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# JavaFX Layout: Everything You Wanted to Know

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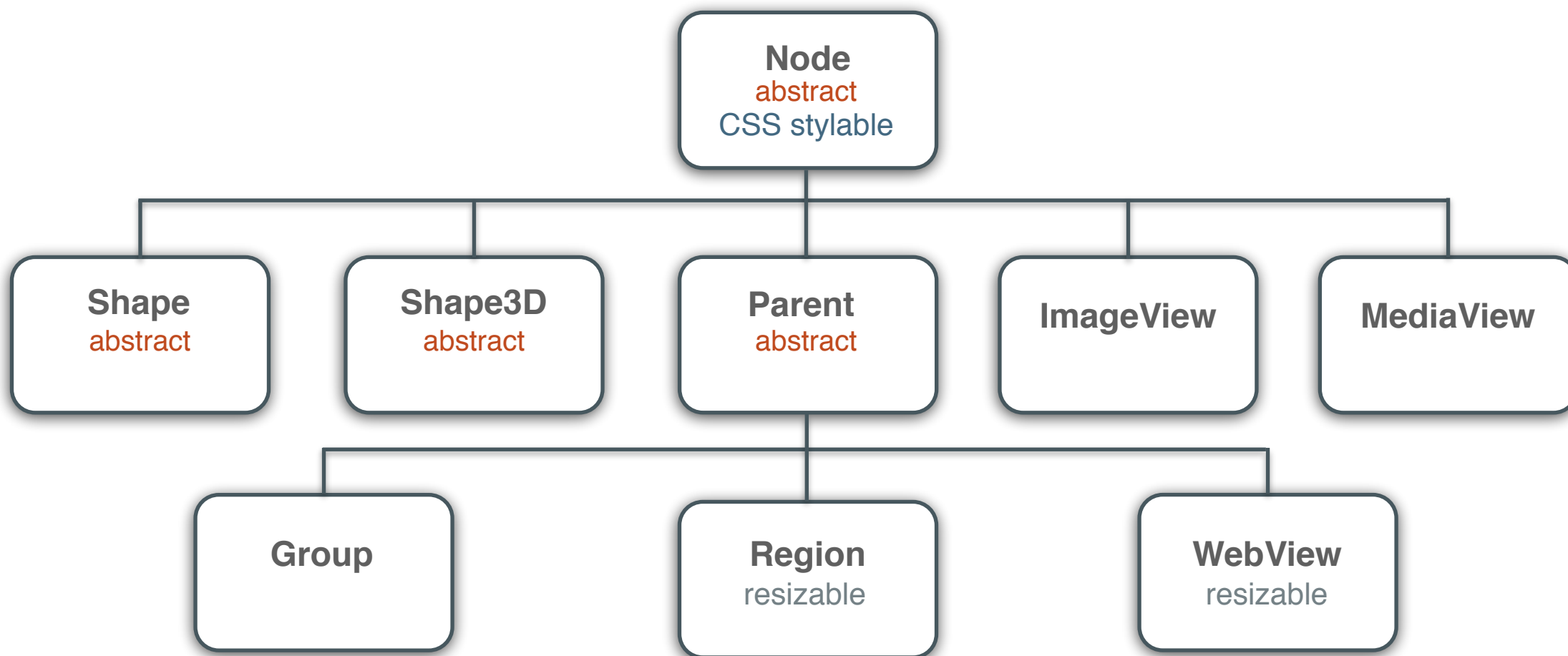
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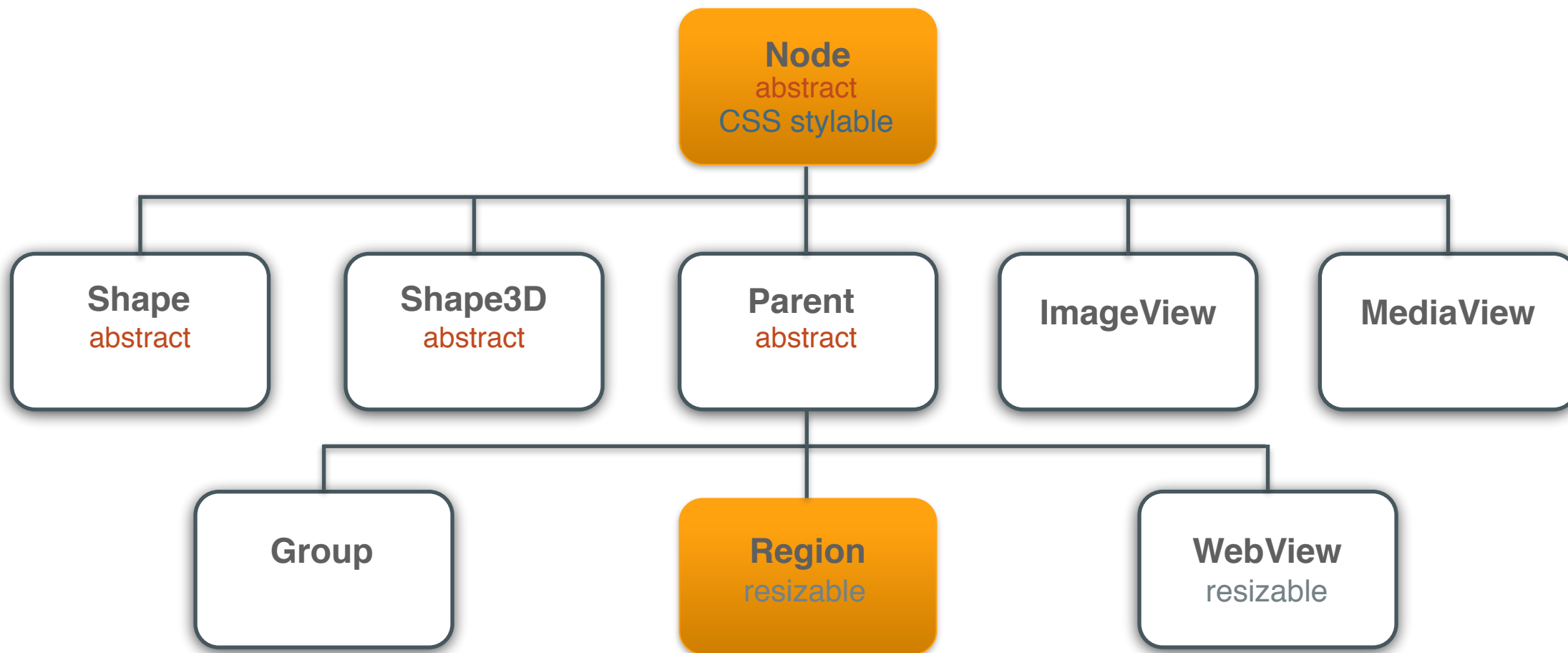
# Program Agenda

- 1 ➤ JavaFX Core Scene Graph Classes
- 2 ➤ Common Layout Properties in Node
- 3 ➤ Layout Classes with Demos
- 4 ➤ Custom Layout Pane with Demo
- 5 ➤ Q & A

# JavaFX Core Scene Graph Classes



# JavaFX Core Scene Graph Classes



# Node: Common Properties and Attributes

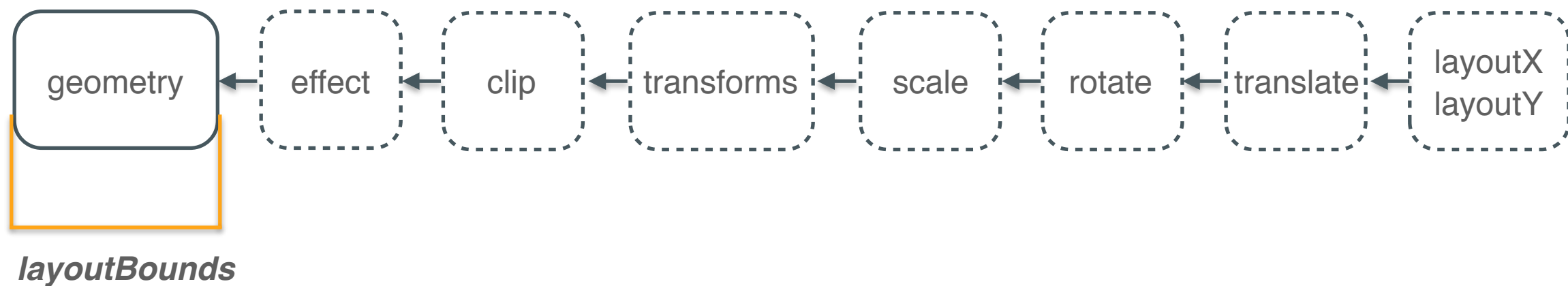
- *layoutBounds*, *boundInLocal* and *boundsInParent*
- resizable vs non-resizable
- *visible*
- *managed*
- CSS Stylable



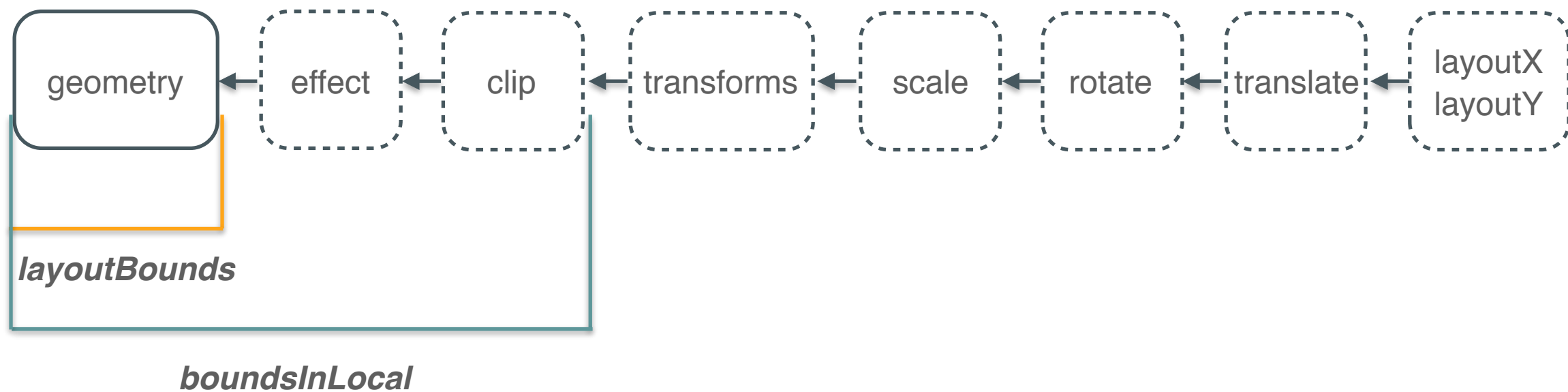
# Node: Bounds Properties



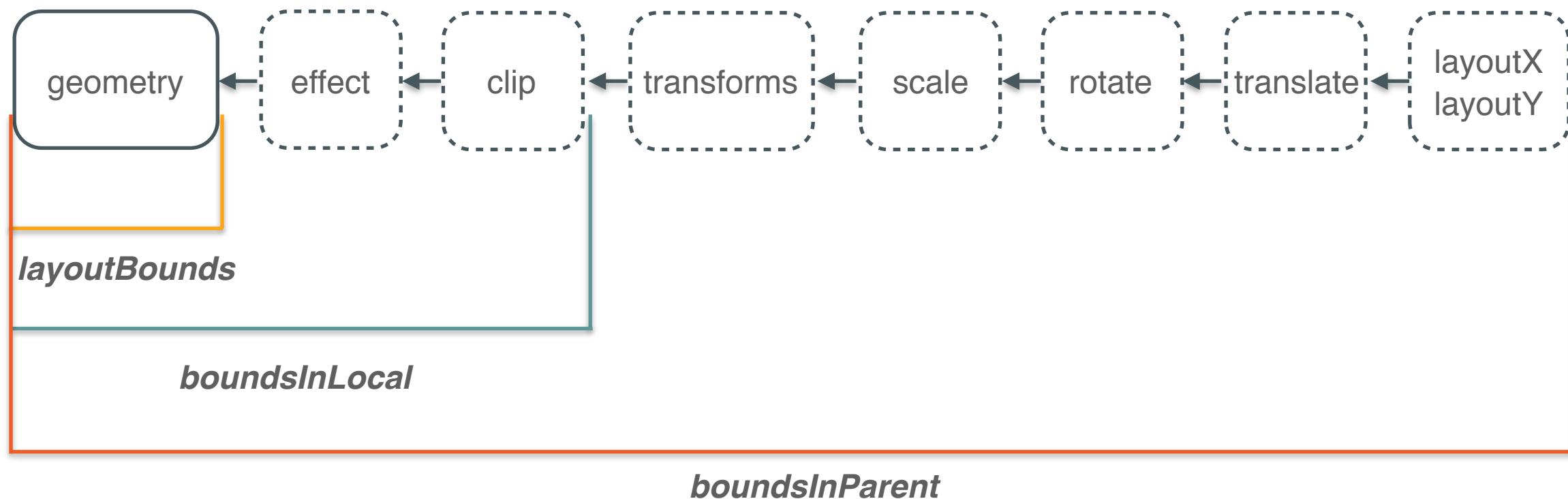
# Node: Bounds Properties



# Node: Bounds Properties



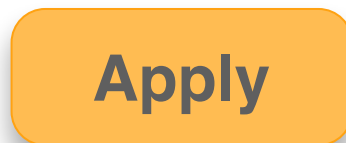
# Node: Bounds Properties



# Node: Bounds Properties



Button



Button with drop shadow



Button with drop shadow and rotation

# Bounds Properties



*layoutBounds = boundsInLocal*  
*= boundsInParent*

Button



*layoutBounds*  
*boundsInLocal = boundsInParent*

Button with drop shadow



*layoutBounds*  
*boundsInLocal*  
*boundsInParent*

Button with drop shadow and rotation

# Bounds Properties

- Use Group to include effect/clip/transforms in layout
- Group layoutBounds = union of children's visual bounds

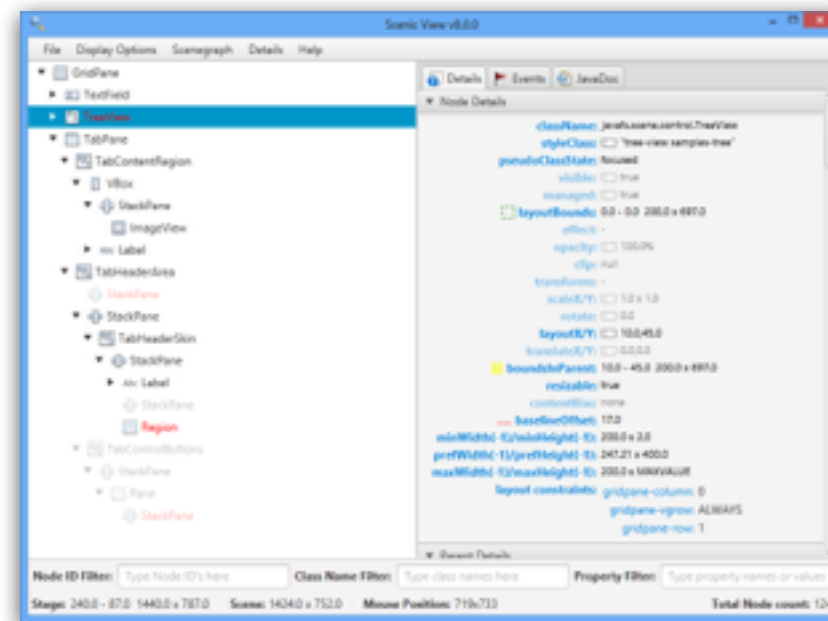
```
Button applyBtn = new Button("Apply");  
applyBtn(new DropShadow());  
applyBtn.setRotate(-22);  
layoutRegion.getChildren().add(new Group(applyBtn));
```



Group's layoutBounds

# Scenic View

- Scenic View is a free JavaFX scenegraph analyzer
- It draws overlays of bounds in the application it is observing
- Download and find out more about Scenic View here:
  - <http://www.scenic-view.org>
- Great tool for debugging scenegraph, especially layout





# Resizable vs Non-Resizable

- 2 types of nodes: resizable nodes and non-resizable nodes
- **Resizable:** resized by its parent during layout
  - Applications do NOT set size directly
  - Parent makes sizing decision based on own layout policy
- **Non-resizable:** NOT resized by parent during layout
  - Applications set properties to establish size
  - Doesn't mean node size can't change!

# Resizable vs Non-Resizable

## Resizable

**Region**

**Pane**

**Control**

**WebView**

## Non-Resizable

**Group**

**Shape**

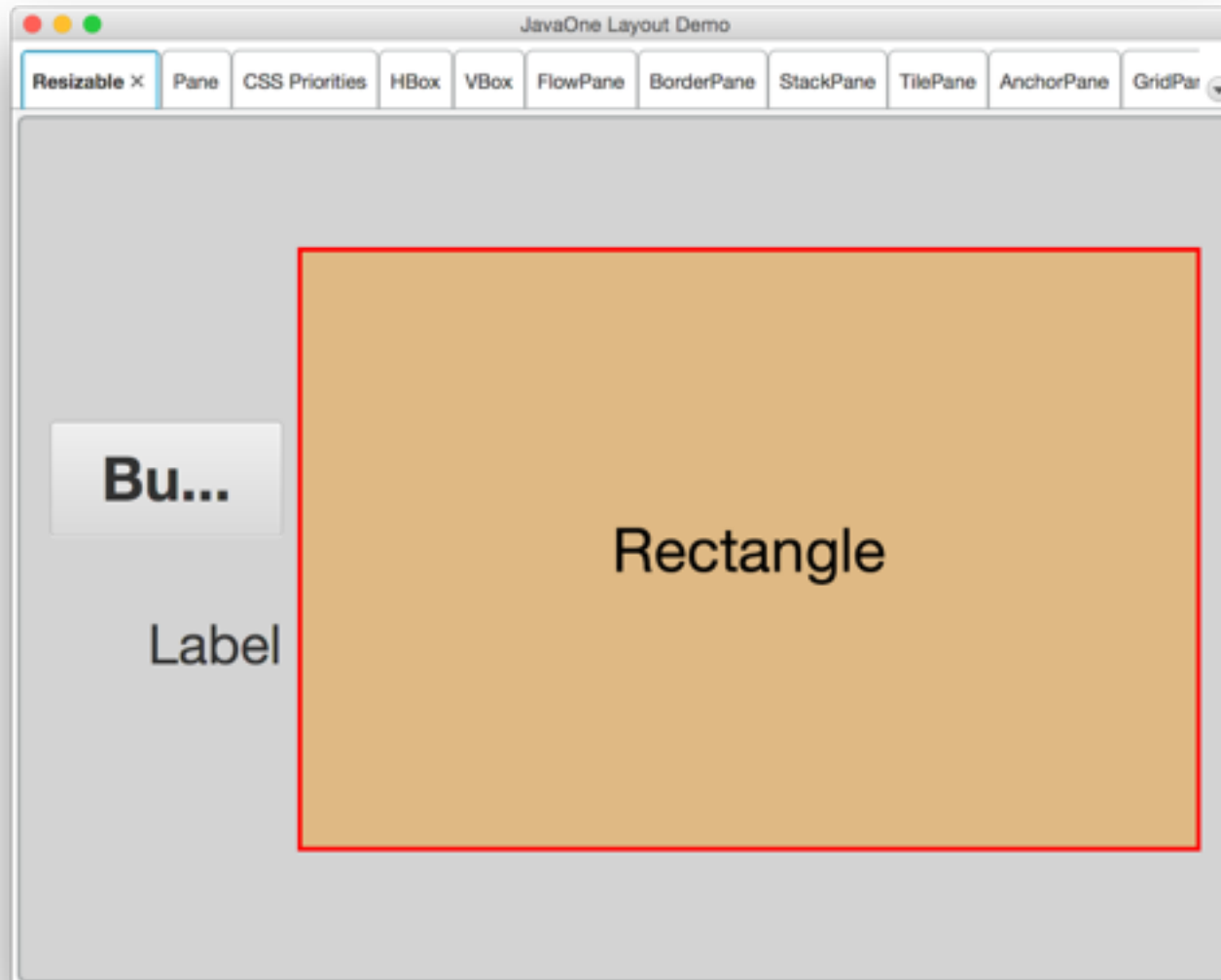
**Shape3D**

**Text**

**ImageView**

**MediaView**

# Demo



# Resizable Nodes

- A resizable node has 3 attributes that define the range of its size:
  - Preferred size
  - Minimum size
  - Maximum size
- Parents query preferred size during layout
- Applications may set range directly

# Maximum Size

- Desired max for layout
- All layout regions (except AnchorPane) honor max size
- `Max == Double.MAX_VALUE => unbounded`
  - Indicates hunger for space if available
- `Max == preferred => clamped`
  - Indicates desire to be preferred size

# Maximum Size

- Examples of default Max Size on common controls

## clamped



## unbounded



# Visible and Managed Properties

- Children layed out regardless of visibility
  - Parent still leaves space for it
- Unmanaged children ignored for layout
  - Child will still be visible, but not resized or relocated by parent
  - Not included in min/pref/max size computations
- If child needs to disappear from layout, must set both ***managed*** and ***visible*** to false

# CSS Styleable

- Node is CSS styleable
- CSS is primarily used to style Region nodes
  - <https://docs.oracle.com/javase/8/javafx/api/javafx/scene/doc-files/cssref.html>



Backgrounds (fills and images)

Borders (strokes and images)

Content Area

Padding

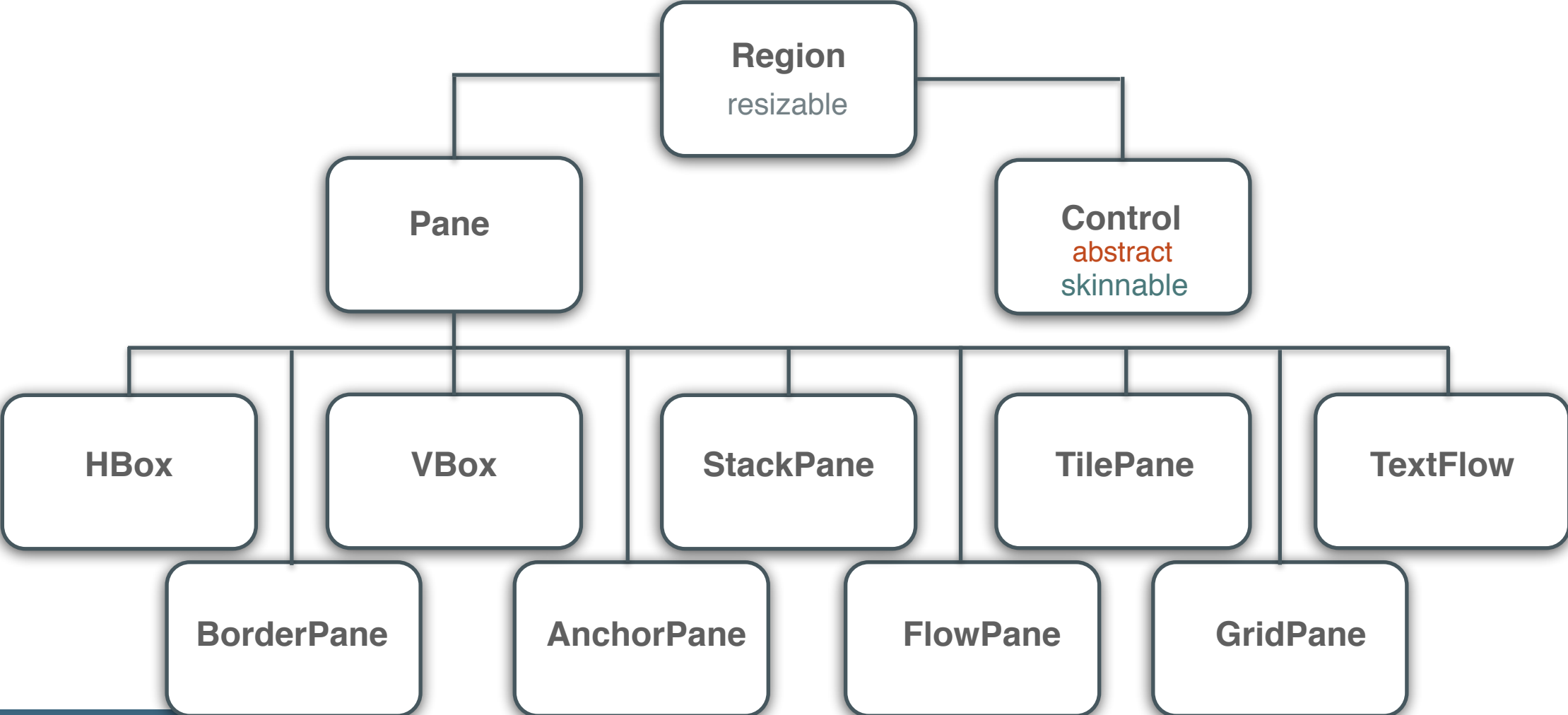


# Priorities of Styles for a Node

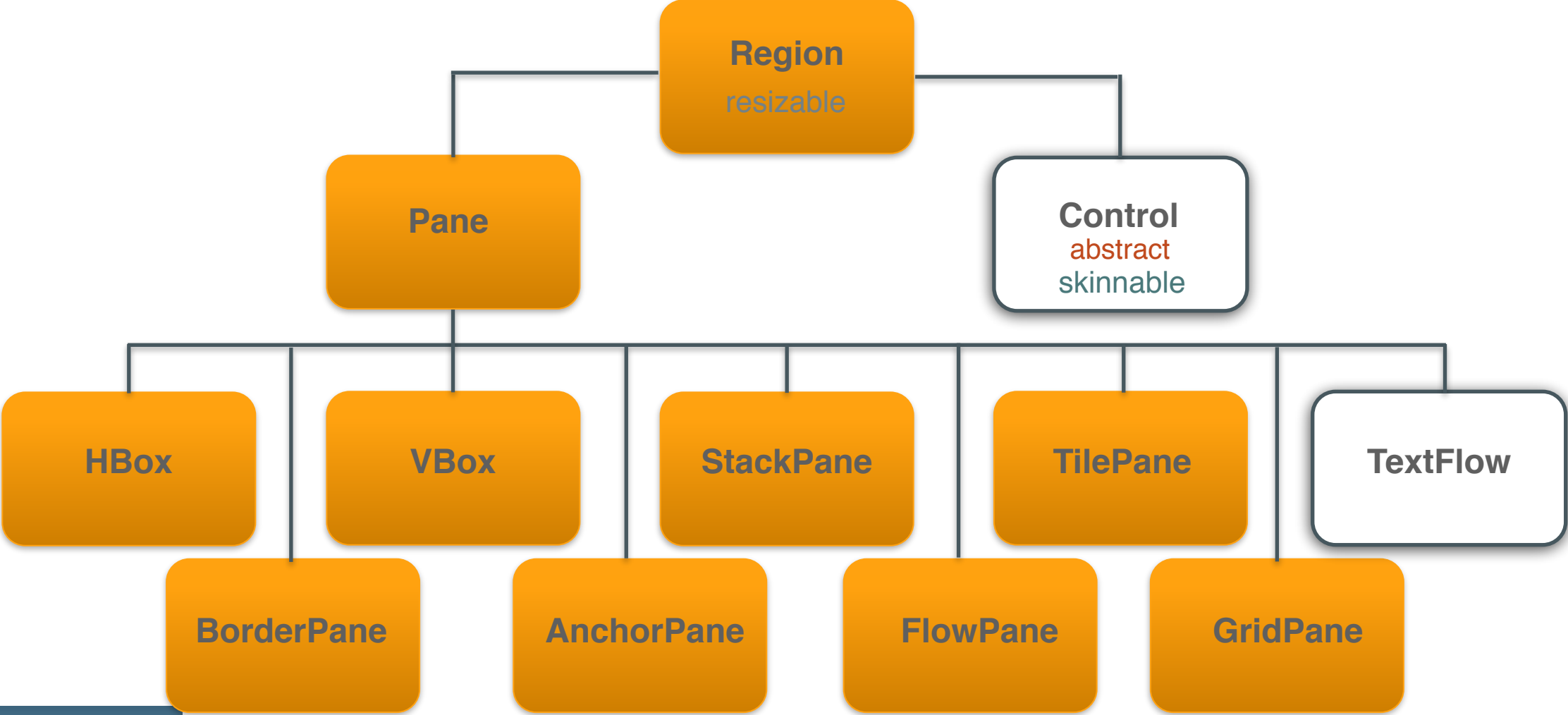
The following priority rules are used to set the visual properties of a node (listed is the order of highest to lowest priority):

- Inline style
- Parent style sheets
- Scene style sheets
- Values set in the code using JavaFX API
- User agent style sheets

# Region Extended Classes



# Region Extended Classes



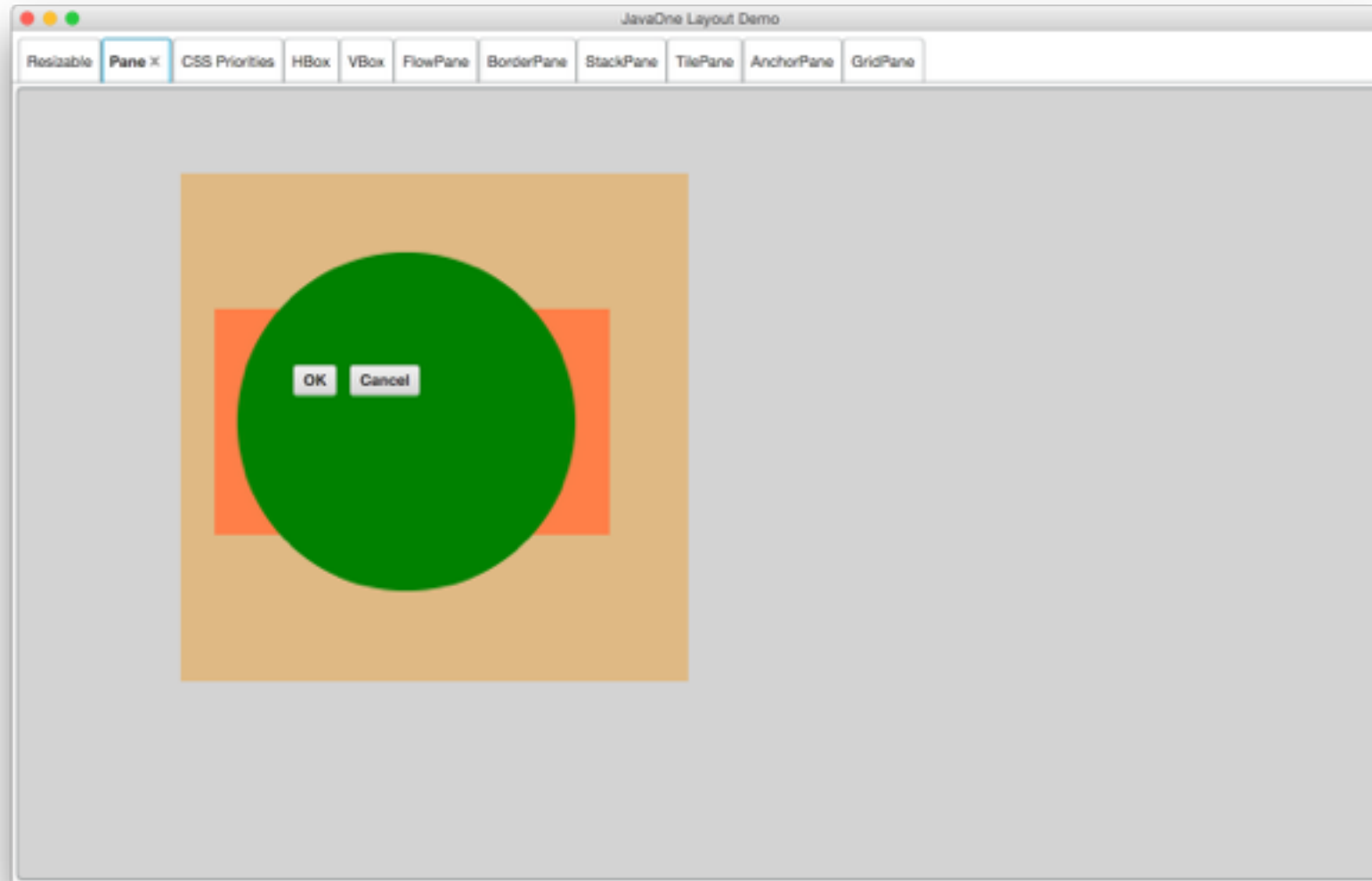
# Region

- It is the base class for all layout panes and controls
- It is the highest-level class that is fully CSS-styleable
- List of children is not publicly writable
  - Inherits protected `getChildren()` method from `Parent`

# Pane

- Pane is a subclass of the Region class
- Exposes the getChildren() method of the Parent class
- Can be used when absolute positioning is needed
  - Positions its children at their (layoutX, layoutY)
- Resizes all resizable children to their preferred sizes
- Pane does not clip its content
  - Its children may be displayed outside its bounds

# Demo



# HBox

- Lays out children in a single horizontal row
  - Pref width: large enough to display all children at their pref widths
  - Pref height: largest of the pref heights of all its children
- Use properties and constraints to control locations and sizes of children
  - *alignment*, *fillHeight*, *spacing*, `setHgrow()`, `setMargin()`

# HBox

- Supports 2 types of constraints using static methods
  - `hgrow` — specifies whether child expands horizontally when there is additional space

```
HBox.setHgrow(node, Priority.ALWAYS); // expands horizontally
```

```
HBox.setHgrow(node, Priority.NEVER); // don't expand horizontally
```

- `margin` - specifies space outside the edges of a child node

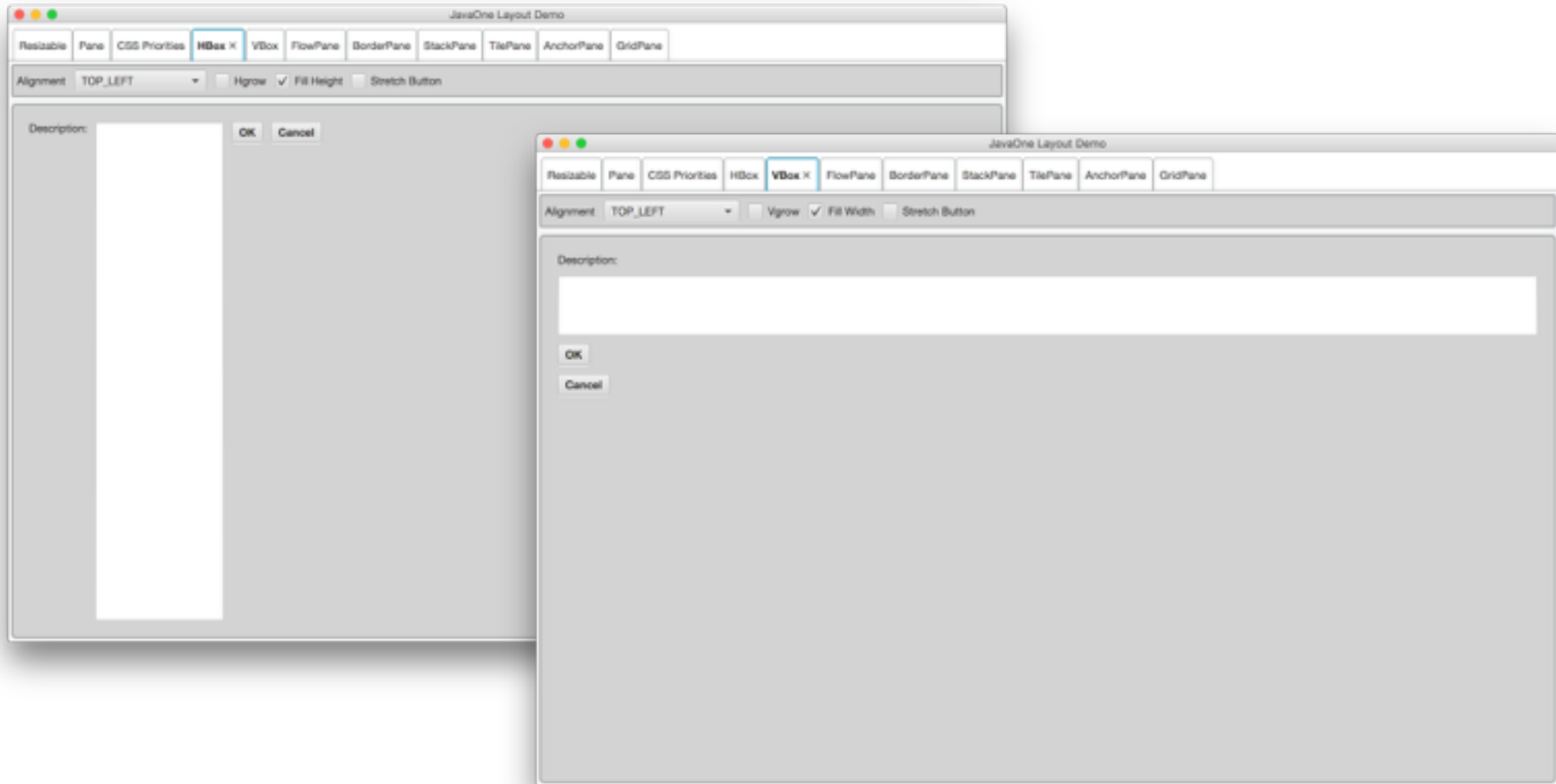
```
// 6px top, 2px right, 6px bottom, and 2px left  
Insets margin = new Insets(6, 2, 6, 2);  
HBox.setMargin(okBtn, margin);
```



# VBox

- Lays out children in a single vertical column
  - Pref height: large enough to display all children at their pref heights
  - Pref width: largest of the pref widths of all its children
- Use properties and constraints to control the locations and sizes of children
  - *alignment*, *fillWidth*, *spacing*, `setVgrow()`, `setMargin()`
- VBox is similar to HBox except in opposite direction

# Demo



# FlowPane

- Lays out children in rows or columns wrapping at a specified width or height
- Flow alignment, order and spacing are configurable
  - *alignment, columnHalignment, rowValignment*
  - *hgap, vgap, prefWrapLength, nodeOrientation*
- Renders all children at their preferred sizes

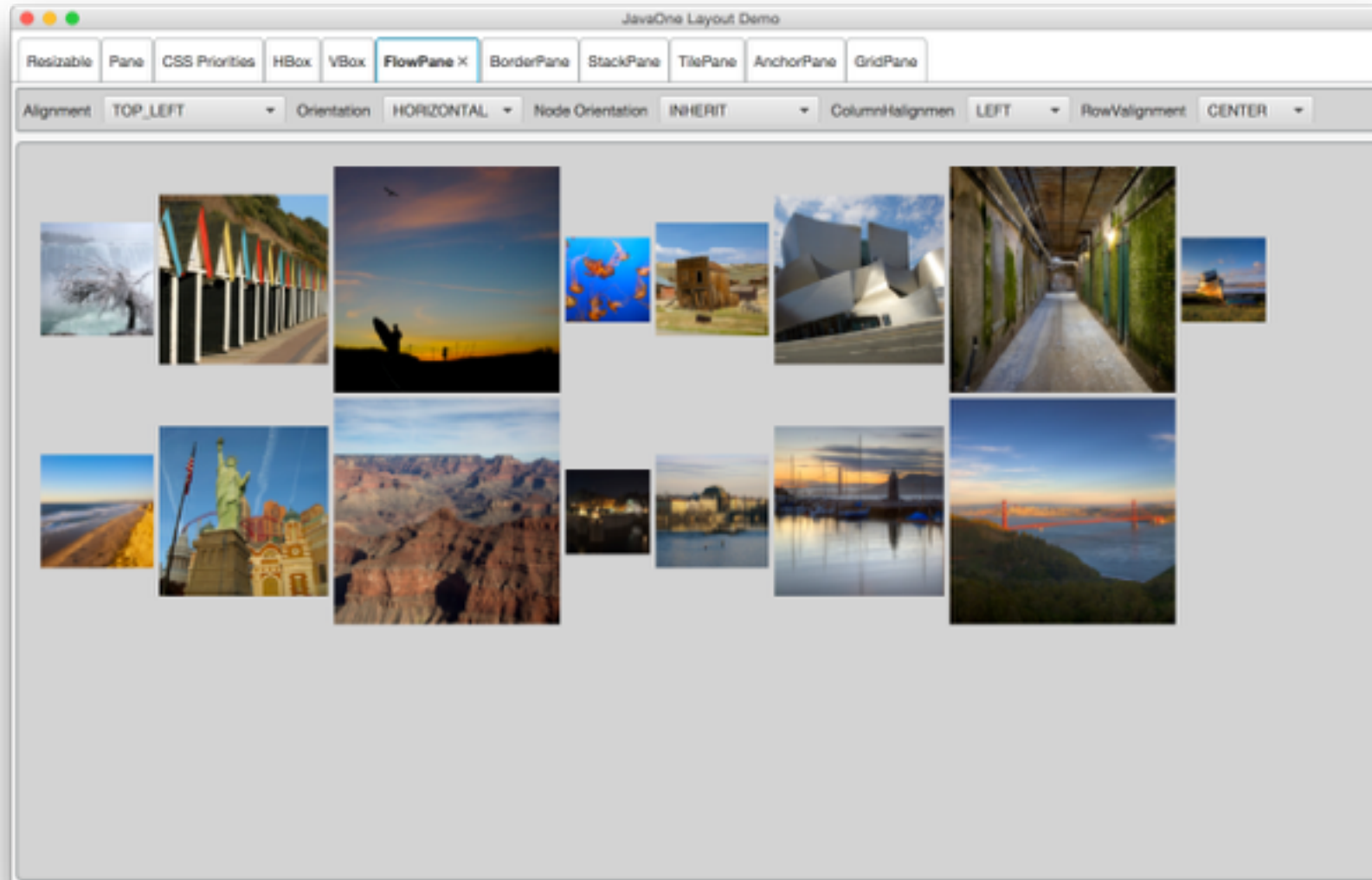
# FlowPane

```
// Add photos to the flow pane
for (int i = 1; i < 16; i++) {
    String imageStr = "resources/images/squares" + i + ".jpg";
    int index = i % sizeArr.length;

    flowPane.getChildren().add(new ImageView(new Image(imageStr,
        sizeArr[index], sizeArr[index], true, true)));
}
flowPane.getStyleClass().add("layout");

Label nodeOrientationLabel = new Label("Node Orientation");
ChoiceBox<NodeOrientation> nodeOrientationCBox = new ChoiceBox<>();
nodeOrientationCBox.getItems().addAll(NodeOrientation.INHERIT,
    NodeOrientation.LEFT_TO_RIGHT, NodeOrientation.RIGHT_TO_LEFT);
nodeOrientationCBox.getSelectionModel().select(flowPane.getNodeOrientation());
nodeOrientationCBox.getSelectionModel().selectedItemProperty().addListener(
    this::nodeOrientationChanged);
```

# Demo



# BorderPane

- Divides layout area into five regions:
  - *top, right, bottom, left, and center*
- Resizing policies for children:
  - top and bottom - preferred height, width extended
  - left and right - preferred width, height extended
  - center - fill the rest of the available space

# BorderPane

- Use *top*, *right*, *bottom*, *left*, and *center* properties to set children
  - Do not add children via the `getChildren()` method
- Not all of the five positions need to have nodes
- Set to null to remove a child node from a position

# Demo

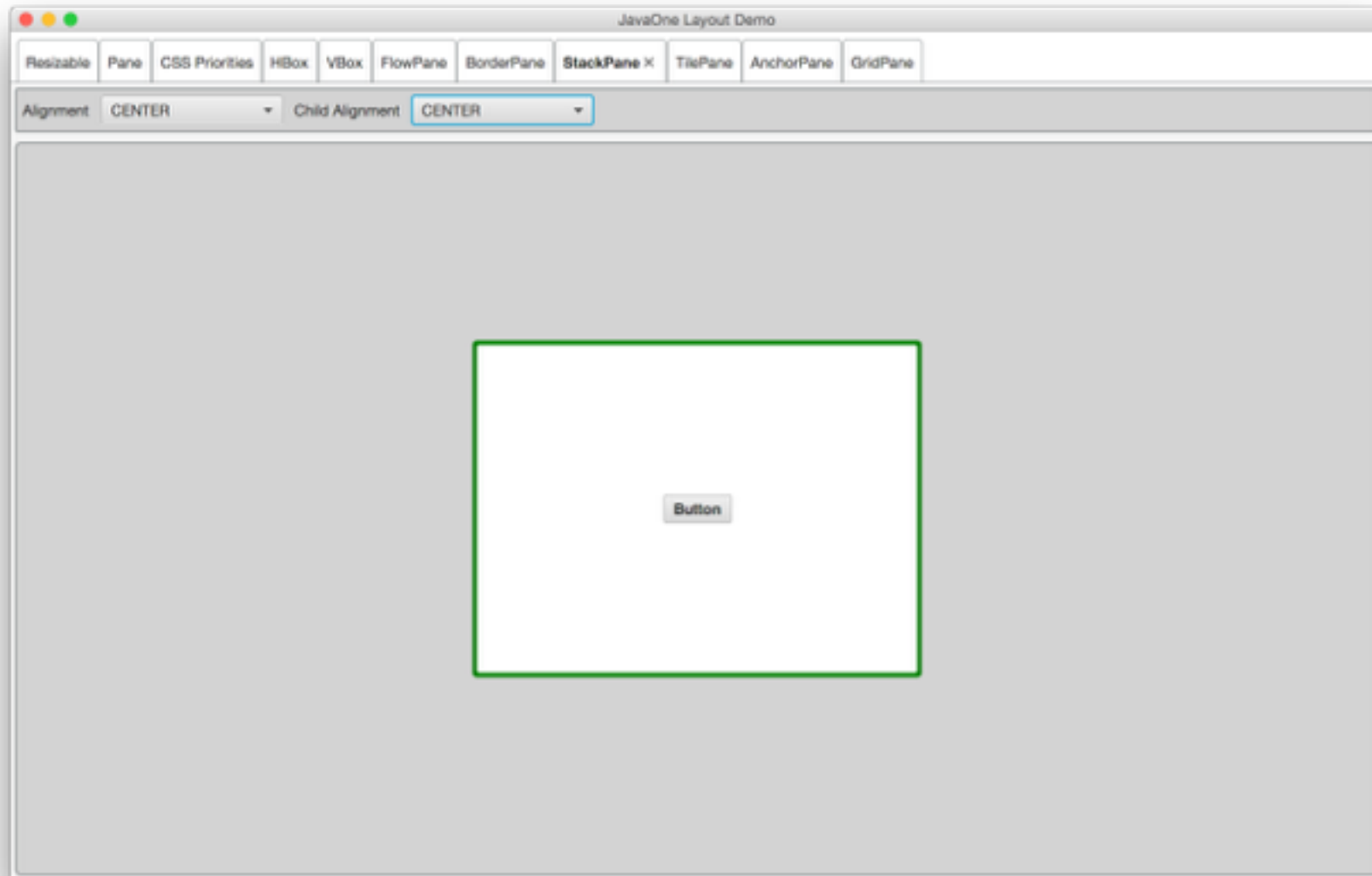




# StackPane

- Lays out children in a stack of nodes
- Preferred width is the width of its widest child
- Preferred height is the height of its tallest child
- Alignment is configurable
- Resizes children to fill (up to their max limit)

# Demo



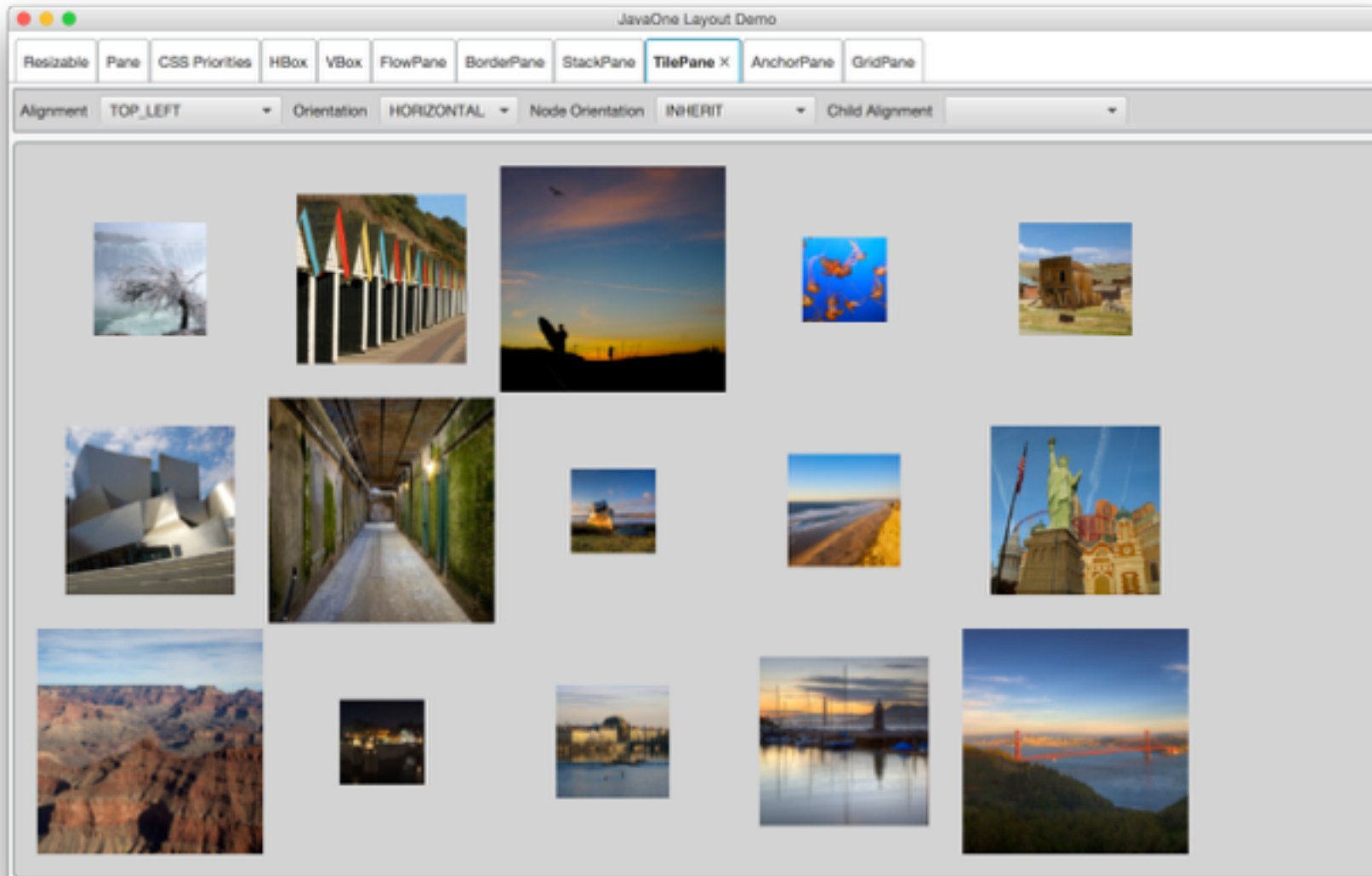
# TilePane

- Lays out children in a grid of uniformly sized cells known as tiles
- Works similarly to FlowPane except all rows have same height and columns have same width
- Alignment of flows and within tiles are configurable

# TilePane

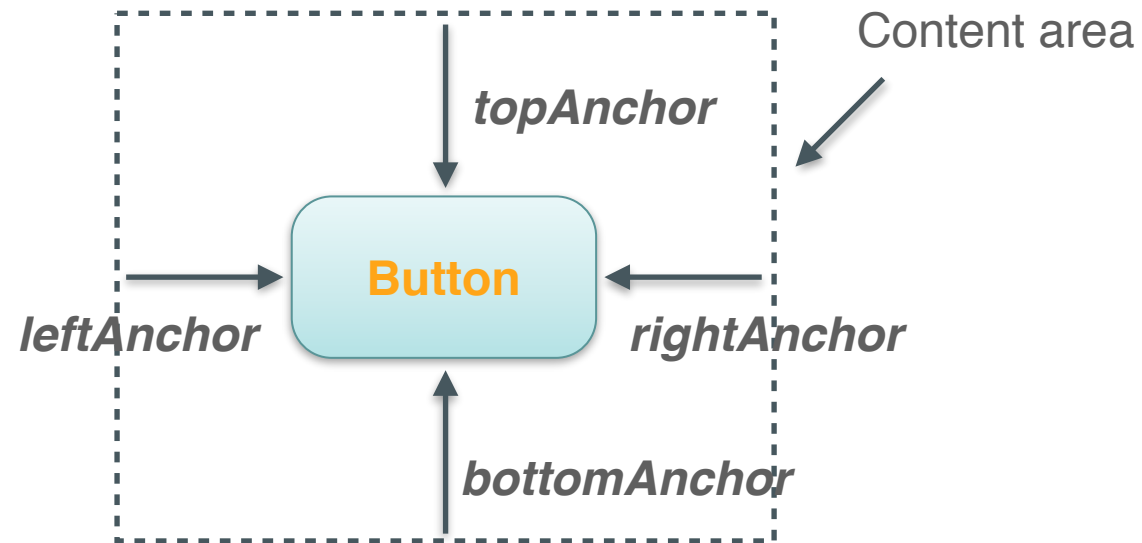
- 3 types of alignment attributes
  - ***alignment*** property affects the content of TilePane as a whole
  - ***tileAlignment*** property affects the alignment of all children within their tiles
  - `TilePane.setAlignment(Node, Pos)` affects the alignment of the child node within its tile

# Demo



# AnchorPane

- Lays out children by allowing their edges to be anchored to parent's
- Anchor distance is measured from the edges of the content area of the AnchorPane and the edges of the children



# AnchorPane

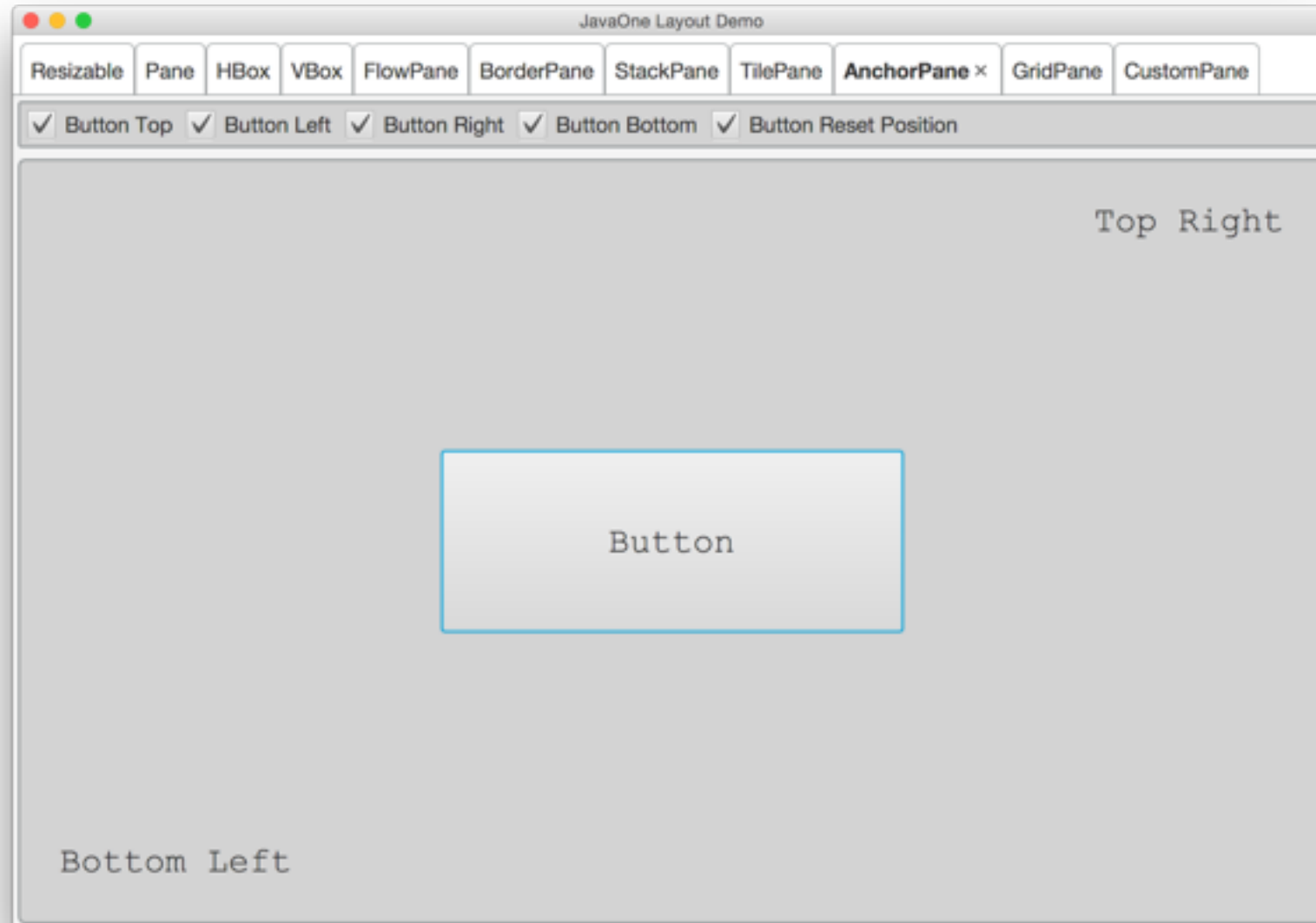
- AnchorPane may be used for two purposes:
  - Aligning children along one or more edges of the layout

```
AnchorPane.setTopAnchor(topRight, 10.0);  
AnchorPane.setRightAnchor(topRight, 10.0);
```

```
AnchorPane.setBottomAnchor(bottomLeft, 10.0);  
AnchorPane.setLeftAnchor(bottomLeft, 10.0);
```

- Stretching children when the layout is resized
  - Opposing edges are anchored

# Demo





# GridPane

- Lays out children within a flexible grid of rows and columns
- Best suited for creating forms or any layout that is organized in rows and columns
- A child may be placed anywhere within the grid and may span multiple rows/columns. Its placement within the grid is defined by its layout constraints:
  - columnIndex, rowIndex, columnSpan, rowSpan
- Total number of rows/columns does not need to be specified up front. It will automatically expand/contract to accommodate its content.

# GridPane: convenience methods

- Use convenience methods that combine setting of constraints and adding the children
  - add, addRow, and addColumn

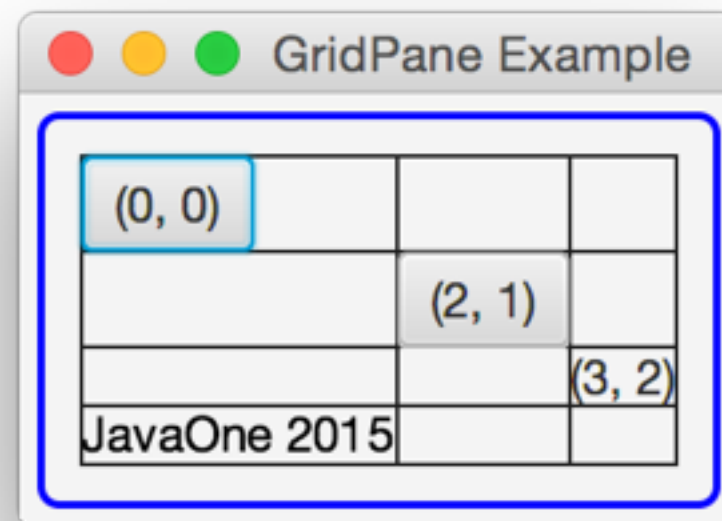
```
GridPane gridpane = new GridPane();
```

```
gridpane.add(new Button("(0, 0)"), 0, 0); // column=0 row=0
```

```
gridpane.add(new Button(), 2, 1); // column=2 row=1
```

```
gridpane.add(new Label(), 3, 2); // column=3 row=2
```

```
gridpane.addRow(3, new Text("JavaOne 2015")); // column=0, row=3
```



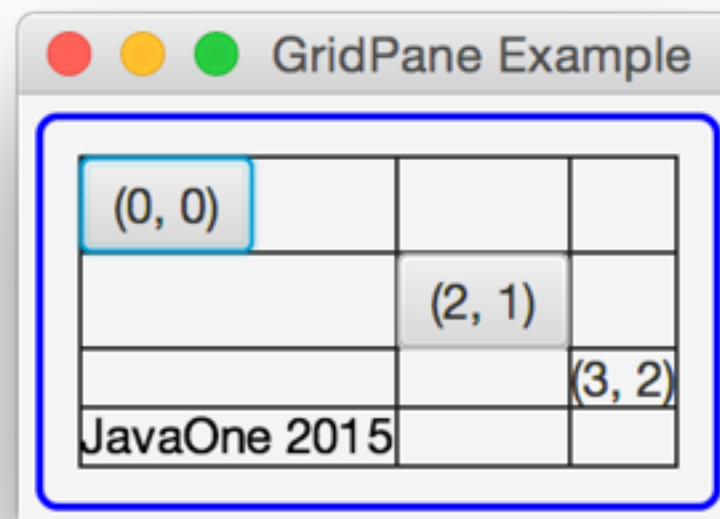
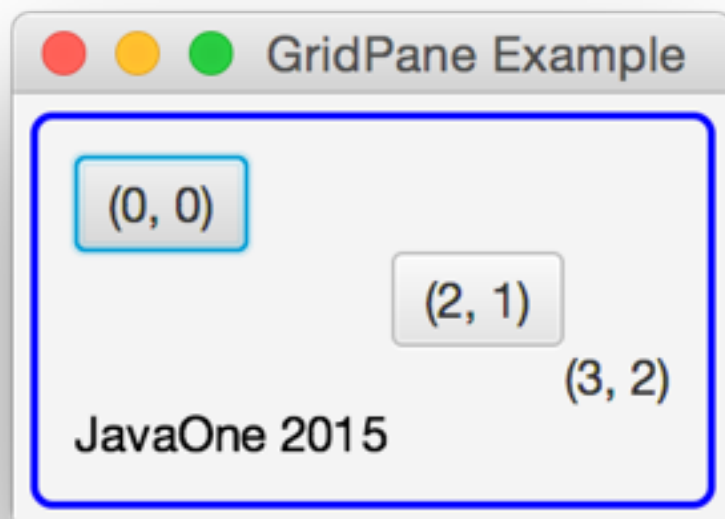
# GridPane: Sizing

- Supports 3 types of row/column sizing
  - Sized to content: Rows and columns sized to fit their content
  - Fixed: `columnConstraints`, `rowConstraints`
  - Percentage: `setPercentWidth`, `setPercentHeight`
- `GridPane.REMAINING` means that the child node spans the remaining columns or remaining rows

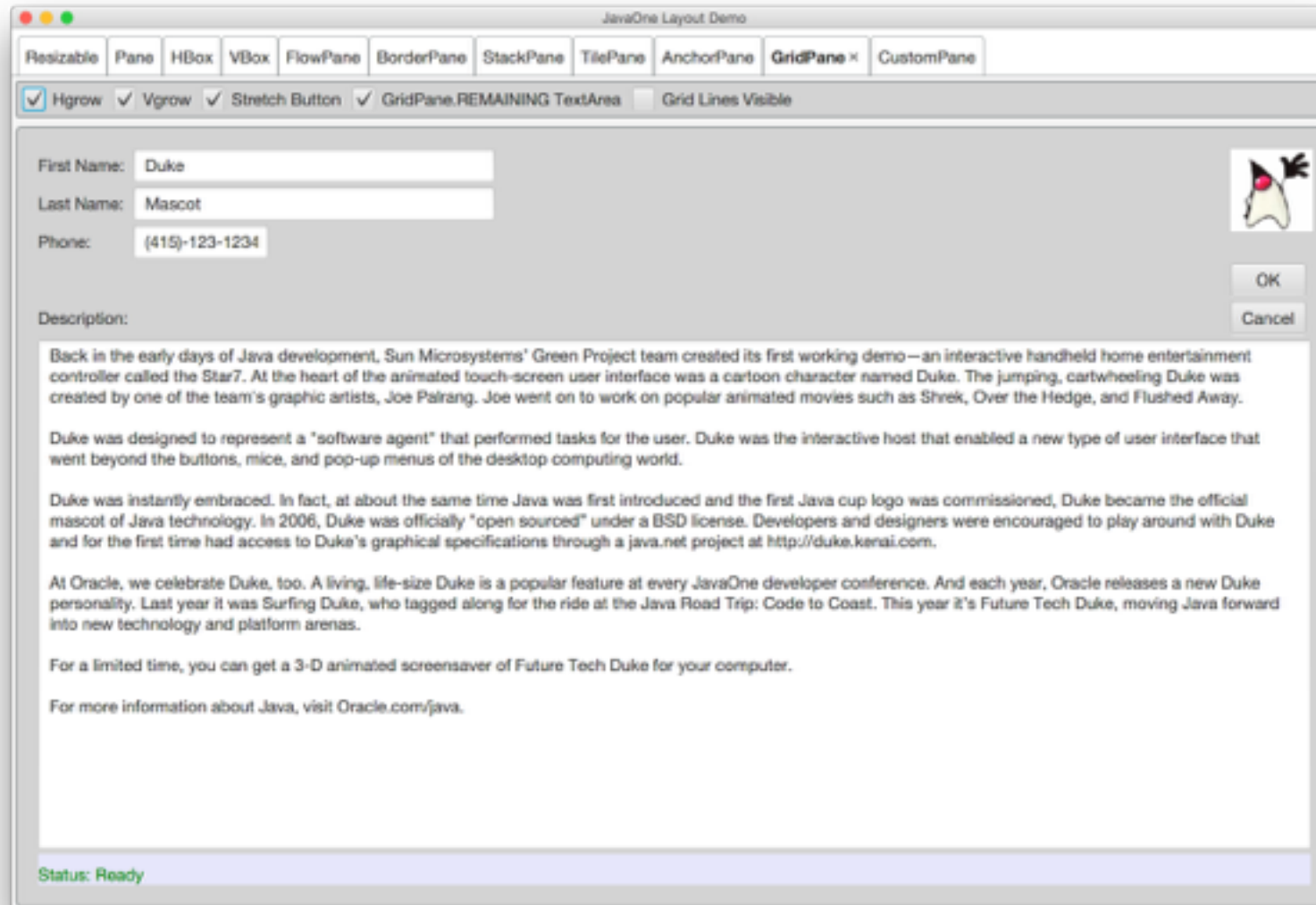
```
GridPane.setColumnSpan(descText, GridPane.REMAINING);
```

# GridPane: Debugging Feature

- This feature is primarily for debug purposes
  - `gridPane.setGridLinesVisible(true); // Make grid lines visible`



# Demo



# Custom Layout

- Make sure no existing layout pane meets your requirements
- Create a subclass of Region or Pane and override `layoutChildren()`

```
@Override protected void layoutChildren() { .... }
```

- May need to override `computeMin/Pref/Max` size methods

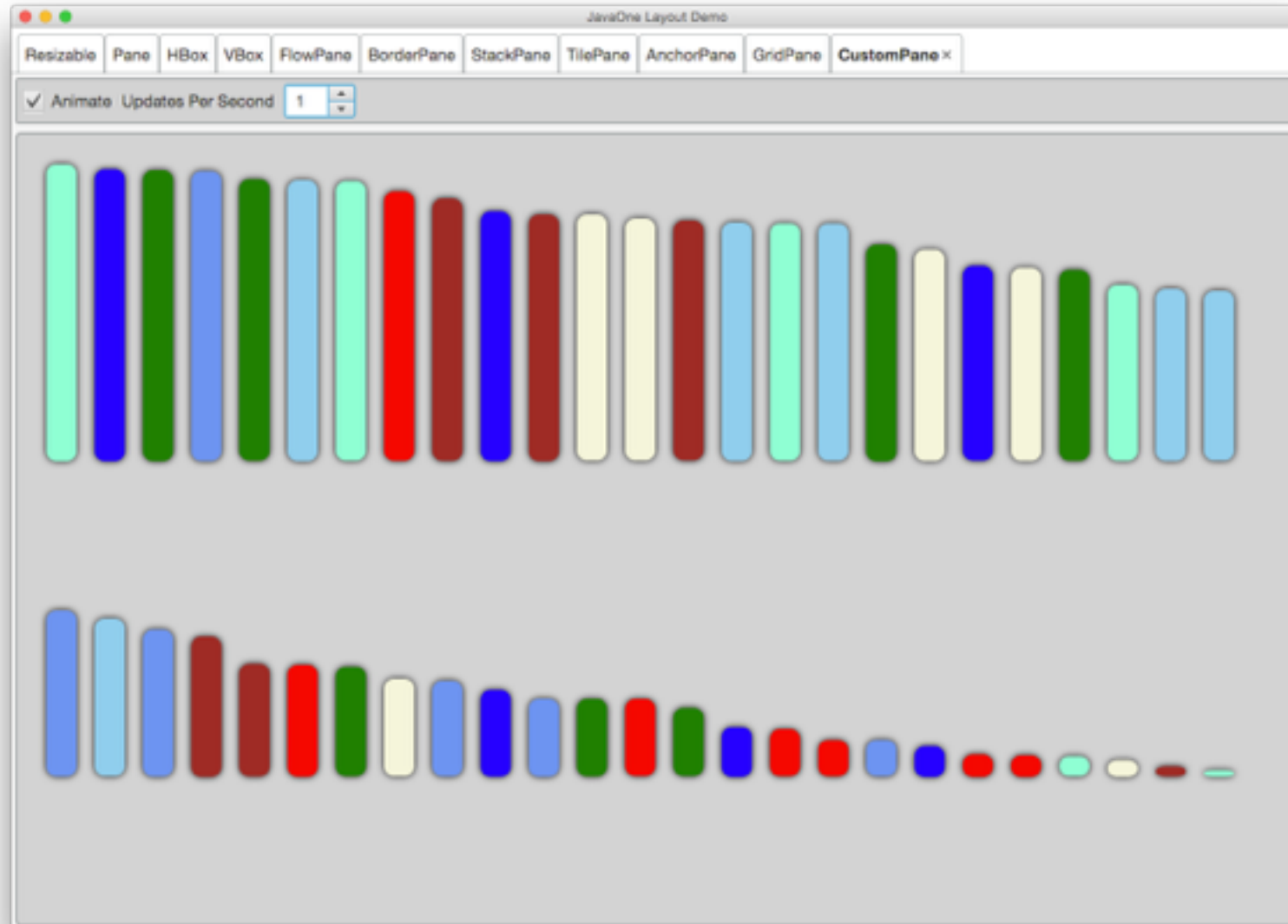
```
@Override protected double computeMinWidth(double height) { ... }  
@Override protected double computePrefWidth(double height) { ... }  
@Override protected double computeMaxWidth(double height) { ... }
```

# Custom Layout

- Simple example of layout of children by sorted height

```
@Override protected void layoutChildren() {
    List<Node> sortedManagedChildren =
        new ArrayList<>(getManagedChildren());
    Collections.sort(sortedManagedChildren, (c1, c2)
        -> new Double(c2.prefHeight(-1)).compareTo(
            new Double(c1.prefHeight(-1))));
    double currentX = pad;
    for (Node c : sortedManagedChildren) {
        double width = c.prefWidth(-1);
        double height = c.prefHeight(-1);
        layoutInArea(c, currentX, maxHeight - height, width,
            height, 0, HPos.CENTER, VPos.CENTER);
        currentX = currentX + width + pad;
    }
}
```

# Demo





# Summary

- JavaFX has a complete set of layouts
  - Easy to use customizable API
  - Will meet the needs of most applications
- Create your own custom layout for specialized needs
  - Override existing layout to add new capabilities
  - Override Region or Pane for fully custom behavior

# Q & A



# Session Surveys

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