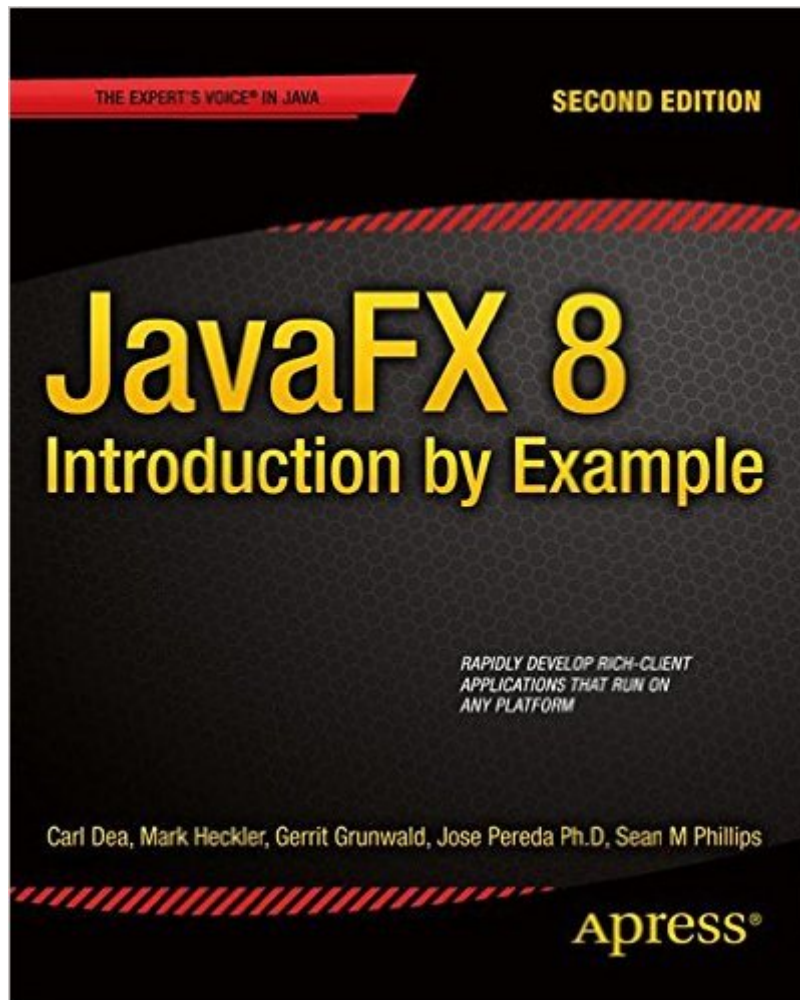


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JavaFX 8: Introduction By Example



Synopsis

JavaFX 8: Introduction by Example shows you how to use your existing Java skills to create graphically exciting client applications with the JavaFX 8 platform. The book is a new and much improved edition of JavaFX 2.0: Introduction by Example, taking you through a series of engaging, fun-to-work examples that bring you up to speed on the major facets of the platform. It will help you to create applications that look good, are fun to use, and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity. Entirely example-based, JavaFX 8: Introduction by Example begins with the fundamentals of installing the software and creating a simple interface. From there, you'll move in progressive steps through the process of developing applications using JavaFX's standard drawing primitives. You'll then explore images, animations, media, and web. This new edition incorporates the changes resulting from the switch to Java 8 SDK. It covers advanced topics such as custom controls, JavaFX 3D, gesture devices, and embedded systems. Best of all, the book is full of working code that you can adapt and extend to all your future projects. Entirely example-based Filled with fun and practical code examples Covers all that's new in Java 8 relating to JavaFX such as Lambda expressions and Streams Covers gesture devices, 3D display, embedded systems, and other advanced topics

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tl;dr: A solid introduction with a plethora of usable examples. To start with, let's take a quick glance at the table of contents: Getting started JavaFX Fundamentals Java 8 Lambda Expressions

Layout & UI Controls Graphics with JavaFX Custom Controls Media with JavaFX JavaFX on the Web JavaFX 3D JavaFX and Arduino JavaFX on the Raspberry Pi Gesture-based Interfaces Appendix A. References

As you can see, there is wide array of topics, starting with some very fundamental topics (covering JavaFX and Java 8 fundamentals), then moving on to more complex topics. If you're familiar with the updates in Java 8, then chapter 3 can probably be safely skipped, but chapter lays the foundation on which the rest of the book is read. Rather than walking through each chapter, I'll say this: each chapter is clear and well-written, providing copious amounts of sample code. One of the things I really liked about the examples is that, usually, each example source/application was shown in its entirety, then the authors walk through each significant section of code explaining the whats and whys, repeating the source for easy viewing. Furthermore, whether by luck or design, the code is formatted very neatly and displays perfectly on my Android tablet. I've read a lot of technical books, and, more often than not, the code wraps oddly and is hard to read. With very few exceptions, the code was all neatly formatted so that it displayed cleanly on the ereader, which made it much easier to read. The book ends with what I would consider a bit more advanced topic: JavaFX and the Internet of Things (IoT. As an aside, I really hate that term :).

Looking at the authors you already know before reading the book that the content will be a compilation of knowledges. The book covers almost all subjects of the JavaFX world. It goes from the very basics to advanced topics. Indeed you will read the pre-requisites you will need to run your very first project to complete application with various examples. What you will also read is a chapter about Lambdas because of the important changes they bring to Java. I think it is a very good choice from the authors to include it in the book. The book contains a lot of examples but not just "Hello world" ones. Indeed authors have make the good compromise between the sufficient example and the meaning of them, meaning you have concrete and coherent examples of applications. For example one of my favourite is the photo viewer which shows you a lot of concepts of JavaFX but is simple enough for everybody to understand and proves you the strenghts of the language. Indeed it demonstrates how animations are done in a nice study case (who never wanted such an application?). One of the other nice example is the custom component creation with a LED light done by Mister UI: Gerrit Grunwald. Gerrit is for me one of the best UI guy I know and he shares his talent in creating a lot of custom components. Another topic which is simply explained is the JavaFX 3D. The topic is explained using really nice figures in order to explain a difficult topic. What I really like is how the TriangleMesh is explained because honestly I have never found a really good explanation. Finally you will have a lookup at the media API available in JavaFX with a complete and

well explained media player for both audio and videos.

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