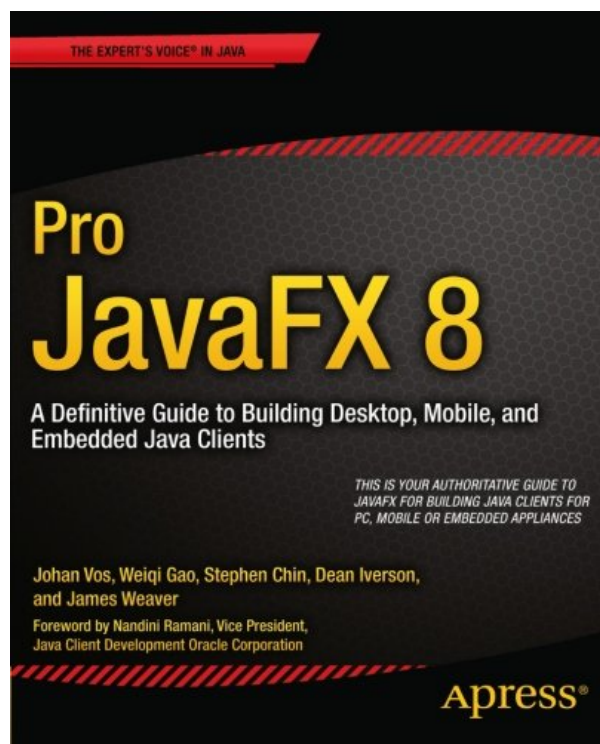
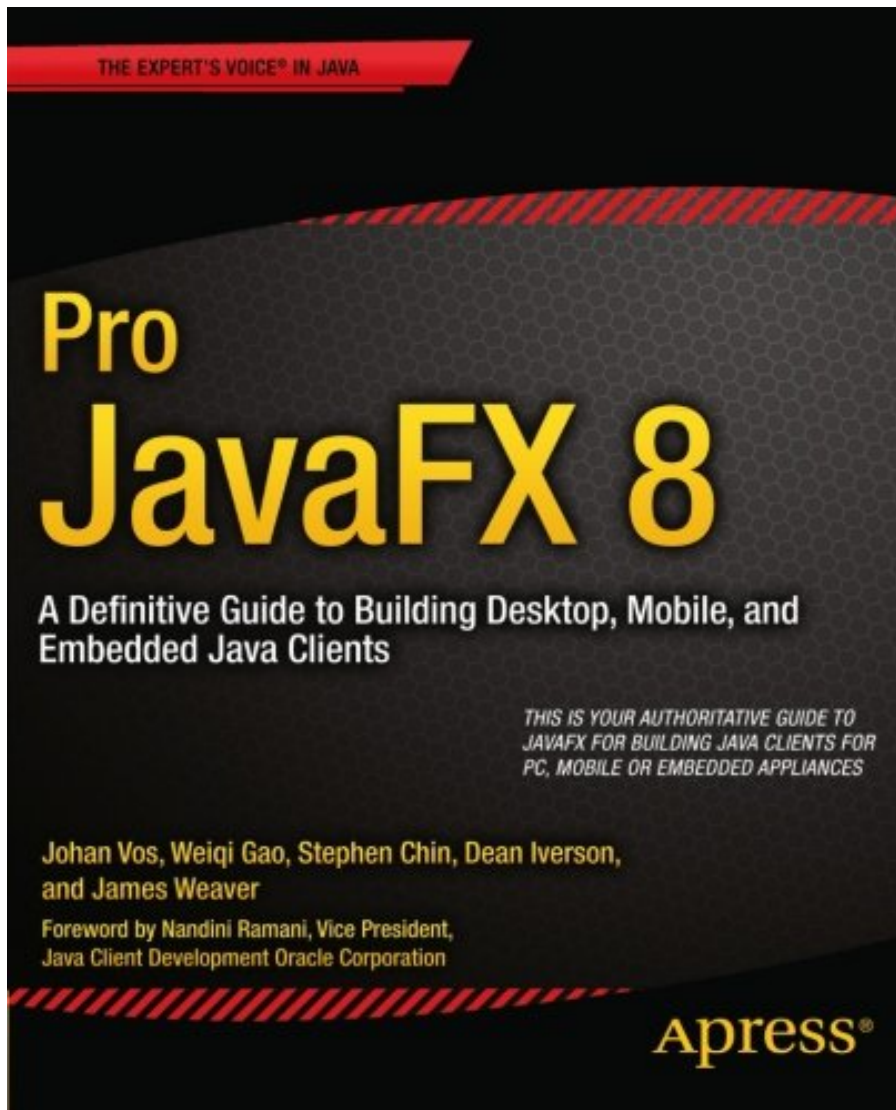


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In Pro JavaFX 8 expert authors show you how to use the JavaFX platform to create rich-client Java applications. You'll discover how you can use this powerful Java-based UI platform, which is capable of handling large-scale data-driven business applications for PC as well as now mobile and embedded devices.

Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 8 which comes as part of Oracle's new Java (SE) 8 release. This book also contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation.

After reading and using this book, you'll have the authoritative knowledge that should give you an edge in your next JavaFX-based application projects for your job or your clients.

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About the Author

Jim Weaver is an author, speaker, teacher, and developer in rich Internet application technologies such as JavaFX, and may be contacted at jim.weaver@javafxpert.com.

Most helpful customer reviews

22 of 22 people found the following review helpful.

Great for learning the specific JavaFX 8 APIs, but lacks general GUI architectural development guidance
By A. Carlton

This is by far the best JavaFX book to date. I have this book as well as JavaFX 8: Introduction by Example. I can tell you that if you are just middling about with simple prototype-like code or just want a very high level introduction to some of the JavaFX 8 APIs then JavaFX 8: Introduction by Example will be sufficient for you. If you are doing anything remotely complex or are interested in building an application for a corporate environment, you will want this book. There is tons of useful examples and explanations for some of the more intricate APIs such as the properties/bindings APIs, the observable collections and the concurrency

APIs. I chose to build an enterprise application with JavaFX 8 so I was looking for a book to help guide me. I have absolutely benefited from reading this book and was able to use some of the code samples to guide me. That said, this book leaves a lot to be desired if you are looking to build a JavaFX 8 based application that is scalable, well-encapsulated, maintainable, etc. There is almost zero discussion in this book regarding common UI design patterns (MVC/MVP/MVVM/etc). JavaFX is un-opinionated and setting up a simple framework for your application can be a challenge unto itself. There is also almost zero discussion in this book on other common GUI development challenges such as where to apply observer vs polling and/or caching, although it could be argued that is beyond the scope of this book. This book will only get you so far if you are trying to build a reasonably complex enterprise application with JavaFX.

14 of 14 people found the following review helpful.

Hot Book for a Hot New Technology, Running on All Platforms, Including iOS

By Eric R. Dunstan

Now that I have finished reading every chapter in this book except Chapter 10, which concerns high level 3D API features, I believe this is an excellent treatise on JavaFX 8, a revolutionary new Java GUI. I had become interested in JavaFX many years ago but never got past the JavaFX Script Language. Thankfully, Oracle deprecated the script language and made JavaFX 8 programmable by Java, and in turn, every language that can run on a JVM. So if you are a Java developer, you can jump right in to this technology reading this book.

From my .NET experience, JavaFX 8 has very similar designs to WPF in the .NET world. Both allow their GUIs to be programmed either in an XML based language (FXML or XAML respectively) or programmatically in their respective languages (Java or C# code respectively). Also, both allow cross embedding with their original GUIs (Swing or WinForms respectively) in both directions. However, JavaFX 8 has several improvements that WPF does not: JavaFX 8 is cross platform, running on any platform that can host a JRE 8, and can be used on ARM as well as x86 architectures. Unlike Silverlight, there is no Lite version of JavaFX 8, so code written for JavaFX 8 is fully portable to any platform. And RoboVM is a promising new technology that enables Apps written in JavaFX 8 to be compiled to run on iOS and Mac OS X without a JRE. There are several such Apps on the iOS App store. The closest comparison of this in the .NET world is Mono, for which WPF is not supported yet. So JavaFX 8 has significant advantages to WPF and is definitely a viable technology in today's mobile centered world.

This book got me over the learning curve fast, and I was able to develop signage software in JavaFX 8 for embedded devices, including both ARM and x86 architectures, after reading this book. At 588 pages, it provides decent coverage of the technology and points you in the direction to learning more. One key thing it mentions is that JavaFX 8 requires Java 8, because it uses Lambdas and other Java 8 additions heavily throughout its APIs. This is a key difference between it and JavaFX 2, its predecessor. Java 8 is a revolution in the Java world. A time traveler from 2000 who was expert in Java might not recognize Java 8 code as Java. But a quick refresher in Java 8 would quickly bring him up-to-speed with 20-teens way of Java development, as the changes in Java 8 make things easier, far easier than the old way. Conversely, a Java developer who learned Java today would probably be hard pressed to understand the old way, were he to travel back in time to the turn of the millennium.

This is currently the book to get to understand in depth JavaFX 8 by reading a book. It covers a lot, and then gives you ideas on where to go from there. If you come from a Swing development background, know that Swing is nothing like JavaFX 8. Development in JavaFX 8 is very easy and intuitive, and this book provides many code examples and explanations on how to do this. One chapter is devoted to writing the GUIs in FXML, and the rest show the JavaFX 8 GUIs written in Java code. It also explains the similarities of the two approaches, showing that if you know one way, the other way is easy to figure out, if you learn the simple patterns. This book explains these. Also, the book shows how to mix and match code using both methods,

allowing you to mix FXML and Java GUIs together. Once you learn the JavaFX 8 way, you will never want to go back to Swing development.

If you were looking for a cross platform technology and all you found was C++ or HTML5, this book now adds JavaFX 8 to that list and gets you up-to-speed quickly. If you are an iOS developer learning Swift, I suggest considering JavaFX 8 as well, and to research RoboVM. Swift is a great new language, but it confines your code to iOS/Mac OS X. With JavaFX 8 and RoboVM, you can now target iOS and Mac OS X with ahead-of-time compiled Apps that run faster than Objective-C, and similar in speed to C coded Apps, and then still use the same code for Apps on all other platforms.

Note that JavaFX 8 is included with JRE 8. Hence, if you have JRE 8 installed, you also have JavaFX 8 as well. This means that when the corporate world has upgraded to Java 8, Swing will be a legacy GUI platform, and JavaFX 8 will be the popular GUI of choice in the Java world. And with Java 8 fully supporting the multi-core processors of today's CPUs, I foresee a renaissance of Java, especially with this new technology covered by this book.

9 of 9 people found the following review helpful.

If you are using JavaFX, you need to get this book.

By Robert T Terpilowski

This book is the most in depth book to date on JavaFX 8. The properties and bindings chapter is probably the most comprehensive coverage of the topic I have seen either in print or online, and have used it as a reference a number of times already for a few projects I am working on. A good grasp on properties/bindings is key to JavaFX, as it one area where JavaFX has made life so much easier compared to the old days with Swing. The Collections and Concurrency chapter also provides good coverage about how writing multi-threaded applications has become easier with JavaFX vs Swing. There are also useful chapters on the use of the SceneBuilder wysiwyg design tool, FXML, the charting API as well.

All around a very good book.

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Your impression of this publication **Pro JavaFX 8: A Definitive Guide To Building Desktop, Mobile, And Embedded Java Clients By James Weaver, Weiqi Gao, Stephen Chin, Dean Iv** will lead you to get just what you precisely need. As one of the impressive books, this publication will certainly supply the existence of this leaded Pro JavaFX 8: A Definitive Guide To Building Desktop, Mobile, And Embedded Java Clients By James Weaver, Weiqi Gao, Stephen Chin, Dean Iv to collect. Also it is just soft documents; it can be your collective data in device and also various other device. The crucial is that use this soft file publication Pro JavaFX 8: A Definitive Guide To Building Desktop, Mobile, And Embedded Java Clients By James Weaver, Weiqi Gao, Stephen Chin, Dean Iv to read as well as take the perks. It is just what we suggest as publication Pro JavaFX 8: A Definitive Guide To Building Desktop, Mobile, And Embedded Java Clients By James Weaver, Weiqi Gao, Stephen Chin, Dean Iv will improve your ideas and mind. After that, reading book will also improve your life high quality a lot better by taking good activity in well balanced.

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Jim Weaver is an author, speaker, teacher, and developer in rich Internet application technologies such as JavaFX, and may be contacted at jim.weaver@javafxpert.com.

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