



JavaFX 2.0: Introduction by Example (Expert's Voice in Java)

By Carl Dea



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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

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Editorial Review

About the Author

Carl P. Dea is a software engineer working for BCT LLC on projects with high performance computing (HPC) architectures. He has been developing software for 15 years with many clients, from Fortune 500 companies to nonprofit organizations. He has written software ranging from mission-critical applications to Web applications. Carl has been using Java since the very beginning and is a JavaFX enthusiast dating back to when JavaFX used to be called F3. He has been involved with open-source projects such as JFXtras and JDIC. Carl's passion for software development started when his middle school science teacher showed him the TRS-80 computer. His current software development interests are: rich client platforms (RCP), rich Internet applications (RIAs), Groovy, game programming, Arduino, mobile phones, and tablet computers. When he's not working, Carl and his wife love to watch their daughters perform at gymnastics meets. Carl lives on the East Coast in Pasadena (aka "The Dena"), Maryland. You can follow him on Twitter @carldea, and on LinkedIn at www.linkedin.com/in/carldea. Carl also blogs at carlfx.wordpress.com.

Users Review

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