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# **springboot-javafx-support**

## **Documentation**

*Release stable*

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In an ideal world, a UX designer creates nice and cool scenes and elements spiced with CSS, while the developer writes the logic for the application.

This small library links Spring Boot with JavaFx 8. Let all your view and controller classes be Spring Beans and make use of all features in the Spring Universe.

You'll find a set of example applications at [github](#) and check my [homepage](#). In the example I use concrete classes everywhere. In a real world application you can (and should) of course use interfaces for views and controllers and let Spring do the magic to instantiate the right bean.



# CHAPTER 1

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## 0. Prerequisites

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You will at least need JDK1.8 patch level 40.

You find the latest springboot-javafx-support library at [maven-central](#).





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### 1. Generate your GUI with FXML using SceneBuilder

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You find SceneBuilder here: <http://gluonhq.com/open-source/scene-builder/> Put the files in a folder called fxml in your classpath, so that Spring's resource loader can find them. Hint: Create a dedicated jar with all FXML, css and resource files and add it as a dependency using your preferred tooling (Maven, Gradle...).



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### 2. Create your view classes

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Extend your view class from `AbstractFXMLView` and annotate it with `@FXMLView`. Name your class `<FXML-File>View`. E.g. given your FXML-file is named `somelist.fxml` the corresponding view class is `SomeListView`. When you want to name your class different, you need to add the fxml file name as value to your `@FXMLView` annotation: `@FXMLView("/fxml/myviewfile.fxml")`



## CHAPTER 4

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### 3. Create a Controller, Presenter

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Create your controller class for your view as you defined it in the fxml file: `fx:controller="de.example.MyCoolPresenter"` and annotate `MyCoolPresenter` with `@FXMLController`.



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### 4. Create a Starter class

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Create a starter class extending `AbstractJavaFxApplicationSupport`. Annotate this one with `@SpringBootApplication` and call `launchApp()` from the main method.





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### 5. Style your views

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You have multiple ways to style your view: First on is adding your JavaFX-css with SceneBuilder (the common JavaFX-way). Second is to add one or more css-files to the `@FXMLView` annotation: `@FXMLView(css={"/css/company.css", "/css/project.css"})`. Or third possibility: Add a property `javafx.css=/global.css` to your `application.properties` (or `application.yaml`).



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### 6. Adding resource bundles to the view

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To i18n your application you can either add your properties files inside the package of your view class or add a bundle parameter to the `@FXMLView` annotation. Example: Your View is named `foo.myapp.main.CoolView.class` then your properties should be in the package `foo.myapp.main` as: `cool.properties` (default and fallback) and `cool_de.properties` (german), `cool_fr.properties` (french) etc. Or if you want to have your files reside in a different location (e.g. `/i18n/messages_*.properties`) then add your bundle by adding `@FXMLView(bundle = "i18n.messages")` Be aware of the dot because the `FXMLLoader` assumes that this is a classpath.



## CHAPTER 8

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Clone and improve me!

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Please clone the sources from <https://github.com/roskenet/springboot-javafx-support.git> Pull requests welcome!

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