

Tomás Augusto Müller talks JavaFX with Student Views and Reviews

[Student Views and Reviews](#) recently spoke with [Tomás Augusto Müller](#), a 22-year-old student from Rio Grande do Sul, Brazil who is studying Computer Science at Universidade de Santa Cruz do Sul. Tomás is a Sun-certified Java developer who began researching [JavaFX](#) in February, and won an honorable mention in the recent [JavaFX Coding Challenge](#). The complete interview with Tomás follows, a Brazilian Portuguese version is also available.

Student Views and Reviews: How long have you been using JavaFX?

Tomás Augusto Müller: I started to research about JavaFX in February 2009.

SVR: Did you learn JavaFX at school?

TAM: My studies about JavaFX occurred independently. I started learning by downloading Netbeans 6.5 that contains the plugin for developing JavaFX applications. I created some demonstration projects from the wizard provided by Netbeans for JavaFX projects. I observed the physical and logical structure of projects and relationships with some existing platforms. After that the next step was learning the language's syntax. Since I work professionally with research, development and Java architecture, this part was relatively easy. I just have to learn some details of language, its functioning, features and facilities. Some sites helped me a lot, such as:

http://blogs.sun.com/javafx/entry/learn_javafx_programming_in_15

<http://javafx.com/samples/>

<http://www.javafx.com/learn/>

http://www.jroller.com/peter_pilgrim/

<http://www.javapassion.com/javafx/>

<http://learnjavafx.typepad.com/>

A point to be strengthened is the knowledge of Java language. The certification for Java Programmer (SCJP) contributed much to this. Then, knowing Java language, with this set of sites and with the help of the JavaFX plugin for Netbeans, language learning has become possible and relatively fast.

SVR: What new features do you find the most helpful in the new JavaFX 1.2 release?

TAM: With the huge amount of improvements and issues that were fixed, version 1.2 can be considered a big step forward on the platform. The changes I personally like most are those related to the construction of graphical interfaces, including the new layouts, new components and components for building graphs. I think that being a platform for building rich visual interfaces, this should be the main focus in each update of the platform, of course, never forgetting other points of huge importance, such as integration with the Java language, new language elements and facilities for integration, mashups, etc.

SVR: How do you think JavaFX has changed or will change the way developers create RIA applications?

TAM: The slogan “Rich Internet Experiences, Across All Screens of Your Life” can be used to answer this question. I think the ability to build and run the same application in different types of devices as the main JavaFX differential, along with a small learning curve and integration with the Java platform. Another point to note is that JavaFX runs on the JVM of the client device. Scripting languages like Groovy, JRuby, Scala, can be used for building applications, further extending the possibilities already offered by the platform.

SVR: Where do you use JavaFX in your work and/or daily life?

TAM: Based on the fact that the platform is still young, I don't have contact with projects that use JavaFX professionally. I think that as the platform evolves and better tools emerge offering flexibility and convenience especially in the construction of GUI, we will begin to have JavaFX applications everywhere. To illustrate what I mean, let's compare JavaFX with Adobe Flash or Flex, for example. Both (Flash and Flex) have great tools for building user interfaces with WYSIWYG editors, properties editors for components, among other facilities. Does anyone imagine that the amount of Flash applications existing today would be achieved if development was exclusively through the ActionScript editing? Certainly not. The Flash Player is everywhere. And the JRE also...

SVR: Do you know other students that are working with JavaFX?

TAM: Currently not. Just some curious colleagues of the course of Computer Science and my Sun campus ambassadors friends. But I have no doubt that challenges like this help a lot to spread the name of the JavaFX platform.

SVR: Do you plan to develop JavaFX apps for the Java Store when it is opened to developers outside the U.S.?

TAM: At the moment I have nothing planned. But sure it will be a great opportunity to publish jobs and applications. With the help of the project Kenai, it becomes even more evident because the Java Store will allow the publication and distribution of applications, with all needed infrastructure for development, maintenance, project control and management covered at project Kenai.

SVR: What do you like most about JavaFX?

TAM: I like the easy learning and the ability to reuse existing Java code.

SVR: What do you see as the future of JavaFX?

TAM: In my opinion JavaFX Authoring Tool will be determinant to the success of JavaFX. With this tool enabling the building of interfaces in a quick and easy way, easing the use of the functionalities offered by the platform, from visual editors and wizards, I have no doubt that JavaFX will be a strong competitor among other RIAs.

Another point to be considered as a strong differential is JavaFX TV. With the market for interactive content for digital television expanding increasingly, JavaFX becomes an excellent option to be adopted by developers. If we have great tools for building applications it is a matter of time for JavaFX platform takes over this market.

SVR: How do you think JavaFX compares to other RIA development programs?

TAM: The main difference is that JavaFX runs on the JVM, enabling the reuse of existing Java code without additional difficulties. Its syntax is simple, and the language offers great features. It facilitates integration with various frameworks and other dynamic languages.

SVR: If you could add one feature to JavaFX right now, what would that be?

TAM: More visual elements. By visual elements I mean effects, components, 3D components, components ready to use in mobile devices. And finally a good plugin for Eclipse development.

SVR: Where can people follow you online?

TAM: Personal blog: <http://www.tomasmuller.com.br>

Twitter: <http://twitter.com/tomasmuller>

OSUM: <http://osum.sun.com/profile/tmuller>