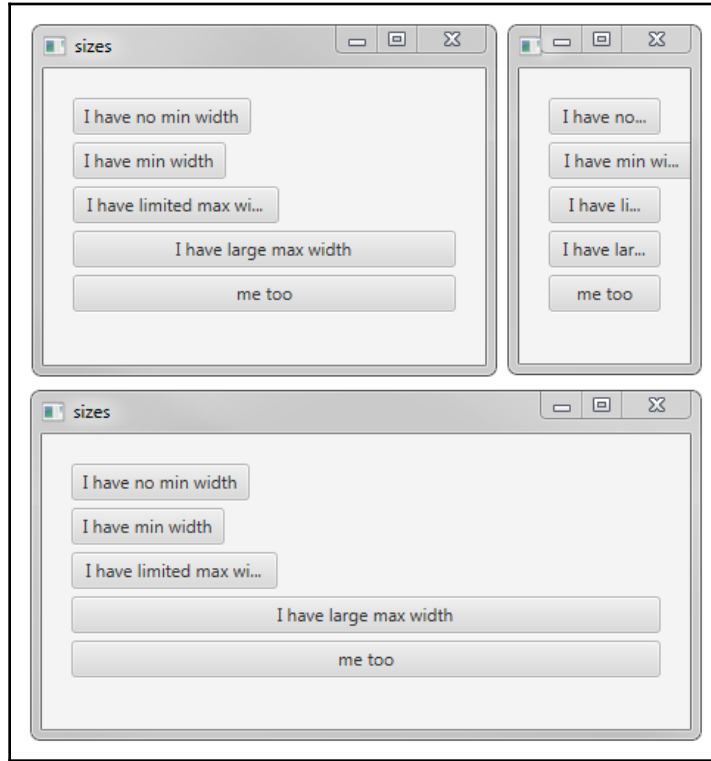


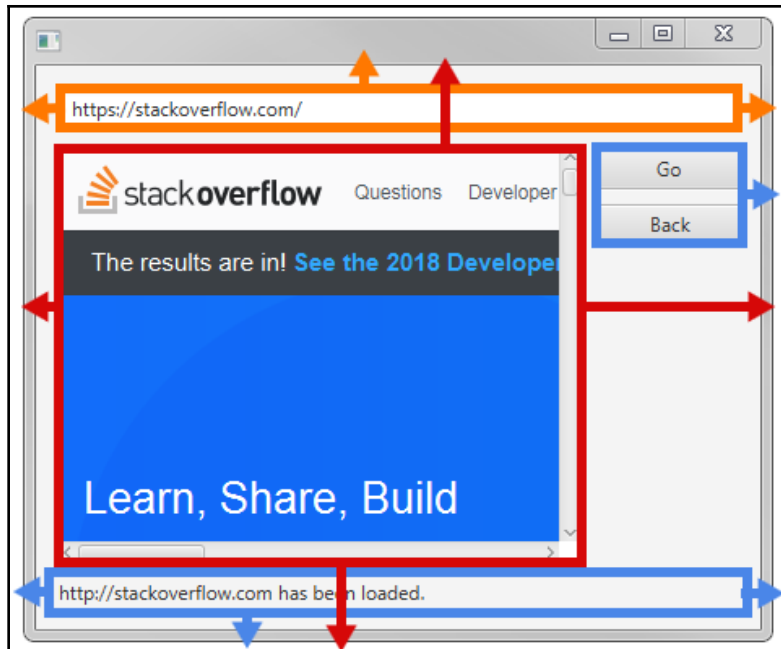
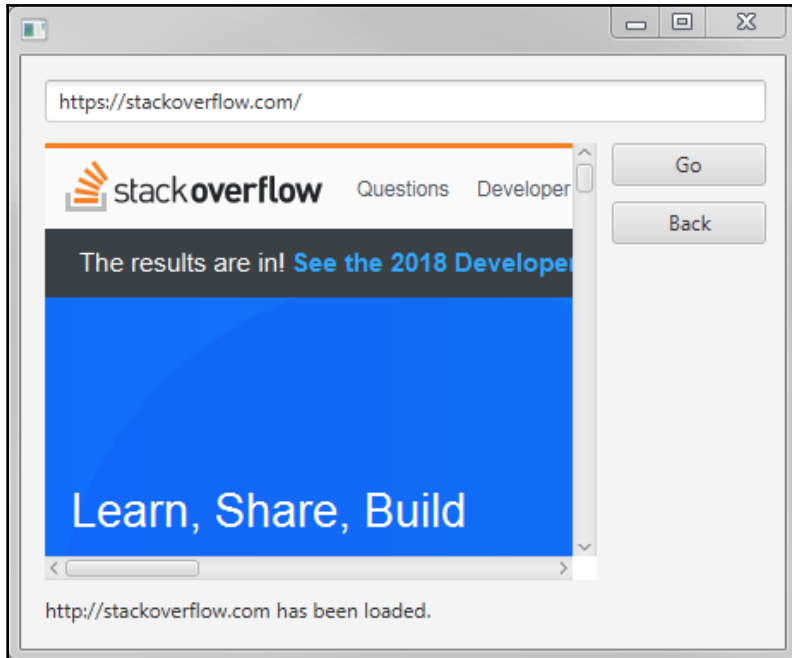


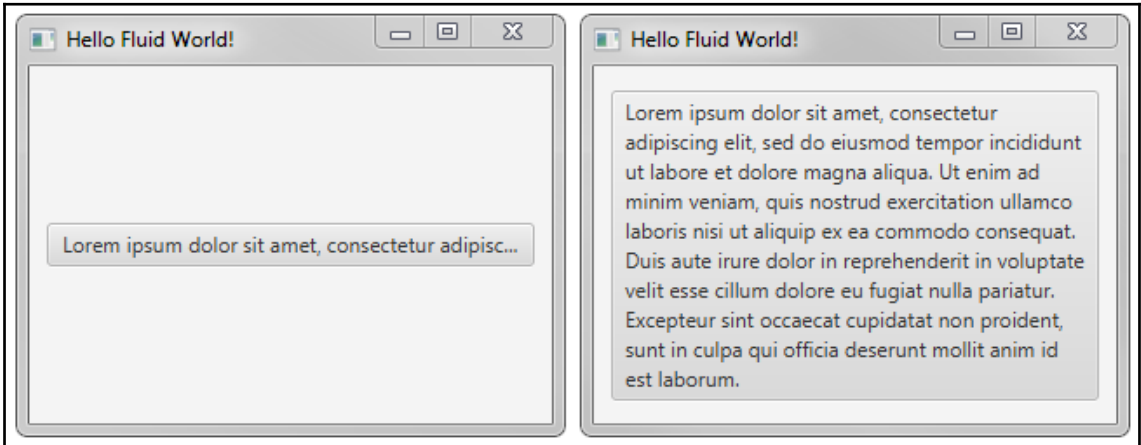
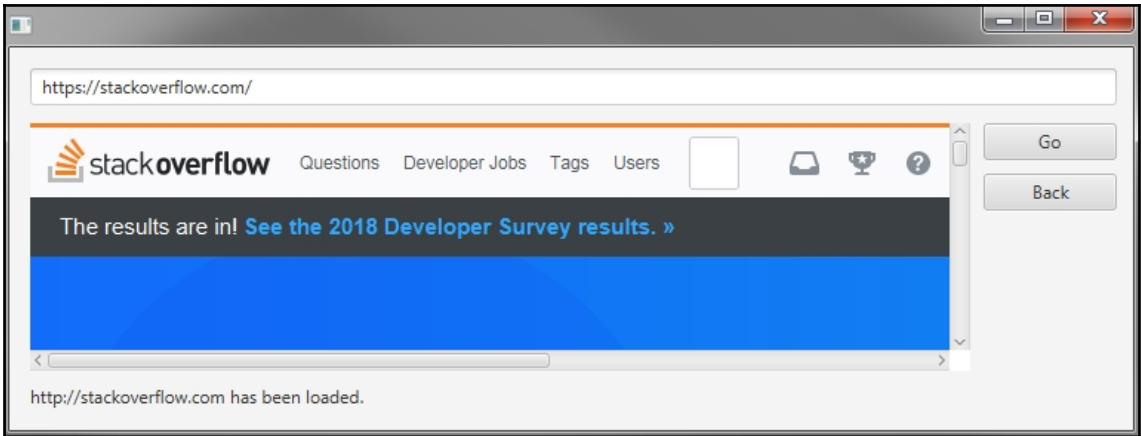


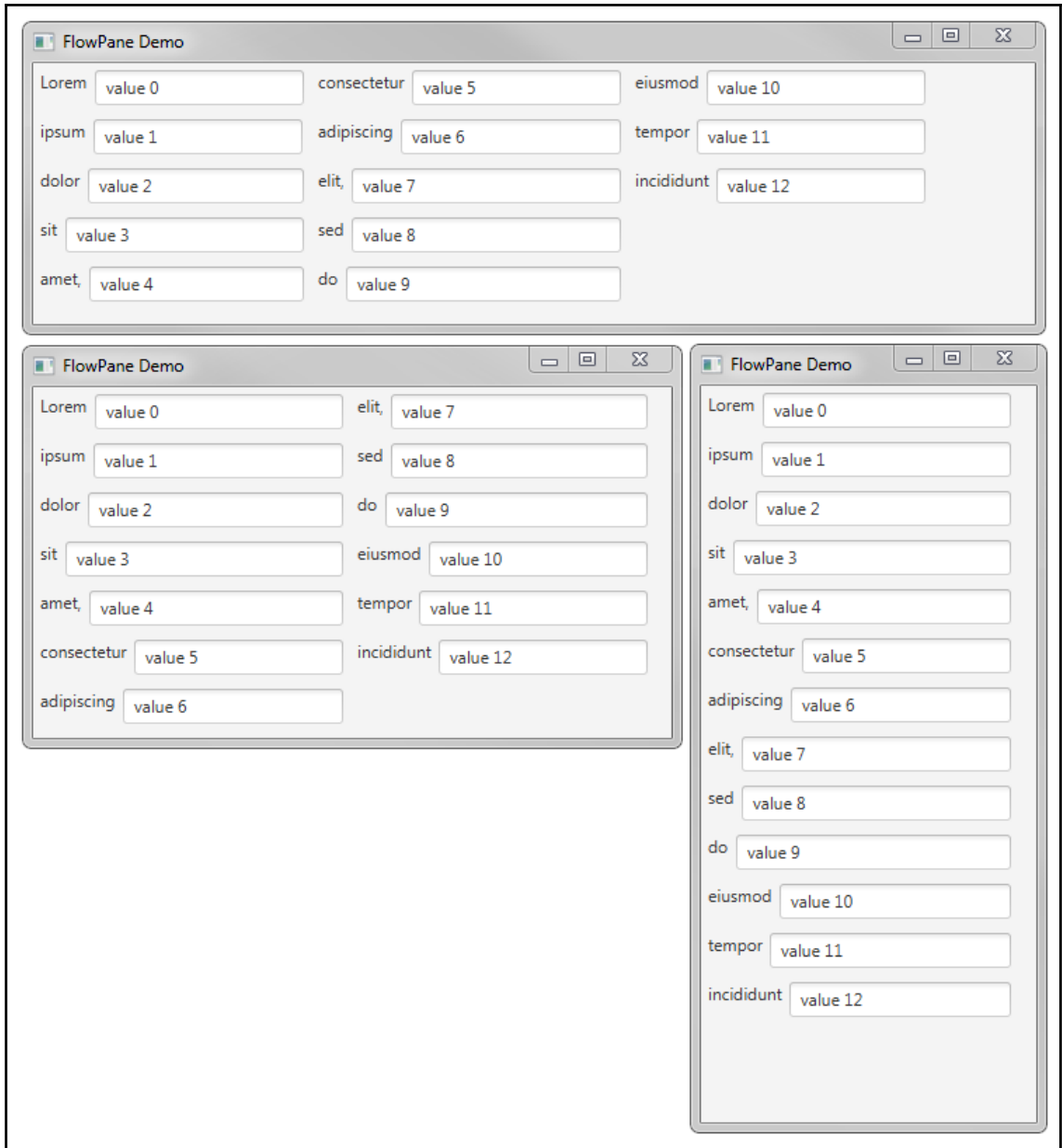


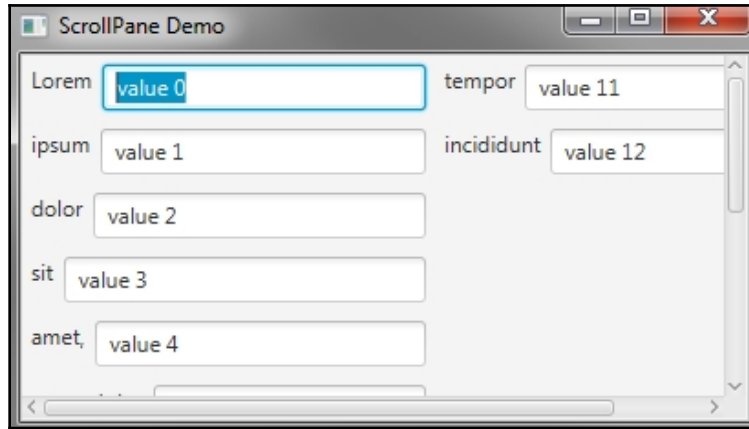
Chapter 7: Building a Dynamic UI



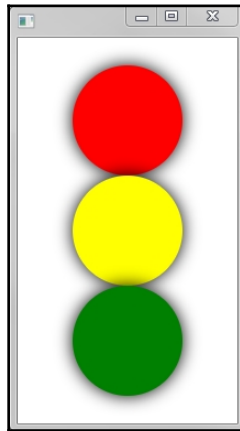
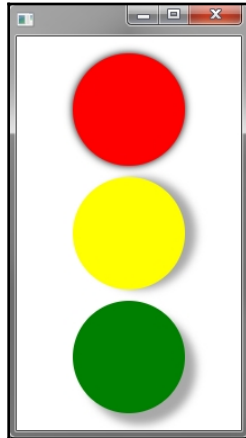


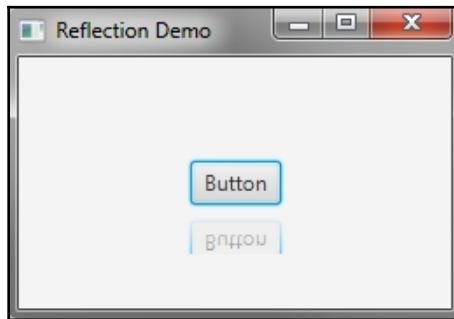
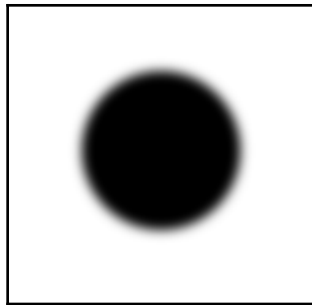
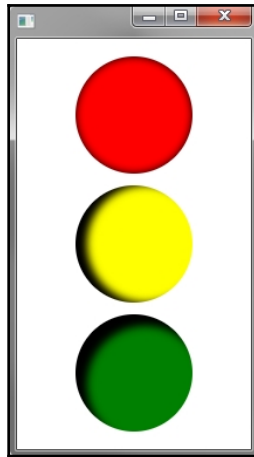


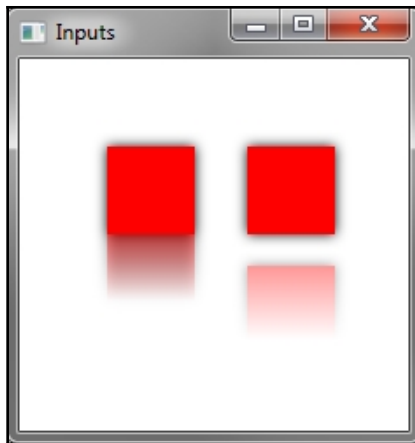
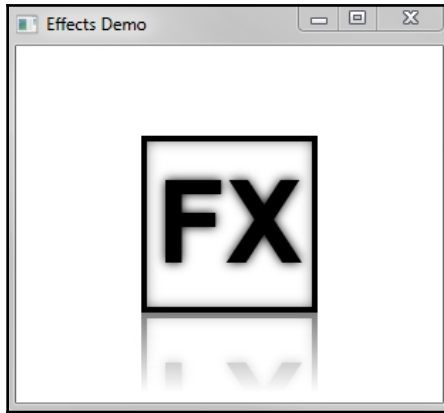


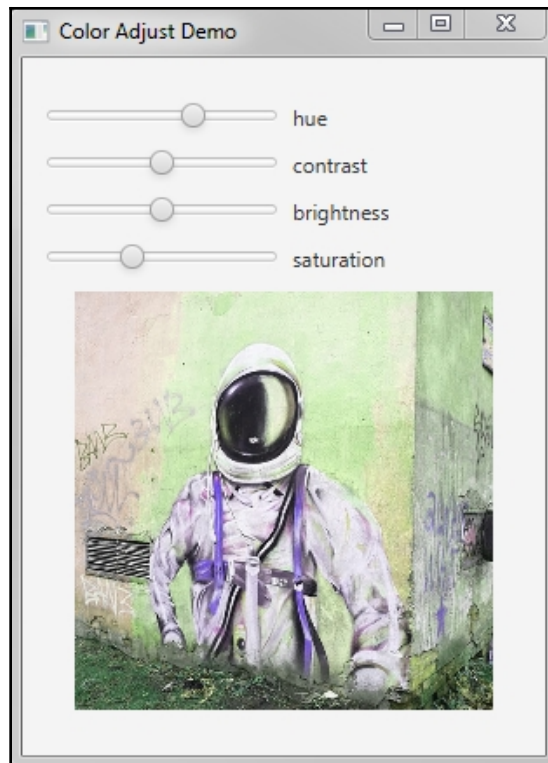
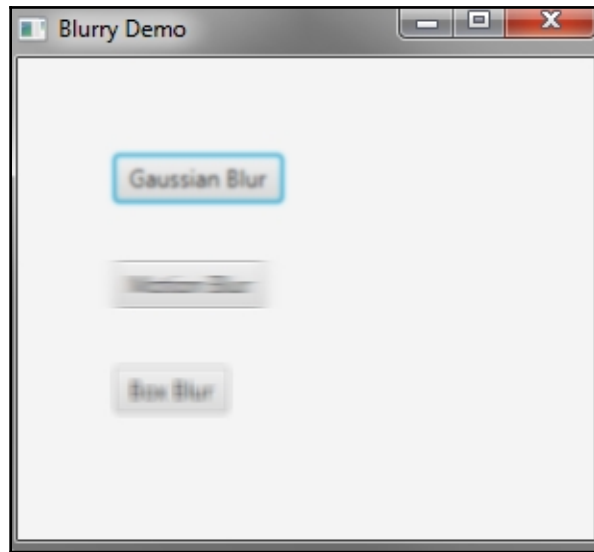


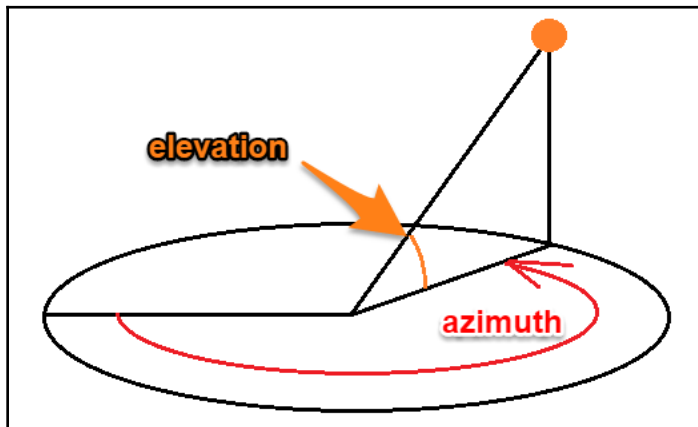
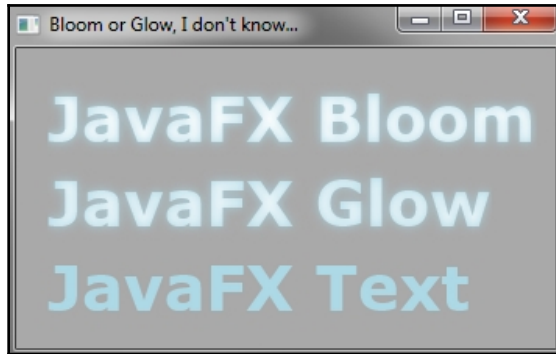
Chapter 8: Effects

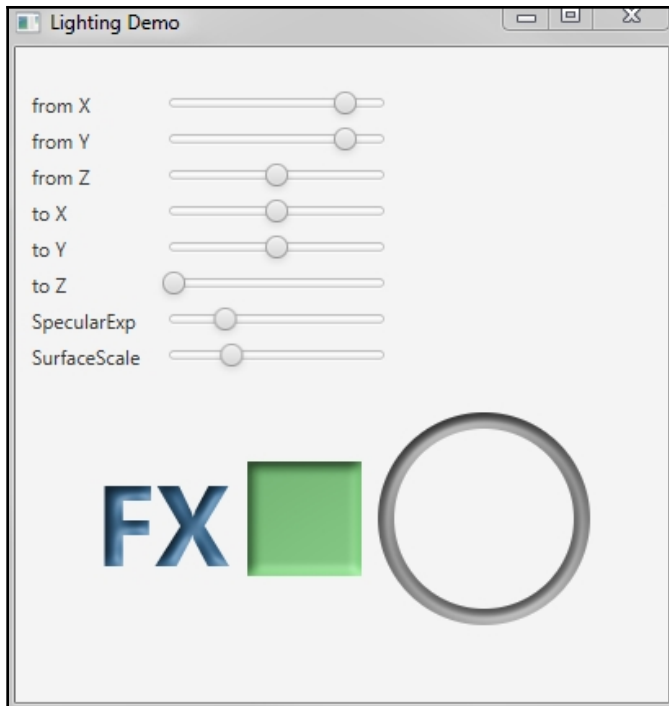
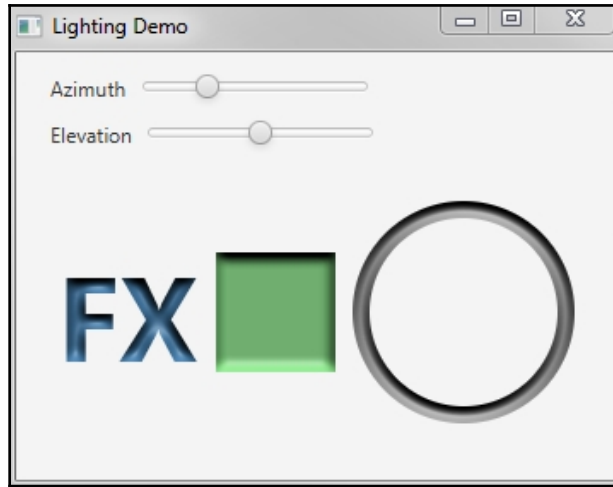




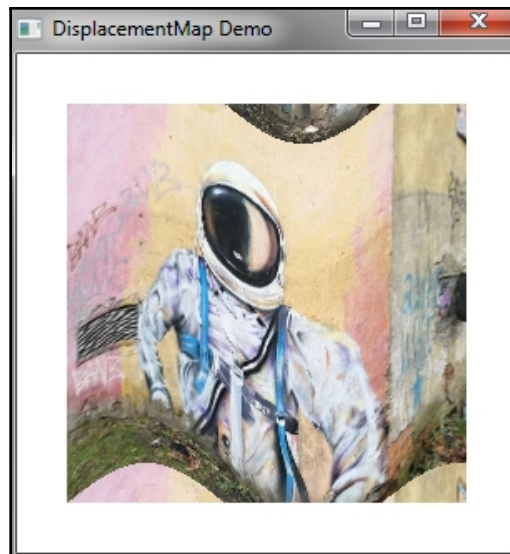
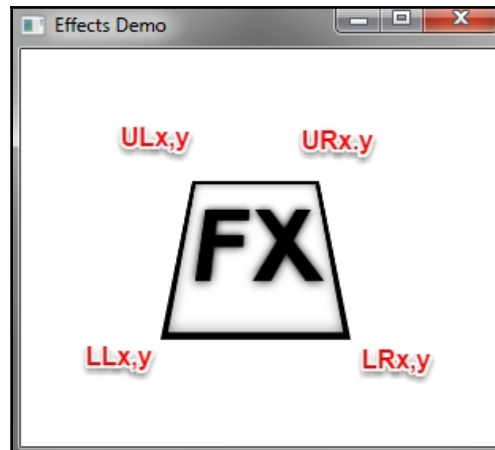




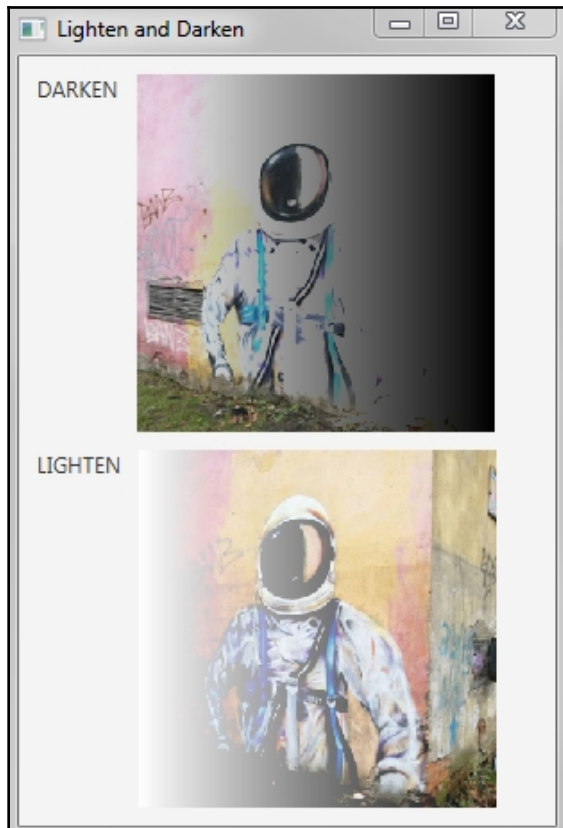




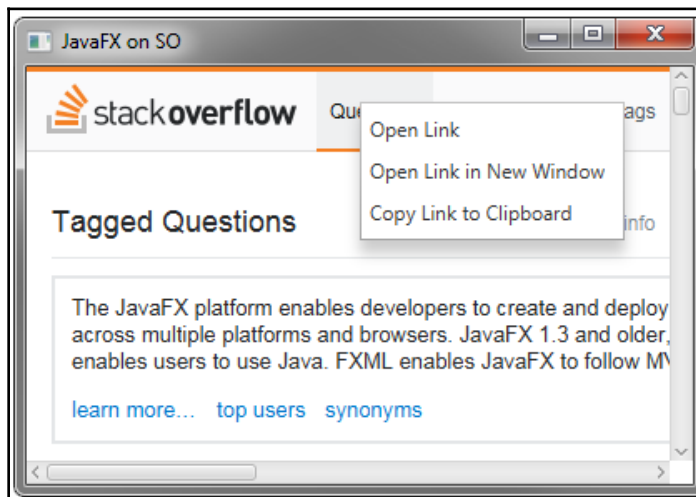
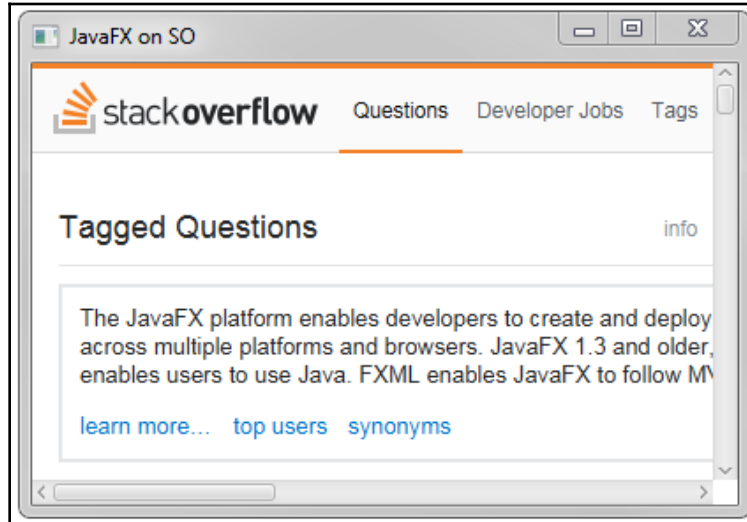


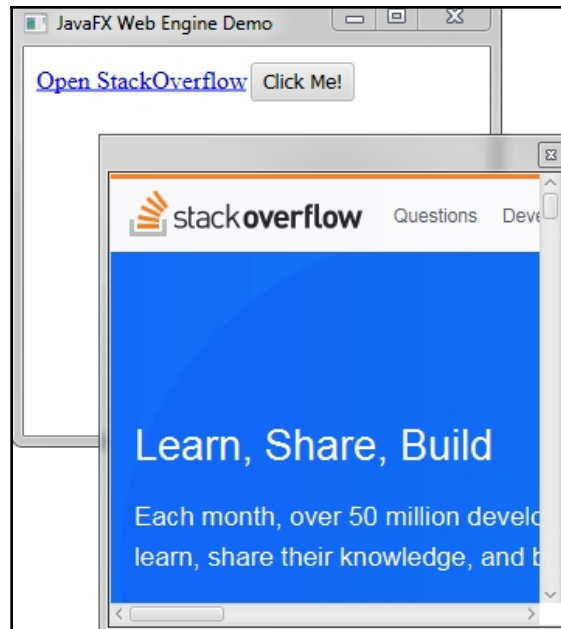
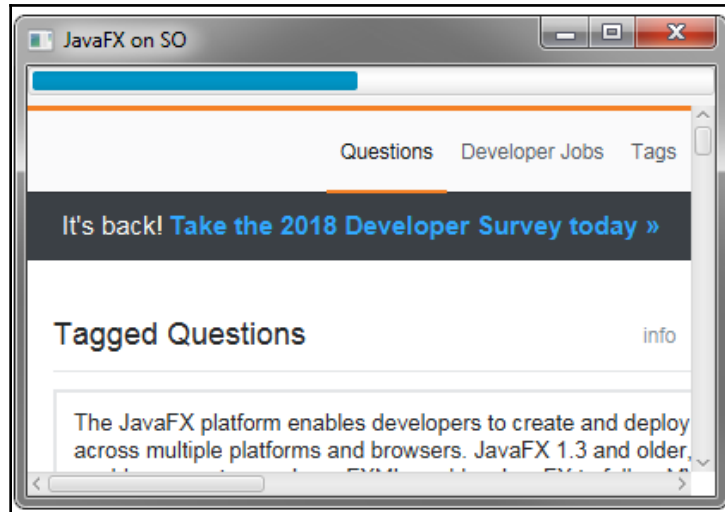


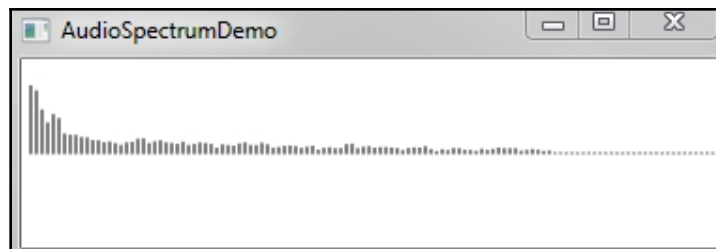
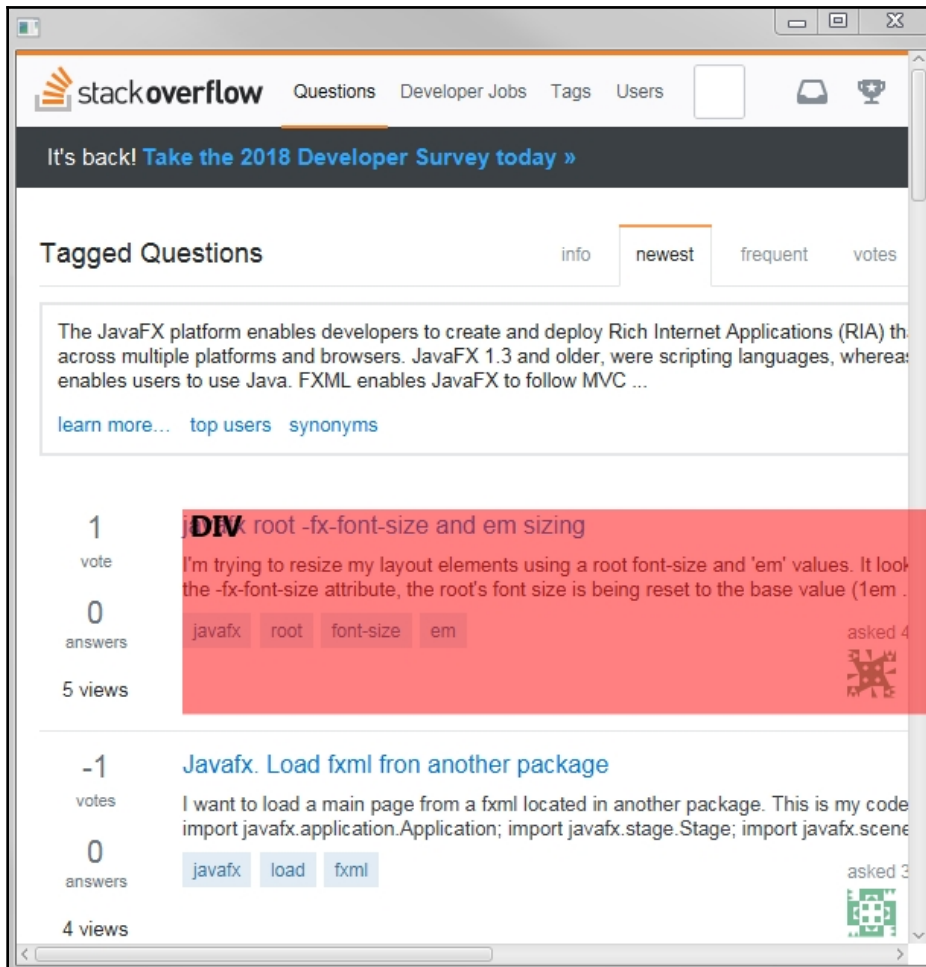
The image shows the text "JavaFX" in a large, stylized font. The letters are white with a gradient background that transitions from purple on the left to yellow on the right. The text is centered within a white rectangular frame.

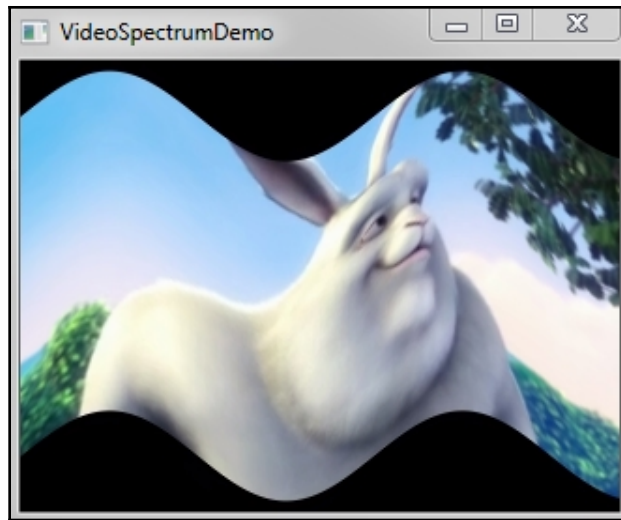
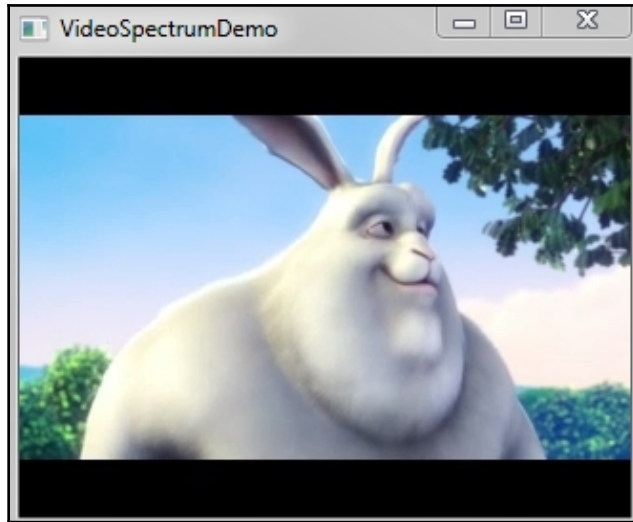


Chapter 9: Media and WebView

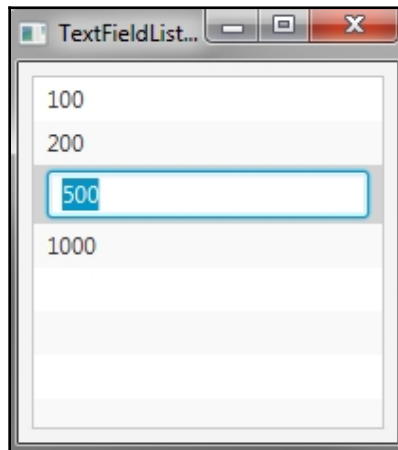
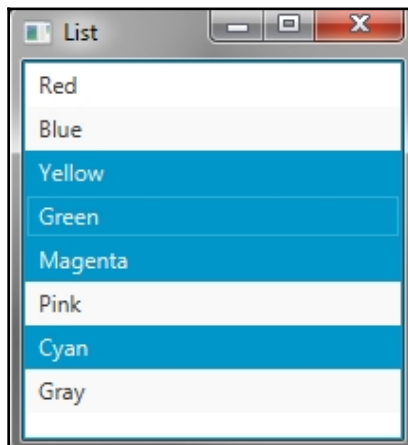


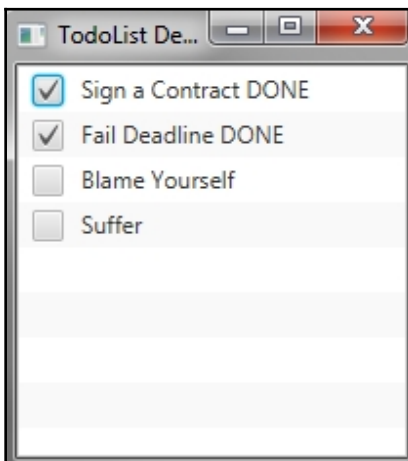
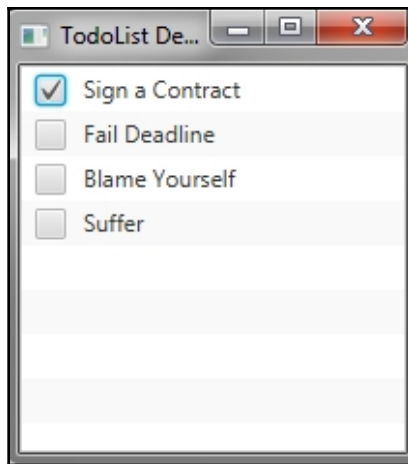
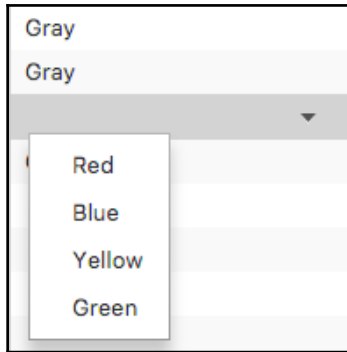


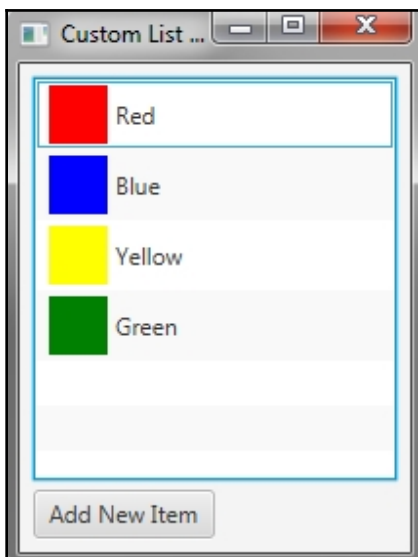




Chapter 10: Advanced Controls and Charts



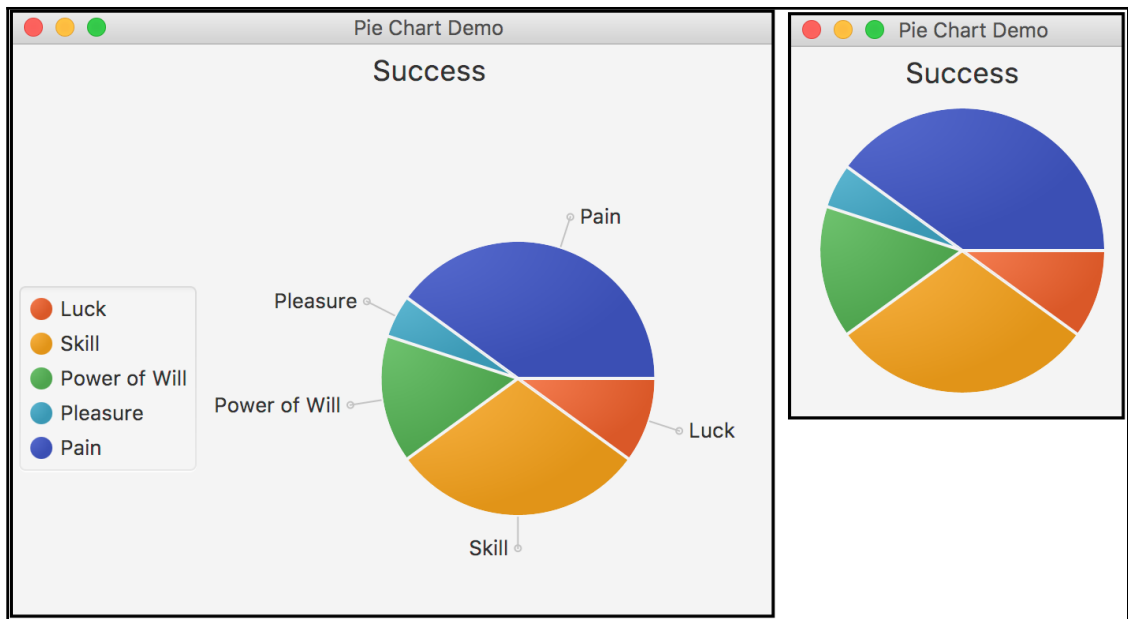
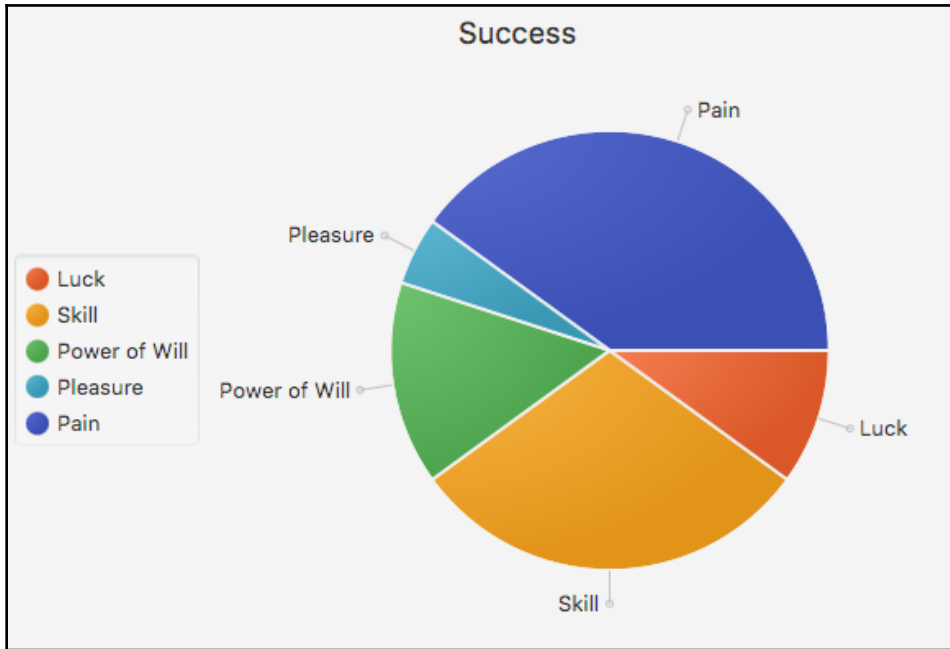


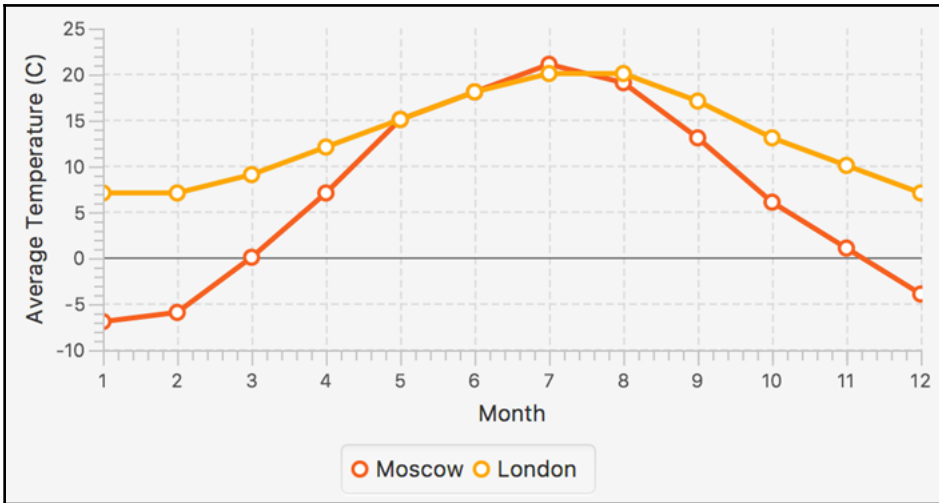


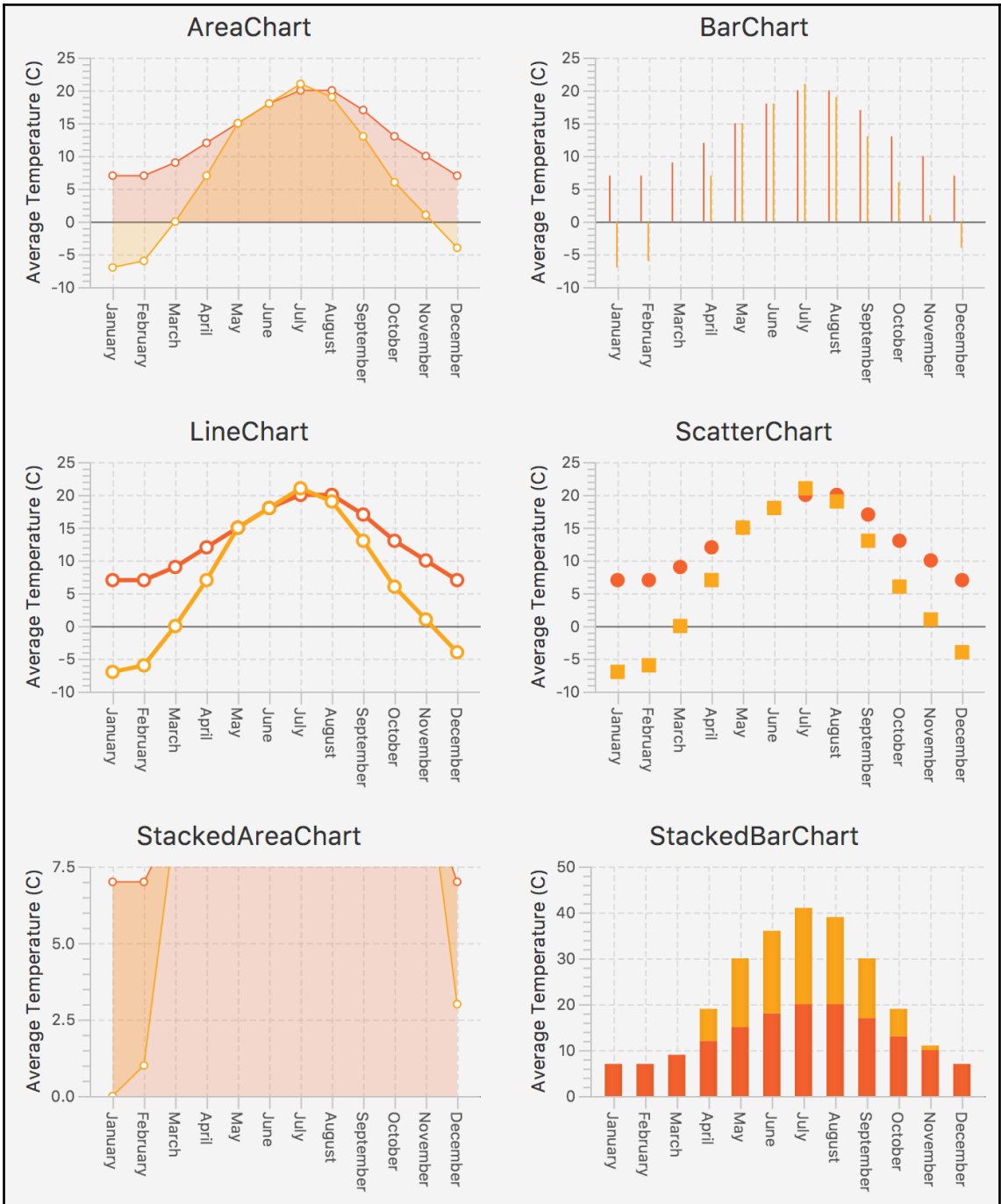
#	Title
1	Stages, Scenes and Layout
2	Building Blocks: Shapes, Text and Controls
3	Connecting Pieces: Binding
4	FXML
5	Animation
6	Styling application with CSS
7	Building Dynamic UI
8	Effects
9	Media and WebView
10	Advanced Controls and Charts
11	Packaging with Java9 Jigsaw
12	3D at a glance
13	What's next?

#	Title ▲
12	3D at a glance
10	Advanced Controls and Charts
5	Animation
2	Building Blocks: Shapes, Text and Controls
7	Building Dynamic UI
3	Connecting Pieces: Binding
8	Effects
4	FXML
9	Media and WebView
11	Packaging with Java9 Jigsaw
1	Stages, Scenes and Layout
6	Styling application with CSS
13	What's next?

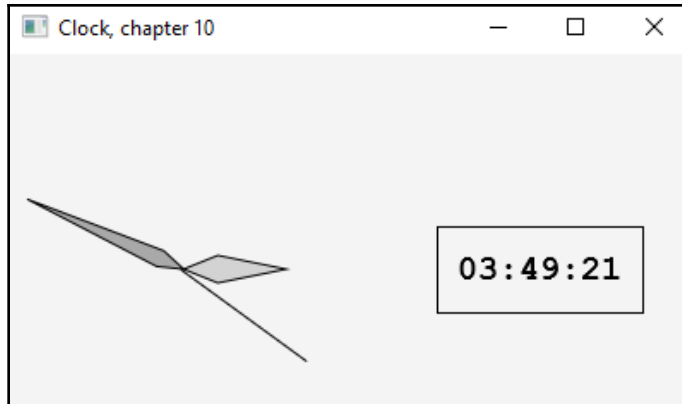
#	Title
1	Stages, Scenes and Layout
2	Building Blocks: Shapes, Text and Controls
3	Connecting Pieces: Binding
4	FXML
5	Animation
6	Styling application with CSS
7	Building Dynamic UI
8	Effects
9	Media and WebView
10	Advanced Controls and Charts
11	Packaging with Java9 Jigsaw
12	3D at a glance
13	What's next?



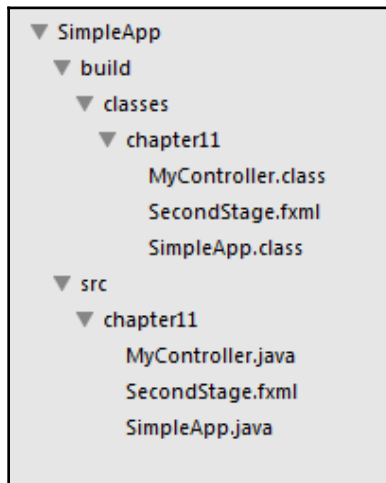
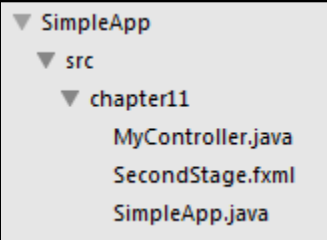


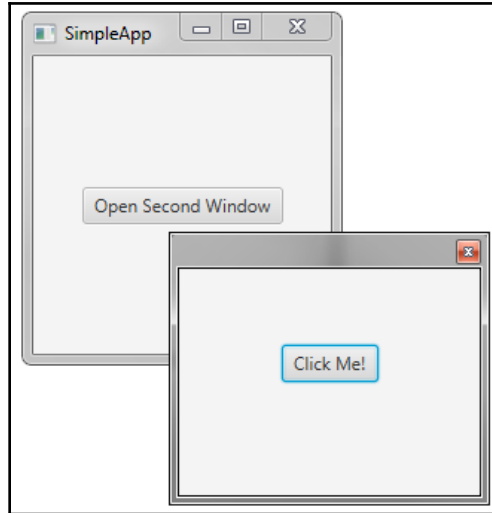


03:42:19



Chapter 11: Packaging with Java9 Jigsaw





- ▼ dist-native
 - ▼ SimpleApp
 - ▶ app
 - ▶ runtime
 - msvcp120.dll
 - msvcp140.dll
 - packager.dll
 - SimpleApp.exe
 - SimpleApp.ico
 - vcruntime140.dll
 - SimpleApp-1.0.exe
 - SimpleApp-1.0.msi

Chapter 12: 3D at a Glance

