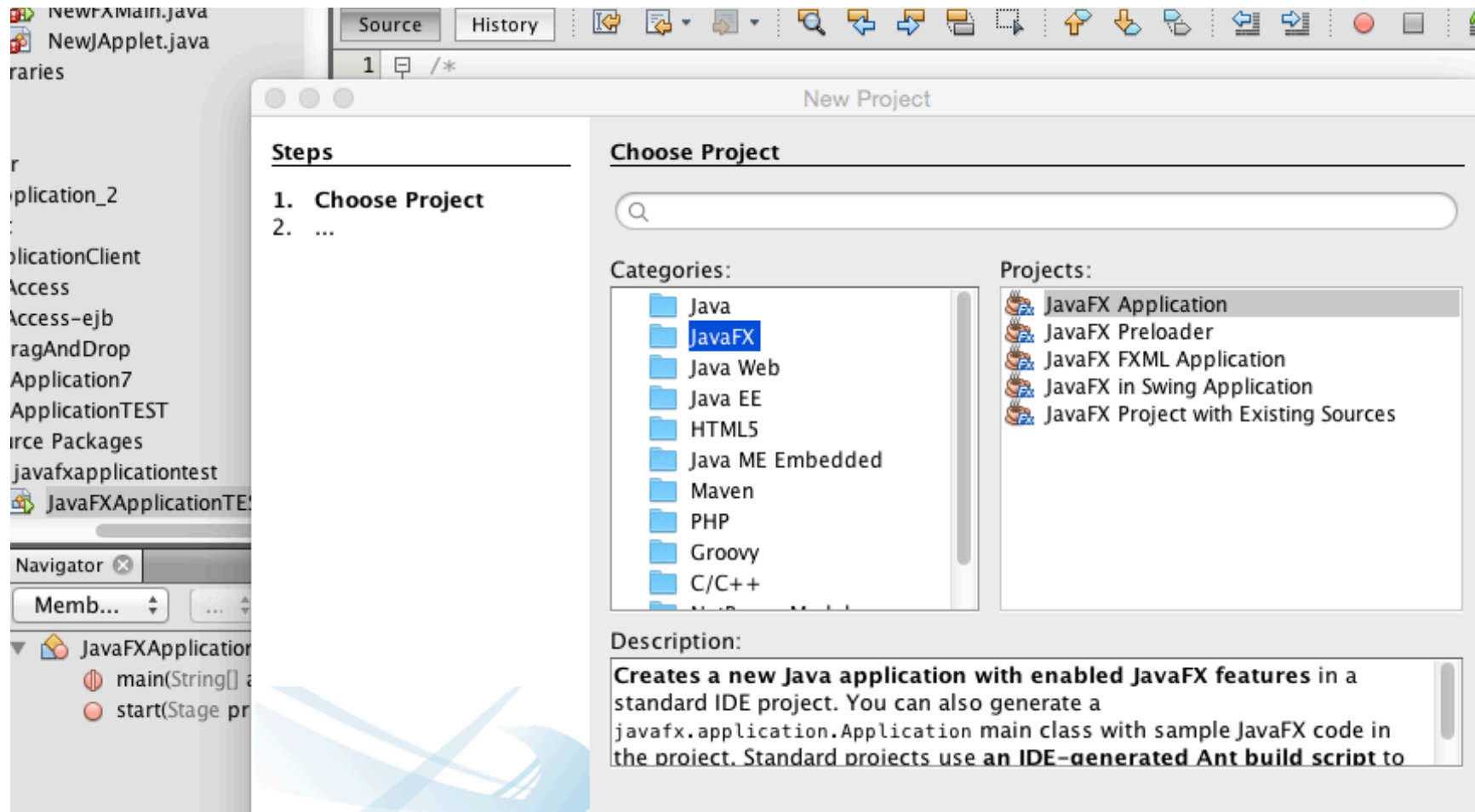


Grafica e non solo: Java FX

Creazione di una Applicazione JavaFX



```
public class JavaFXApplicationTEST extends Application {
```

```
    @Override
```

```
    public void start(Stage primaryStage) {
```

```
        Button btn = new Button();
```

```
        btn.setText("Say 'Hello World'");
```

```
        btn.setOnAction(new EventHandler<ActionEvent>() {
```

```
            @Override
```

```
            public void handle(ActionEvent event) {
```

```
                System.out.println("Hello World!");
```

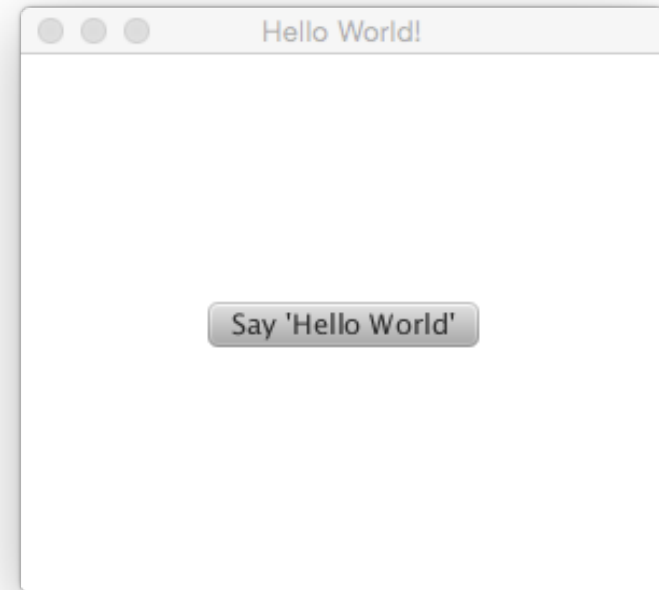
```
            }
```

```
        });
```

```
        StackPane root = new StackPane();
```

```
        root.getChildren().add(btn);
```

Java FX



```
        Scene scene = new Scene(root, 300, 250);
```

```
        primaryStage.setTitle("Hello World!");
```

```
        primaryStage.setScene(scene);
```

```
        primaryStage.show();
```

```
    }
```

```
    public static void main(String[] args) {
```

```
        launch(args);
```

```
    }
```

Java FX

```
public class JavaFXApplicationTEST extends Application {
```

```
    @Override
```

```
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```

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                System.out.println("Hello World!");
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```
            }
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        });
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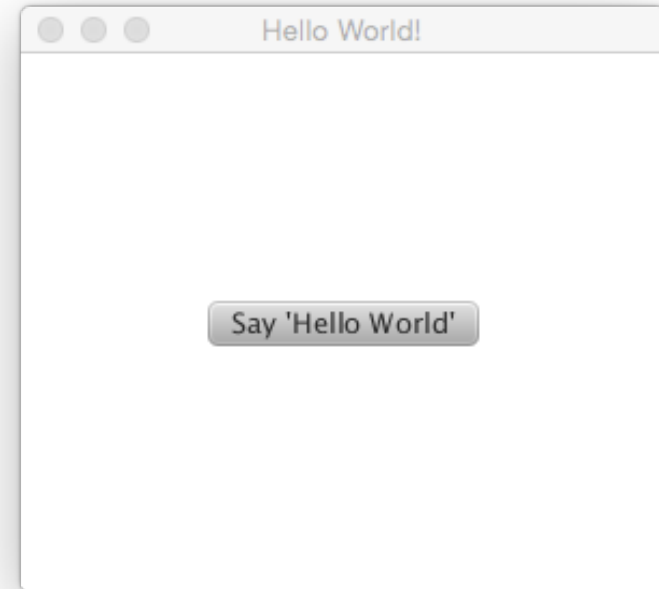
```
    }
```

```
    public static void main(String[] args) {
```

```
        launch(args);
```

```
    }
```

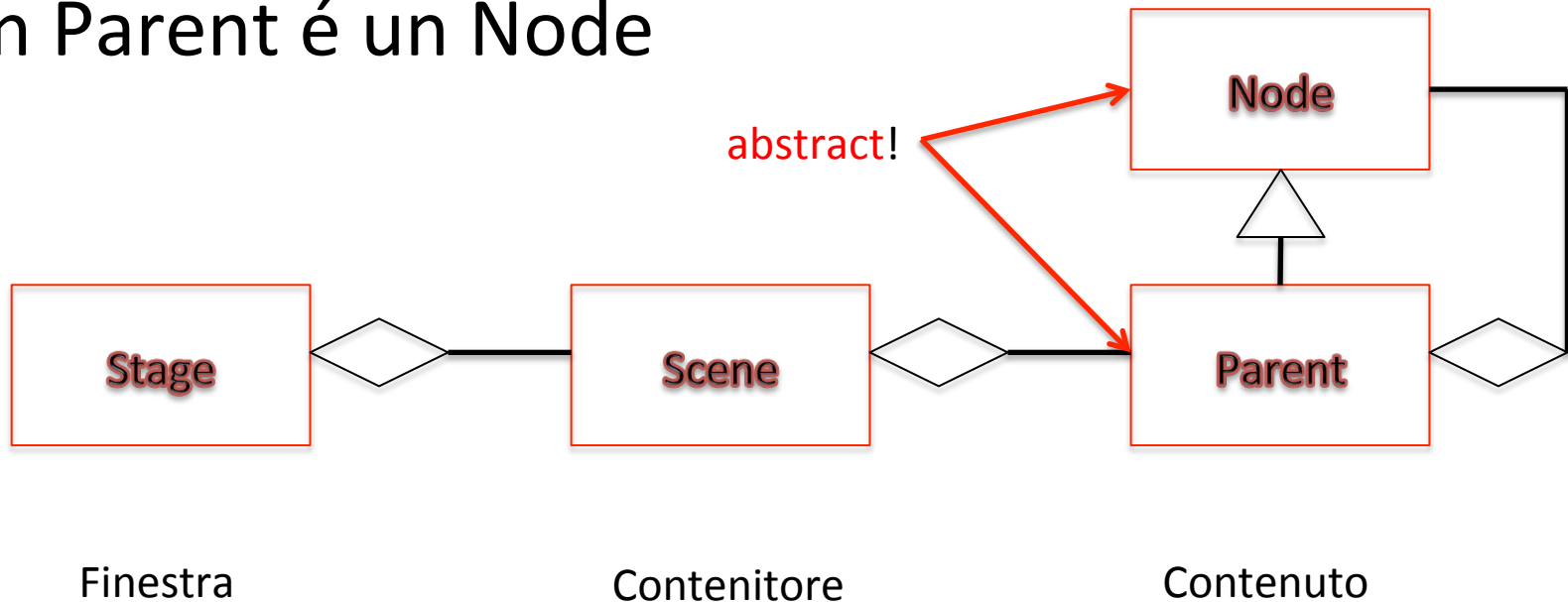
```
}
```



Stage/Scene/Parent/Node

Finestra == Stage

- Uno Stage contiene una Scene
- Una Scene ha un Parent
- Un Parent é un Node



Combinazione speciale di is-a e has-a

