SpiralTrain
d e v e l o p e r   c o u r s e s

JavaFX Programming

Audience Course JavaFX Programming
Java developers who need to learn JavaFX for designing desktop and mobile front ends.

Prerequisites Course JavaFX
To join this course knowledge of Java development is required. Experience with GUI design is beneficial for a proper understanding.

Realization Training JavaFX Programming
The theory is treated on the basis of presentation slides and is interspersed with exercises. Demos are used to clarify the theory. The course material is in English. The course times are from 9.30 up and to 16.30.

Certification JavaFX Programming
Participants receive an official certificate Java FX Programming after successful completion of the course.

Duration: 2 days   **Price: € 1299**

Open Schedule

Java FX Programming

Content Course JavaFX Programming

In the course JavaFX Programming you will learn to use JavaFX for designing desktop and mobile front ends.

Rich User Interfaces with Java FX
JavaFX is pitched squarely at the Adobe Flash / Microsoft Silverlight arena of bringing rich interfaces to internet and mobile applications. The course is aimed at Java developers who need to create front ends to replace AWT and Swing (for desktop) or Java ME and JWT (for mobile).

Java FX Property Binding
In this course students will learn to create user interfaces using a declarative style enabled by the JavaFX builder classes. Attention is paid to patterns for JavaFX developers and to property binding to keep the UI synchronized with the model.

Java FX Controls
Students will also learn about JavaFX UI controls, charts, shapes, effects, transformations and animations to create stunning, responsive, user interfaces.

Java FX Layouts
Also discussed are the JavaFX layout classes to define the user interface in a cross-platform fashion and the observable collection classes to observe changes in, and bind to, Java collections.

Java FX Media Classes
Finally JavaFX media classes to play audio and video are treated and the interaction with external application services to create an enterprise application with JavaFX as well.

Modules Course JavaFX Programming

Module 1 : JFX Intro	Module 2 : Creating a GUI	Module 3 : Properties and Bindings
Introducing JavaFX	Startup Window	Understanding Properties
Minimum effort and maximum impact	Main Window	Defining a Property
Comparing Java and JavaFX	Menu Bar	Using a ChangeListener
Comparing JavaFX with Adobe AIR	Selection and Message Bar	High-Level Binding API
GWT, and Silverlight	Content Panel	Using the Bindings Class
Deployment and More	Library Panel	Combining Both Approaches
Packaging and Deployment	Hierarchy Panel	Observable, ObservableValue
JavaFX in Swing	Inspector Panel	InvalidationListener
Interoperability with SWT	Style Sheet Support	ChangeListener
Use a Doclet	Internationalization Support	Low-Level Binding API
Module 4 : JavaFX	**Module 5 : JavaFX UI Controls**	**Module 6 : Collections**
Application Logic	Work with Layouts	Java Collections Basics
Architecture and Framework	Build UI with FXML	Using a List
Work with the Scene Graph	Handle Events	Using a Map
Use Properties and Binding	Create Charts	Collections Class
Add Text	Add HTML Content	JavaFX Collections
Work with UI Controls	Skin Applications with CSS	Using an ObservableList
Work with Collections	Drag and Drop Data	Using ObservableMap
Concurrency and Threads	Work with Canvas	FXCollections
Implement Best Practices	Scene Builder	Change Notifications
Module 7 : Creating JavaFX Charts	**Module 8 : Using Media Classes**	
Introduction to JavaFX Charts	Effects and Animation	
Pie Chart	Create Visual Effects	
Line Chart	2D Transformations	
Area Chart	3D Transformations	
Bubble Chart	Add Transitions & Animation	
Scatter Chart	Incorporate Media	
Bar Chart	Media Classes	
Styling Charts with CSS	External Services	