

## Java FX Basics

In this lab, you will create Java FX components first with java code, then using Scene Builder. Complete the following tutorials:

1. Hello World Java FX: [https://docs.oracle.com/javafx/2/get\\_started/hello\\_world.htm](https://docs.oracle.com/javafx/2/get_started/hello_world.htm)
2. Form Design in Java FX: [https://docs.oracle.com/javafx/2/get\\_started/form.htm](https://docs.oracle.com/javafx/2/get_started/form.htm)
3. Form Design and CSS: [https://docs.oracle.com/javafx/2/get\\_started/css.htm](https://docs.oracle.com/javafx/2/get_started/css.htm)
4. Scene Builder and FX: <http://code.makery.ch/library/javafx-8-tutorial/part1/>
5. Adding logic to the interface: <https://code.makery.ch/library/javafx-tutorial/part2/>,  
<https://code.makery.ch/library/javafx-tutorial/part3/>

You need to submit all your code in the Oaks dropbox. You may create a zip directory with all your projects. You may add this code to a github repo, however you do not need to share it with me.

An important part of your submission will be a short README document, with minimum 500 words, where you explain what you learned in these tutorials.

You may work in pairs and submit only one zip directory and one README per pair.