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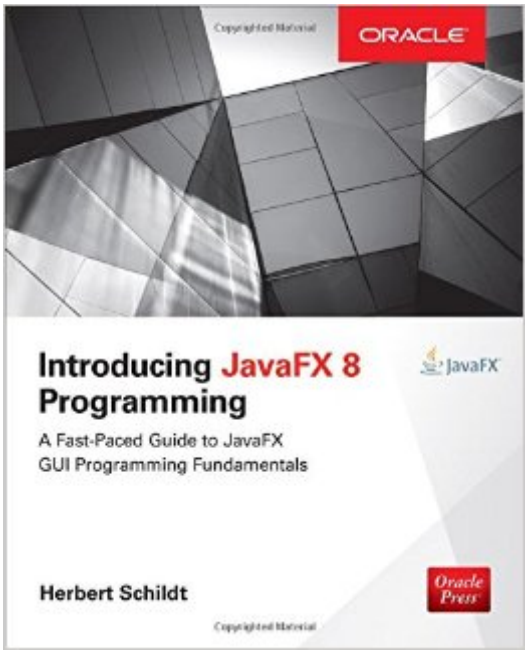

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Synopsis

Learn the Fundamentals of JavaFX 8 from Programming Guru Herb Schildt Introducing JavaFX 8 Programming provides a fast-paced, practical introduction to JavaFX, Javaâ ™s next-generation GUI programming framework. In this easy-to-read guide, best-selling author Herb Schildt presents the key topics and concepts youâ ™ll need to start developing modern, dynamic JavaFX GUI applications. The book begins with the fundamentals, including the general form of a JavaFX program. You then advance to event handling, controls, images, fonts, layouts, effects, transforms, animations (including 3-D animations), menus, and more. Numerous complete examples are included that put key topics and techniques into action. Designed for Java programmers, the bookâ ™s focus is on the JavaFX API and all examples are written entirely in Java. Best of all, the book is written in the clear, crisp, uncompromising style that has made Herb Schildt the choice of millions worldwide. Learn the general form of a JavaFX program Work with scenes and stages Understand the fundamentals of JavaFX event handling Explore several controls, such as buttons, list views, sliders, trees, tables, scroll panes, and more Work with images, fonts, and layouts Explore the JavaFX menu system Use visual effects and transforms Incorporate 2-D and 3-D animation Present data in JavaFX charts Display Web-based content using WebView and WebEngine

Book Information

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Customer Reviews

Fantastic introduction to JavaFX 8! Herbert Schildt does a great job of explaining each concept thoroughly. I never felt lost or unable to understand the code, and was rather impressed with his easy to follow teaching style. As a self-taught, beginning programmer, I appreciate authors that really break things down and spell them out completely. This book exceeded my expectation!Do keep in mind that this is an introduction to JavaFX 8. You will learn the skills necessary to write solid, well organized, good looking GUI's, but, as the title suggests, there is more to JavaFX 8 than this book covers. Schildt does a good job of pointing you in the direction of areas to continue your development, but it will be up to you from there. This book is a solid reference for the basics, but do not expect it to be a complete reference for all the "bells and whistles" that JavaFX 8 has to offer. That being said, I highly recommend this book to anyone looking to build a strong foundation with JavaFX 8.

This review will not say verified purchase because I purchased it from my Sister's account,However I assure you all that I have indeed received a copy of this book.I am a novice Java programmer and decided to get this book and go ahead and learnhow to develop java GUIs while I learn the Java language. I also have a copy of Herbert's"Java: A Beginner's Guide" and I must say that I really enjoyed the book because for themost part it is a nice introduction into the Java language. Author doesn't "Talk Over" the headof his reader in that book.However I must say that this book is a different story.As I started reading ch.1, I noticed that Herbert assumes knowledge on several Javatopics and pretty much glosses over what he probably considers "common sense"information. However by the time I made it to chapter 2, I was so discouragedthat I am currently debating even reading the book until I can get a rudimentary understandof JavaFX.It seems as if the book is written as a "Refresher" to someone who is already privy to theAWT/SWING/JAVAfx style of programming and not for someone who has NEVER worked witha Java GUI before.I followed right up until the "Nodes" Section, from that point throughout the rest of chapter 1,I was crucially confused.I will hold on to this book for future reference, However I think I will try "JavaFX for Dummies"to get a skeletal understanding of JavaFX. Maybe this will be a future read when I have a bitmore JavaFX experience.

Schildt once again nails it on this Java text. I found the introductory chapters clear and concise in their content and instruction. I recommend this book to anyone interested in JavaFX 8.

I like the way he explains everything, but the provided code examples are almost unreadable on a

Kindle, due to them being images and not properly formated text.

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