

# JavaFX 3

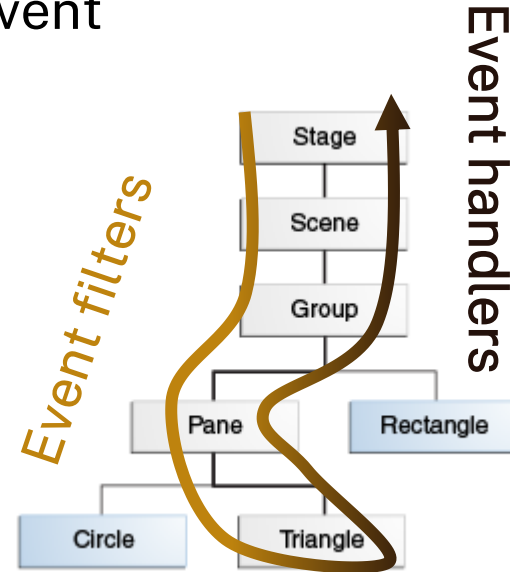
# X3

More on Events

More on GUI Design

# Event processing order

1. JavaFX determines the “target” of the Event
  - Mouse-click: what’s at the mouse position?
  - Key press: which element has focus
2. Find path from stage to target
3. “Capturing Phase”
  - Execute event *filters* along path from stage to target
4. “Bubbling Phase”
  - Execute event *handlers* along path from stage to target



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Any event handler/filter can *consume* the event, aborting the process

# GUI Design Principles

- Separate **data** and **domain logic** from **presentation**
  - Multiple ways to view the same data, multiple ways to execute same action
  - Separate responsibilities
  - Make it easier/possible to test domain logic
  - See also D2B vs String representation
- **Assignment 2:**
  - Separate internal model from GUI, but keep them in sync
    - » GUI action -> change internal data -> reload GUI data from internal data
  - Do not let GUI considerations affect your model
    - » e.g. position of a dragged tile is a GUI-only concern