

Using JavaFX in Eclipse

Download an appropriate JavaFX runtime (<https://gluonhq.com/products/javafx/>) for your operating system and unzip it to a desired location. Put the contents of this zip file somewhere on your system, for example in "C:\Users\selim\Documents\javafx-sdk-11.0.2\".

METHOD I:

Install the JavaFx plug-in for eclipse.

- With Eclipse open, click Help > Install New Software...
- Click the Add... button.
- Enter a name, such as JavaFX.
- Enter the location as follows: <http://download.eclipse.org/efclipse/updates-released/1.2.0/site/>
- Check both options "e(fx)clipse – install" and "e(fx)clipse – single components" as shown. Accept other defaults. Click the Next button.
- These are the items that will be installed. Click Next again.
- Accept terms and click Finish.
- You'll be prompted to reboot Eclipse. The plug-in is now installed and is ready to use.

File -> Properties -> Java Build Path -> Libraries tab -> Add external jars
select and include all files in the directory that has unzipped files (for example
"C:\Users\selim\Documents\javafx-sdk-11.0.2\lib")

Now, to use JavaFx...

- Navigate to File > New > Project
- In the New Project wizard, select JavaFx > JavaFX Project
- Enter a name for the project, ie, JavaFxDemo, etc. Click Finish.
- Go to the project name > src > application. Click once on application to highlight. Create classes here (right-mouse click, New > Class)

METHOD II:

- File -> Properties -> Java Build Path -> Libraries tab -> Add external jars
 - select and include all files in the directory that has unzipped files (for example "C:\Users\selim\Documents\javafx-sdk-11.0.2\lib")
 - Windows -> Preferences -> Java -> Installed JREs -> Edit
 - Put
--module-path "C:\Users\selim\Documents\javafx-sdk-11.0.2\lib" --add-modules
javafx.controls,javafx.fxml,javafx.graphics,javafx.media
 - in Default VM Arguments. Note that your JavaFX library location can be different depending on the location that you unzipped.

METHOD III:

From CMD Prompt:

```
java --module-path "C:\Users\selim\Documents\javafx-sdk-11.0.2\lib" --add-modules javafx.controls  
BounceBallControl
```