

# JavaFX Scene Builder 8.0

NetBeans plug-in

Although Scene Builder is now a Gluon project, the docs and tutorials are still on Oracle's site.

## Scene Builder 2.0 Getting Started

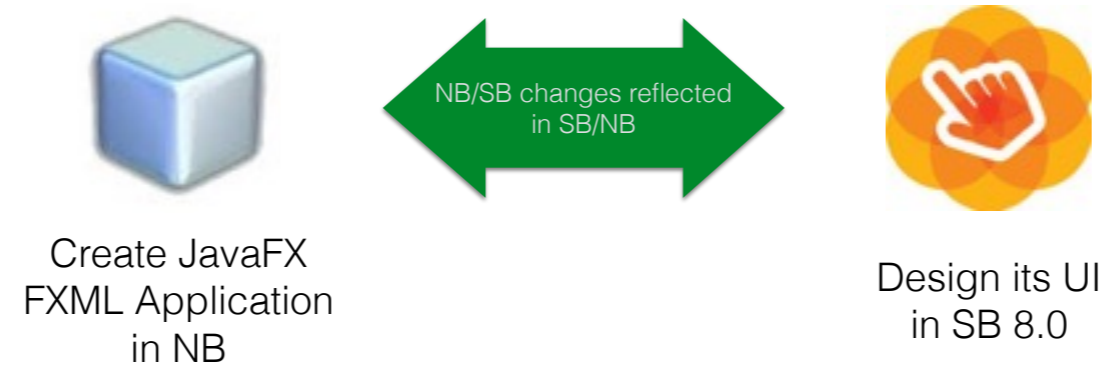
An overview of the SB application with various links to additional information and tutorials

This tutorial is tied in with NetBeans, so it is worth an exploration.

## Scene Builder 2.0 with NetBeans

Explains how to use SB with NetBeans basically. Go through it at least once.

# The Basic Workflow



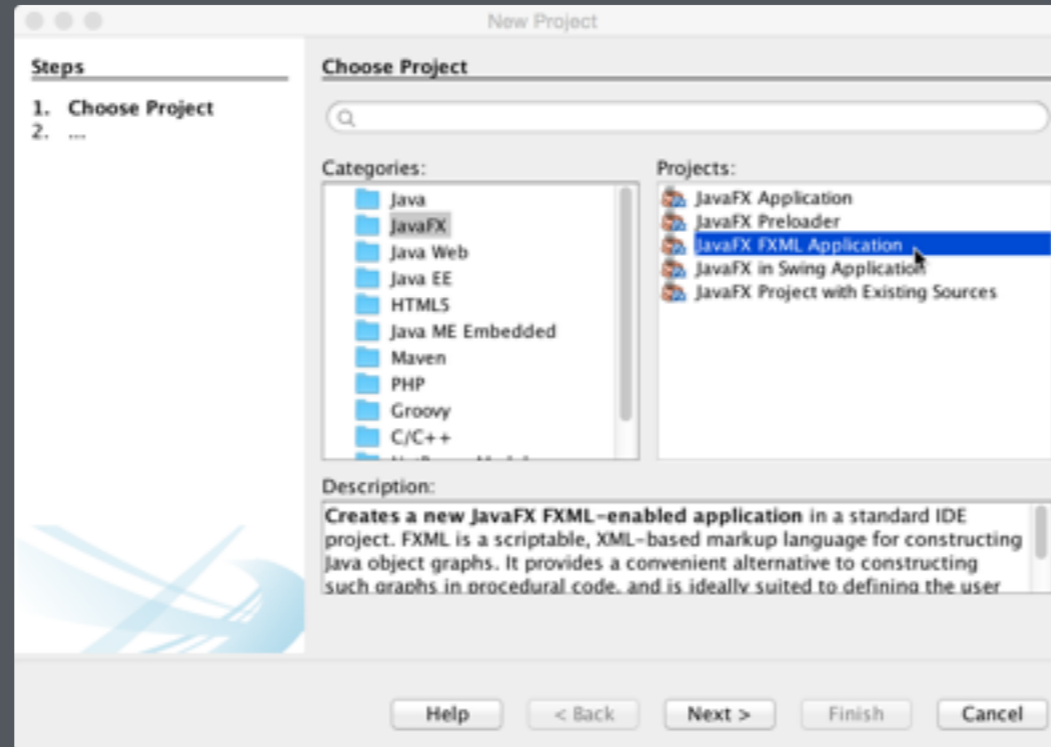
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The two apps are closely integrated and are in constant communication.

Changes you make to the UI are reflected in the code upon saving.

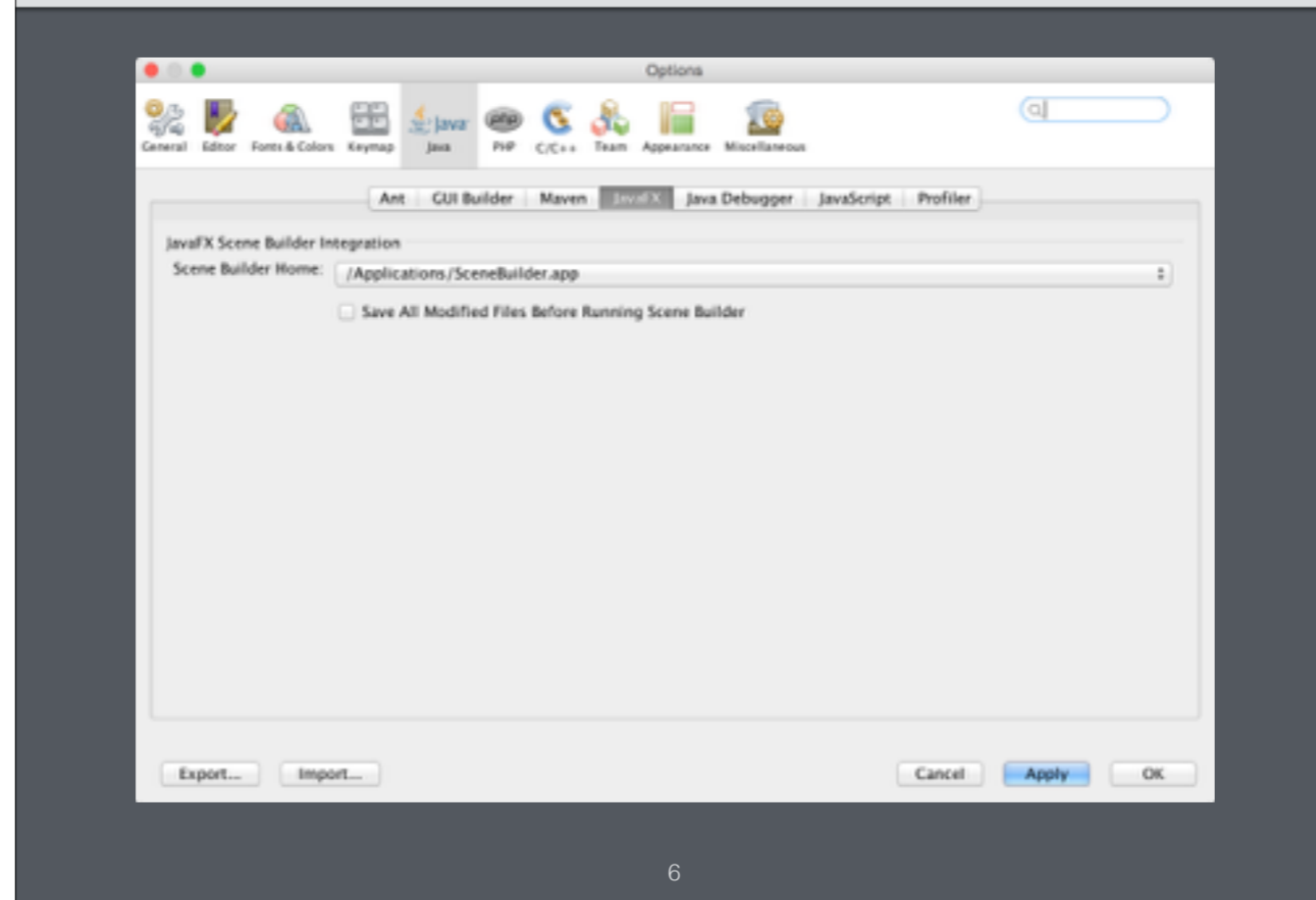
Updates to the FXML code updates the UI.

[1] Create a new **JavaFX FXML Application** project



There is an FXML plug-in that you will use to create a SB UI canvas. Double click on the created FXML file in the project pane, and SB will open up ready to be customized.

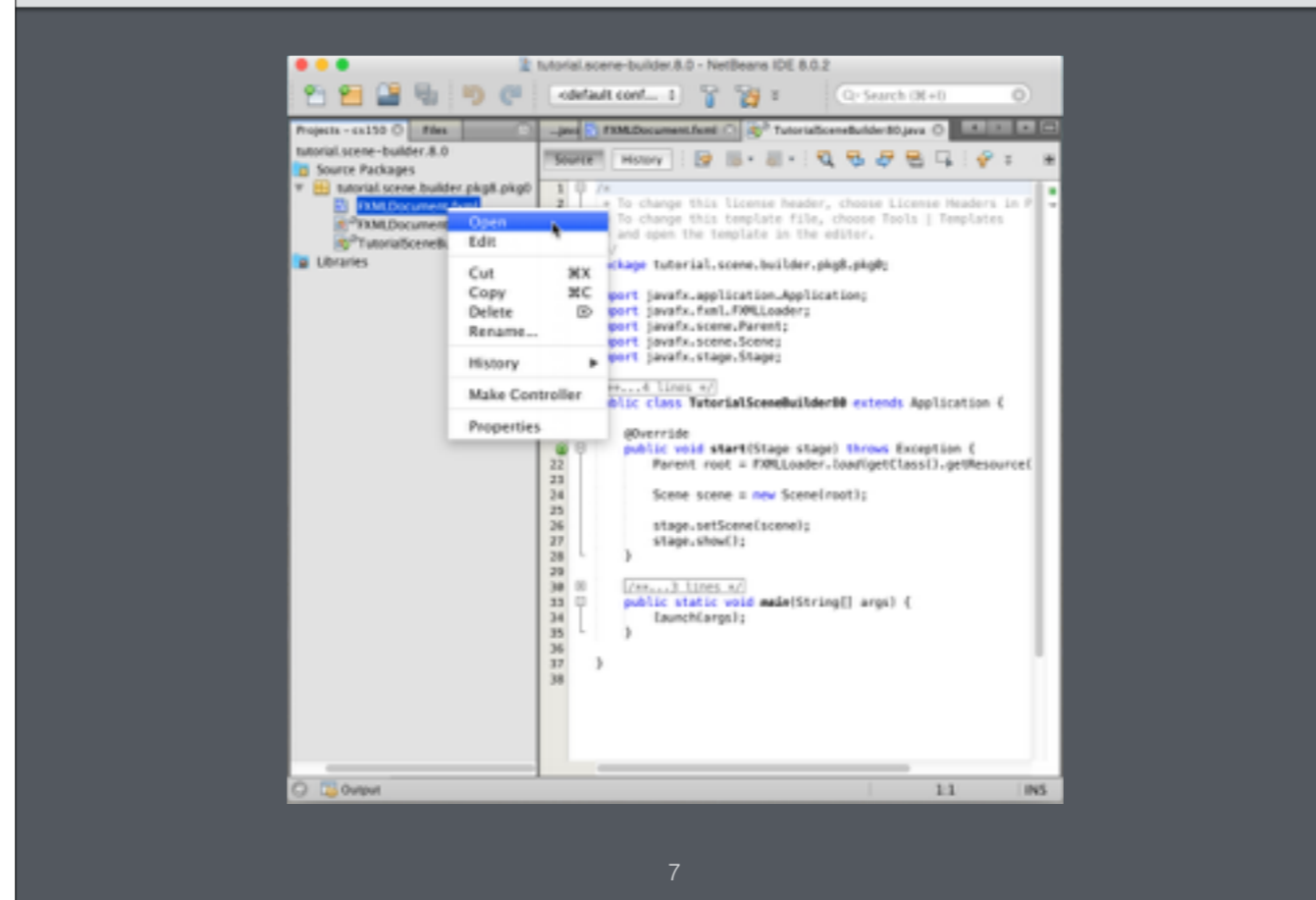
[2] Make sure NetBeans **knows** the location of Scene Builder 8.0 (SB8)



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SB can work with other IDEs as well, and as such, each IDE must be configured accordingly.

NB should locate SB automatically, but if not, tell it where to find the SB application. The path for Windows will of course be different.



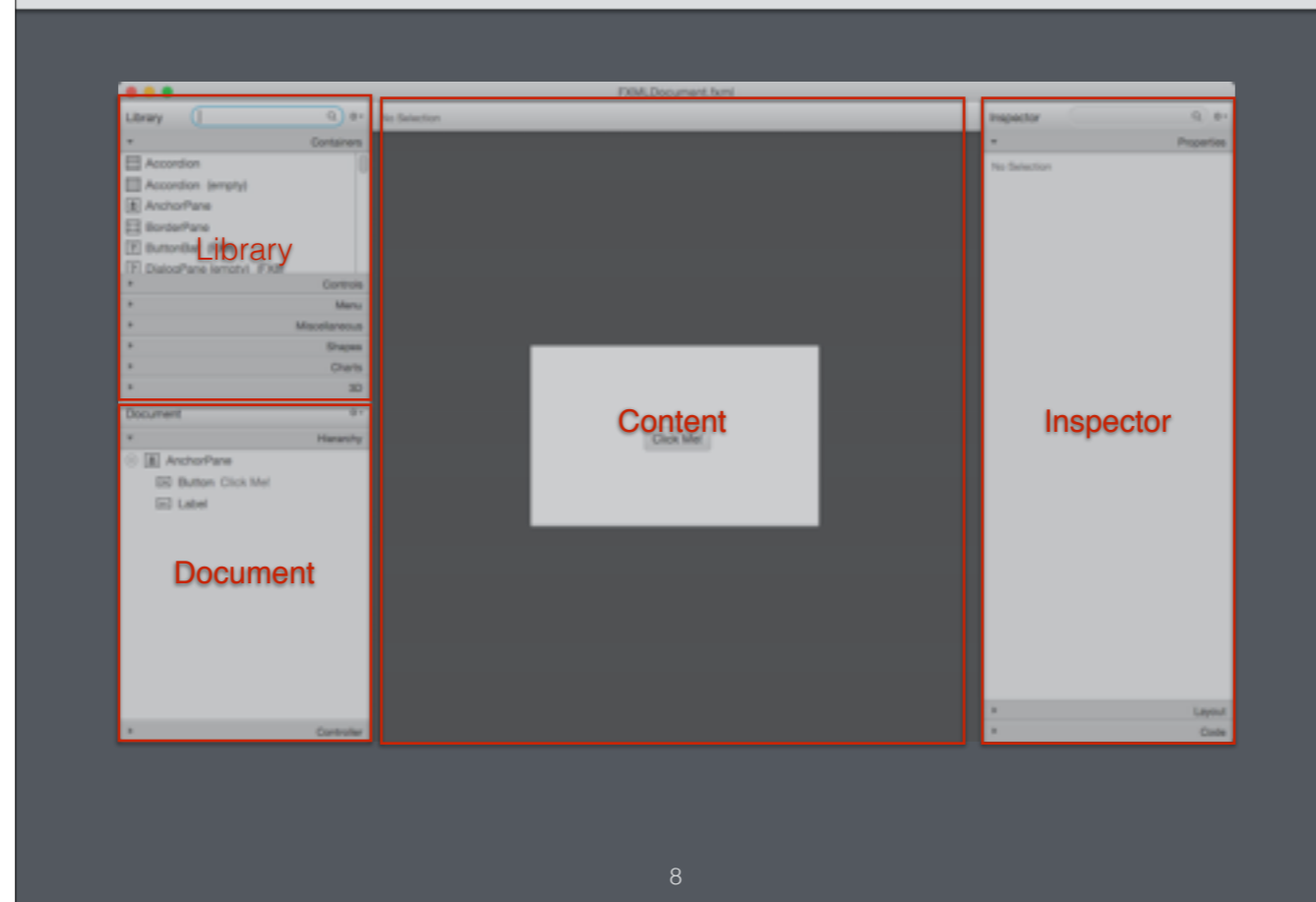
You will have three files to start with:

[1] The driver class - drives the overall application

[2] The fxml file - the XML representation of the UI. You could write the UI from here, but why?

[3] The controller class - the C in the MVC pattern. Model View Controller is a common pattern now a day, and defines the overall approach to designing GUI s/w. The controller basically controls the interaction between the Model (data) and View (UI)

## The SB8 workspace

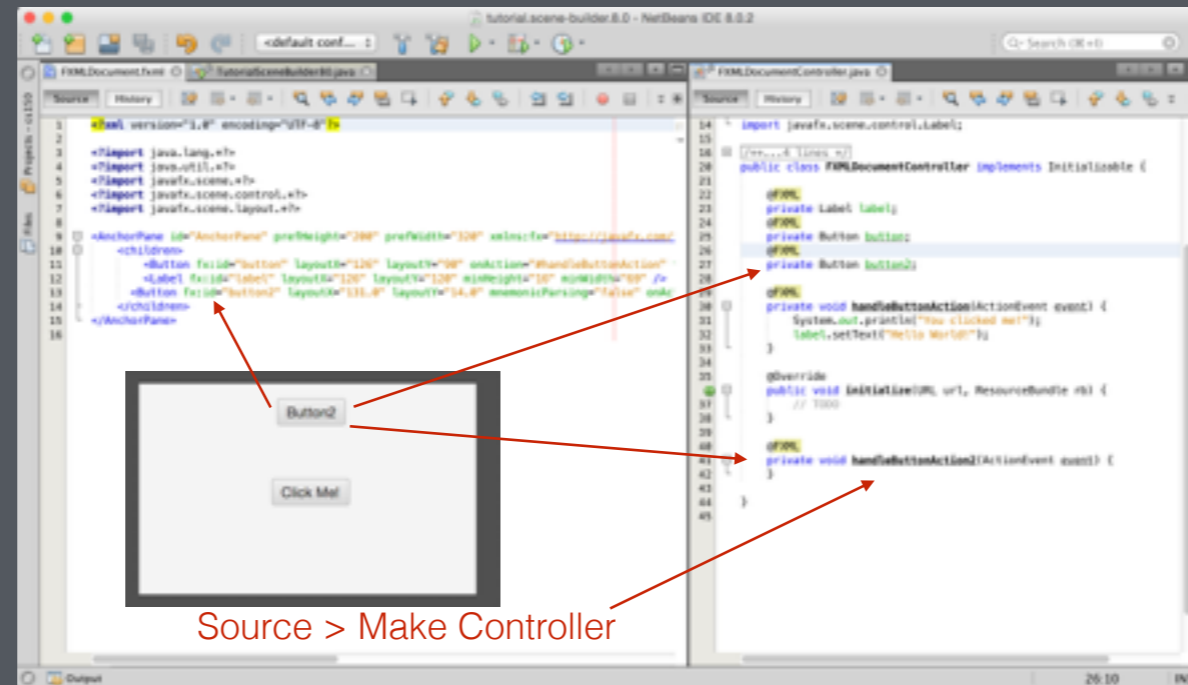


Your main workspace while in SB. Very customizable with many features, so try to explore more of the app each time you use it.

We will cover some of the basics as part of our course.



## The UI - Controller connection



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When changes are made to the UI, the fxml file is updated to reflect those changes. You may have to give NB a little nudge in order to update the controller.

This is done through the Source > Make Controller menu option.

Basically this adds the necessary coding elements so you can programmatically interact with the updated/new UI controls. In the screen capture above, the property declaration and event handler for added for Button2.