

JavaFX 2

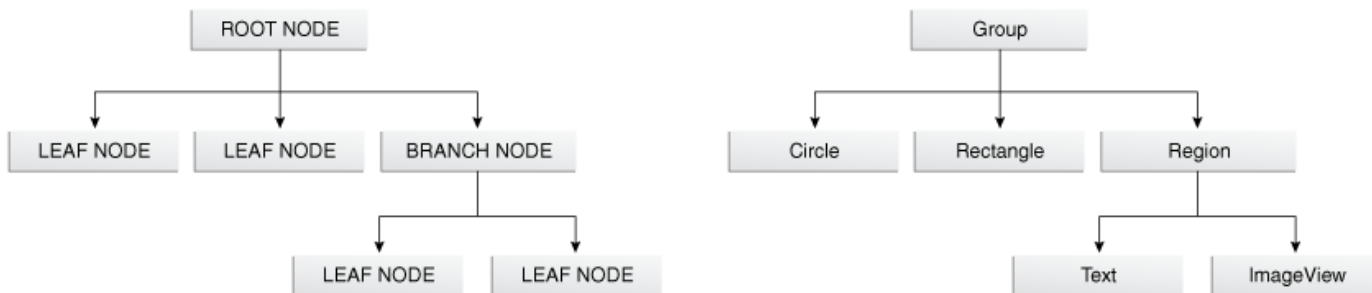
JavaFX and Event Handling

FX 2

Java FX Scene Graph

Tree of nodes, with a single 'branch' at the root

- branch (may have children, eg Group, Region)
- leaf (may not have children, eg Rectangle, Circle)



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Event Handling

Event handling is another control flow construct.

- Branches (a conditional or switch selects control flow)
- Loops (a loop repeats control flow)
- Methods (a method call nests control flow)
- Events (the occurrence of event changes control flow)
 - Event handling in UIs
 - Exception handling (later)

Events and Passing Code in Java

An event handler will execute code you specify executed when a certain event occurs.

Q: How do I pass *code* as an argument in Java?

A: Lambda expressions (since Java 8), see unit J09

Events in JavaFX

Events are instances of `javafx.event.Event`

- Event properties:
 - Event type
 - Source
 - Target
- Event handlers
 - Pass the Lambda expression. For example:
`scene.setOnKeyTyped(event -> { ...your code... })`