Programmeerimise põhikursus Javas

Loeng 8

http://courses.cs.ttu.ee/pages/ITI0011

Outline

- Homework stuff
- codingbat
- GUI, JavaFX
- III HW
- I HW

Homework submission

- https://courses.cs.ttu.ee/pages/ITI0011:git
- Homework 1 to be pushed into git before **October 20th**
 - into folder "HW1"
- Homework 2 to be pushed into git latest **October 19th 23:59**
 - into folder "HW2"
 - libraries (jar-files used) should be under lib/ (e.g. HW2/lib/twitter4j.jar)
- Homework 3 to be pushed into git latest November 16th 23:59
 - into folder "HW3"
 - Android version
- Course code example in git: <u>http://firstname.lastname@git.ttu.ee/kursused/iti0011/materjalid.git</u>
- Use UNI-ID to access materials (not visible in browser)

Homework 2 remarks

- <u>https://courses.cs.ttu.ee/pages/ITI0011:Säuts</u>
- Things to check:
 - location names with several words like "New York"
 - negative tweet count
 - non-existing locations (asfdasdfasdf)
 - locations with 0 tweets
- No need to validate cache file
 - but you should validate information in the file (negative radius etc.)

Libraries in Eclipse

- Project > Properties > Java Build Path > Libraries
- Add external JARs..
- Browse to the jar needed

GUI

21.10.2014

- Graphical User Interface (GUI) a type of interface that allows users to interact with devices through graphical icons and visual indicators, as opposed to text-based interfaces.
- A typical form of GUI:
 - Computer/mobile screen
 - Interaction with mouse, keyboard or by touching
- GUI should ease the steep learning curve of command-line interfaces (CLIs)



```
nome/mars
     ∖arsmain ~ $ cd /usr/portage/app–shells/bash
    Marsmain /usr/portage/app−shells/bash $ ls −al
 otal 130
  ⊿xr−xr−x –3 portage portage _1024 Jul 25 10:06
     -xr-x 33 portage portage
                              1024 Aug 7 22:39
                             35808 Jul 25 10:06 ChangeLog
                    root
                             27002 Jul 25 10:06 Manifest
                     root
             portage portage
                             4645 Mar 23 21:37 bash-3.1_p17.ebuild
              portage portage
                              5977 Mar 23 21:37 bash-3.2_p39.ebuild
                              6151 Apr 5 14:37 bash=3.2_p48=r1.ebuild
             portage portage
                              5988 Mar 23 21:37 bash-3.2_p48.ebuild
              portage portage
             portage portage
                              5643 Apr 5 14:37 bash-4.0_p10-r1.ebuild
                              6230 Apr 5 14:37 bash-4.0_p10.ebuild
             portage portage
                              5648 Apr 14 05:52 bash-4.0_p17-r1.ebuild
             portage portage
             portage portage
                              5532 Apr 8 10:21 bash-4.0_p17.ebuild
             portage portage
                              5660 May 30 03:35 bash-4.0_p24.ebuild
                              5660 Jul 25 09:43 bash-4.0_p28.ebuild
             root root
             portage portage 2048 May 30 03:35
                               468 Feb 9 04:35 metadata.xml
             portage portage
                                     /bash $ cat metadata.xml
 ?xml version="1.0" encoding="UTF-8"?>
 !DOCTYPE pkgmetadata SYSTEM "http://www.gentoo.org/dtd/metadata.dtd">
 pkometadata>
 herd>base-system</herd>
  <flag name='bashlogger'>Log ALL commands typed into bash; should ONLY be
   used in restricted environments such as honeypots</flag>
  <flag name='net'>Enable /dev/tcp/host/port redirection</flag>
  <flag name='plugins'>Add support for loading builtins at runtime via
    'enable'</flag>
 (use)
 /pkqmetadata>
        smain /usr/portage/app-shells/bash $ sudo /etc/init.d/bluetooth status
  ssword
 status: started
   ©marsmain /usr/portage/app−shells/bash $ ping −q −c1 en.wikipedia.org
 ING rr.esams.wikimedia.org (91.198.174.2) 56(84) bytes of data.
  – rr.esams.wikimedia.org ping statistics –––
 packets transmitted, 1 received, 0% packet loss, time 2ms
tt min/avg/max/mdev = 49.820/49.820/49.820/0.000 ms
    @marsmain /usr/portage/app-shells/bash $ grep -i /dev/sda /etc/fstab | cut --fields=-3
/dev/sda:
                       /boot
'dev/sdat
                       none
'dev/sda:
                       age/app-shells/bash $ date
at Aug 8 02:42:24 MSD 2009
                                hells/bash $ lsmod
                       Size Used by
Module
rndis_wlan
                      23424 0
                       8696
rndis_host
                            1 rndis_wlan
                       5672
                             1 rndis_host
odc_ether
                       18688
                             3 rndis_wlan,rndis_host,cdc_ether
usbnet
                      38424 0
parport_pc
                     2388128 20
falrx
                       39648 1 parport_pc
 arport
 TCO wdt
                      12272 0
                       9380 0
i2c_i801
  rs@marsmain/usr/portage/app-shells/bash $ 🗧
```

JavaFX

- Software platform for creating Rich Internet Applications (RIA)
- Can be run on desktop computers and web browsers in Windows, Linux and Mac OS X
- Starting from Java version 8, JavaFX is implemented as a native Java library
 - Last version of JavaFX was 2.2
 - Current version has the same number as the Java itself: JavaFX 8
- JavaFX can also be run on Android, iOS, Raspberry Pi
- <u>http://docs.oracle.com/javafx/</u>
- JavaFX can be also used in Java 1.7, but for simplicity Java 1.8 is recommended

JavaFX features

- Media and images support (visual and audio media)
- Web component (based on Webkit, full browsing functionality)
- CSS (Cascading Style Sheets) can be used for styling
- UI Controls
- Layout (different layouts to organize controls)
- 3D support
- Visual effects
- etc.





Structure of JavaFX application

- It's like a theatre play:
 - The Stage is the main container which is usually a Window with a border and the typical minimize, maximize and close buttons.
 - Inside the Stage you add a Scene which can, of course, switched out by another Scene.
 - Inside the Scene the actual JavaFX nodes like AnchorPane, TextBox, etc. are added.





Everything is a node

- JavaFX Scene Graph API is responsible of rendering GUI to the screen
- A scene graph is a tree data structure
- Retained mode API maintains internal model of all graphical objects
 - what objects to display
 - what areas of screen need repainting
 - how to render it all in the most efficient manner
- Instead of invoking drawing methods directly, instead use scene graph API
- Individual items held within the application are known as *nodes*



