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JavaFX 8: Introduction by Example Mark Heckler, Gerrit Grunwald, José Pereda, Sean Phillips, Carl Dea, 2014-06-14 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

JavaFX 8 Carl Dea, Mark Heckler, Gerrit Grunwald, José Pereda, Sean Phillips, 2014 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 FXML charting 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 What you ll learn Install JavaFX 8 and configure your environment Work with touch based interfaces such as in Windows 8 Interpret gesture based events the Leap Motion Controller and similar hardware Integrate JavaFX with embedded systems such as Arduino and Raspberry Pi Develop modern GUI implementations of business forms Work with shapes color text and animation Add audio and video to your projects Create custom controls using SVG and Canvas Learn to style a user interface

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visualization and 3D features Deploy on desktop mobile and embedded devices Who This Book Is For Professional Java developers who are interested in learning the latest client Java development techniques to fill out their skillset *Java 9 Recipes* Josh Juneau,2017-05-31 Quickly find solutions to dozens of common programming problems encountered while building Java applications Content is presented in the popular problem solution format Look up the programming problem that you want to resolve Read the solution Apply the solution directly in your own code Problem solved This revised edition covers important new features such as Java 9's JShell and the new modularity features enabling you to separate code into independent modules that perform discrete tasks Also covered are the new garbage collection algorithm and completely revamped process API Enhanced JSON coverage is provided as well as a new chapter on JavaServer Faces development for web applications What You'll Learn Develop Java SE applications using the latest in Java SE technology Exploit advanced features like modularity and lambdas Use JShell to quickly develop solutions Build dynamic web applications with JavaScript and Project Nashorn Create great looking web interfaces with JavaServer Faces Generate graphics and work with media such as sound and video Add internationalization support to your Java applications Who This Book Is For Both beginning Java programmers and advanced Java developers

JavaFX 2.0: Introduction by Example Carl Dea,2012-05-10 JavaFX 2.0 Introduction by Example provides a quick start to programming the JavaFX 2.0 platform JavaFX 2.0 provides a rich set of APIs for use in creating graphically exciting client applications written solely in Java You get a large set of customizable components that can be skinned using CSS techniques that you already know from doing web development The platform even includes a web rendering engine enabling you to mix HTML content into your applications Hardware acceleration means that your applications are fast and snappy taking full advantage of modern graphics processing support at the hardware level JavaFX 2.0 opens the door to business applications that look good are fun to use that take advantage of the medium to present data of all types text audio video etc in ways that engage the user and lead to increased productivity Getting started with JavaFX 2.0 is surprisingly easy You already have the Java skills Very likely you know enough of CSS to get by All that's left is to get a leg up on the API and that's where JavaFX 2.0 Introduction by Example can help In this short book author Carl Dea takes you through a series of engaging fun to work examples that bring you up to speed with the major facets of the platform Begin with the fundamentals of installing the software and creating a simple interface Move in progressive steps through the process of developing a working dialog box for an application Then let the fun begin as you explore images and animations audio and video and finally learn to embed JavaFX applications in a web page as well as embedding HTML5 content within an application At the end of this book you'll have a good grasp of what JavaFX is all about and you'll be ready to begin your journey towards mastery of the platform Entirely example based Focused on practical applications Full of working code for you to adapt and extend

JavaFX 9 by Example Carl Dea,Gerrit Grunwald,José Pereda,Sean Phillips,Mark Heckler,2017-09-06 Create media rich client applications using JavaFX 9 and the Java 9 platform

Learn to create GUI based applications for mobile devices desktop PCs and even the web Incorporate media such as audio and video into your applications Interface with hardware devices such as Arduino and Leap Motion Respond to gesture control through devices such as the Leap Motion Controller Take advantage of the new HTTP2 API to make RESTful web requests and WebSockets calls New to this edition are examples of creating stylized text and loading custom fonts guidance for working with Scene Builder to create visual layouts and new content on developing iOS and Android applications using Gluon mobile The book also covers advanced topics such as custom controls JavaFX 3D gesture devices printing and animation Best of all the book is full of working code that you can adapt and extend to all your future projects Is your goal to develop visually exciting applications in the Java language Then this is the book you want at your side JavaFX 9 by Example is chock full of engaging fun to work examples that bring you up to speed on the major facets of JavaFX 9 You ll learn 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 The book Has been updated with new content on modular development new APIs and an example using the Scene Builder tool Is filled with fun and practical code examples that you can modify and drop into your own projects Includes an example using Arduino and an accelerometer sensor to track motion in 3D Helps you create JavaFX applications for iOS and Android devices What You ll Learn Work with touch based interfaces Interpret gesture based events Use shapes color text and UIcontrols to create a simple click and point game Add audio and video to your projects Utilize JavaFX 3D Create custom controls using CSS SVG and Canvas APIs Organize code into modules using Java Platform Module System Project Jigsaw Who This Book Is For Java developers developing visual and media rich applications to run on PCs phones tablets Arduino controllers and more This includes developers tasked with creating visualizations of data from statistical analysis and from sensor networks Any developer wanting to develop a polished user interface in Java will find much to like in this book

Introducing JavaFX 8 Programming Herbert Schildt, 2015-07-10 Develop cross platform feature rich JavaFX GUI applications with expert instruction from Java guru Herb Schildt Introducing JavaFX 8 Programming provides a fast paced introduction to JavaFX Java s next generation GUI programming tool In this easy to read guide from Oracle Press Java guru Herb Schildt presents the key topics and concepts that all Java developers will need to begin developing modern dynamic JavaFX GUI applications Of course it s written in the cohesive yet concise format that has made Schildt an international best selling programming author Designed expressly for Java programmers the book s focus is on the new JavaFX API As a result all examples are written entirely in Java The book begins with the fundamentals including the general form of a JavaFX program Readers then advance to event handling controls images fonts layers effects transforms animation s including 3D animations menus and more Numerous complete examples are included that put key topics and techniques into action Presents a cohesive fast paced overview of key facets of JavaFX 8 programming Sample code used in the text is available for download from the McGraw Hill Oracle Press Web site Written in Herb Schildt s clear

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An Introduction to Java Programming Y. Daniel Liang,1998 Software Programming Languages **Introduction to Java Programming with JBuilder 3** Y. Daniel Liang,2000 For comprehensive courses on Java Programming This comprehensive introduction to the concepts and practice of Java programming builds carefully and cumulatively from chapter to chapter Early chapters provide the conceptual basis for understanding Java and guide students through simple examples and exercises subsequent chapters progressively present Java programming in detail and culminate in teaching the development of comprehensive Java applications The appendices contain a mixed bag of topics that include an HTML tutorial To facilitate developing and managing Java programs the book is aided by JBuilder With a tool like JBuilder students can not only develop Java programs more productively but also learn Java programming more effectively

Proceedings of the Twenty-ninth SIGCSE Technical Symposium on Computer Science Education John Lewis,1998 **Sigcse 98** John Lewis,1998

Java by Example Jerry R. Jackson,Alan L. McClellan,1997 This book highlights key features of the Java language with examples designed for experienced programmers The text clearly and concisely describes how to create Java applets and applications and shows the development of a complete Java program from start to finish The CD ROM includes all Java source code examples from the book Java applets the latest release of the Java Developer s Kit and Cafe Lite

Computing with Java Art Gittleman,1998 *Web Development with JavaServer Pages* Duane K. Fields,Mark A. Kolb,Shawn Bayern,2002 This title covers all aspects of Java Server Pages JSP development as well as comparisons to similar dynamic content systems such as CGI Active Server Pages Cold Fusion and PHP Topics new to this edition include non HTML content servlet filters and j2ee development

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