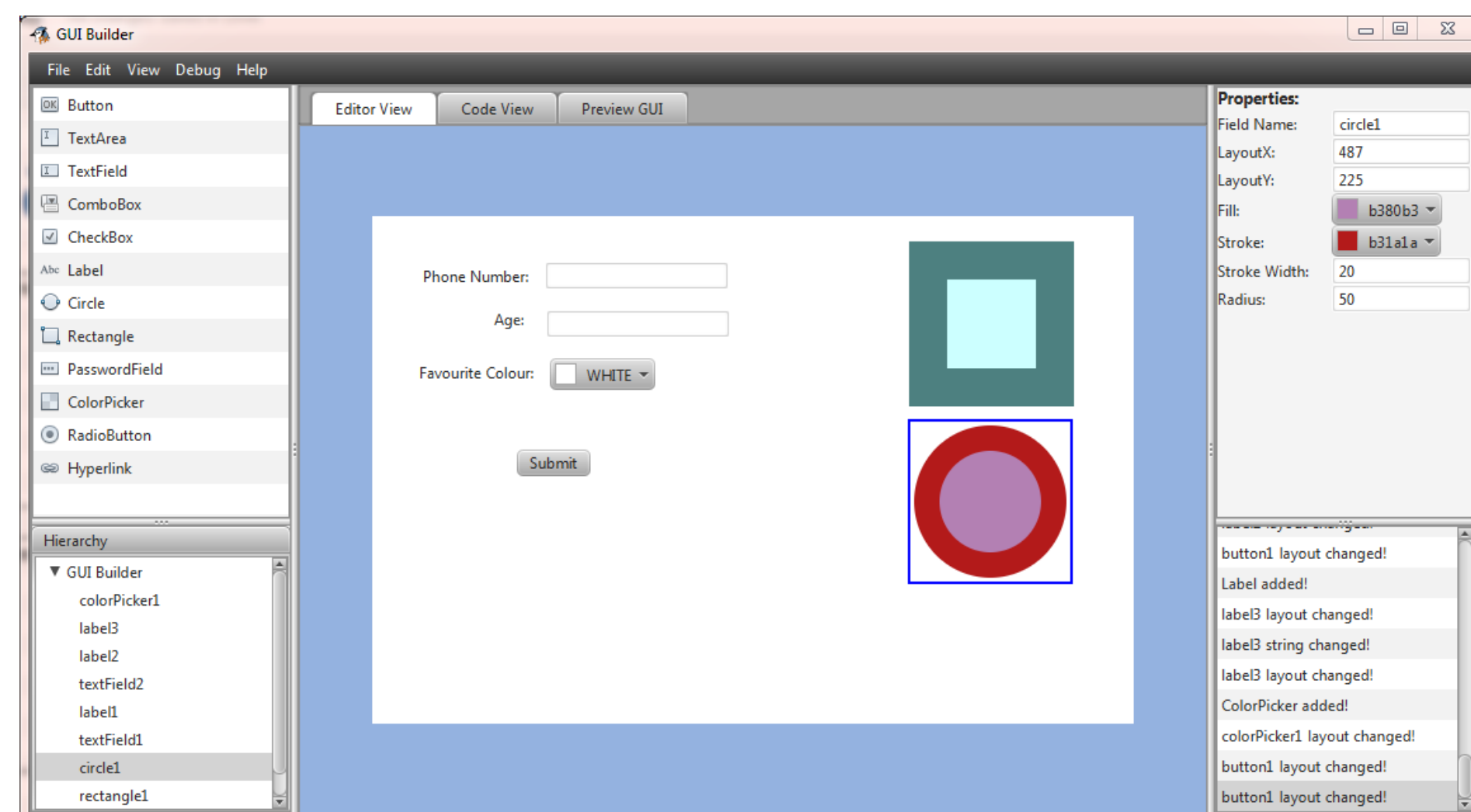


JavaFX GUI Builder for BlueJ

Our aim was to create a Graphical User Interface builder that would aid the teaching of fundamental graphical programming concepts to beginners, to produce useable, human-readable code and integrate seamlessly with BlueJ.

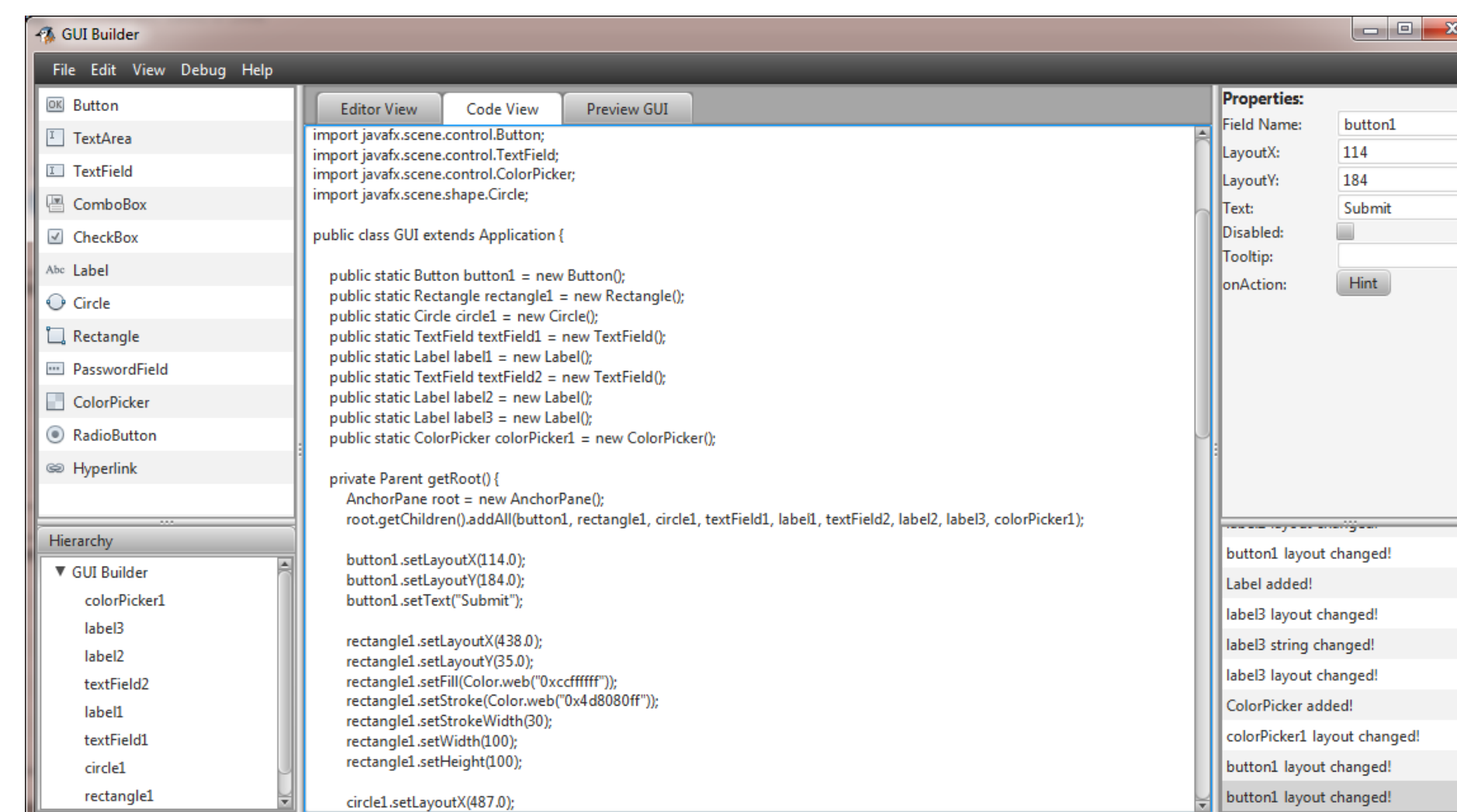
JavaFX

- JavaFX 2.2 is the latest graphical display library for Java 7 and later.
- We chose JavaFX because it is replacing swing from Java 8 as the standard graphical library
- Cleaner syntax compared to Swing.
- We have written our builder in JavaFX to produce JavaFX and FXML code.
- We use a subset of components that are commonly used in teaching texts.
- We abstract some properties of components away for simplicity, but properties can be easily and dynamically customized via an xml configuration file.



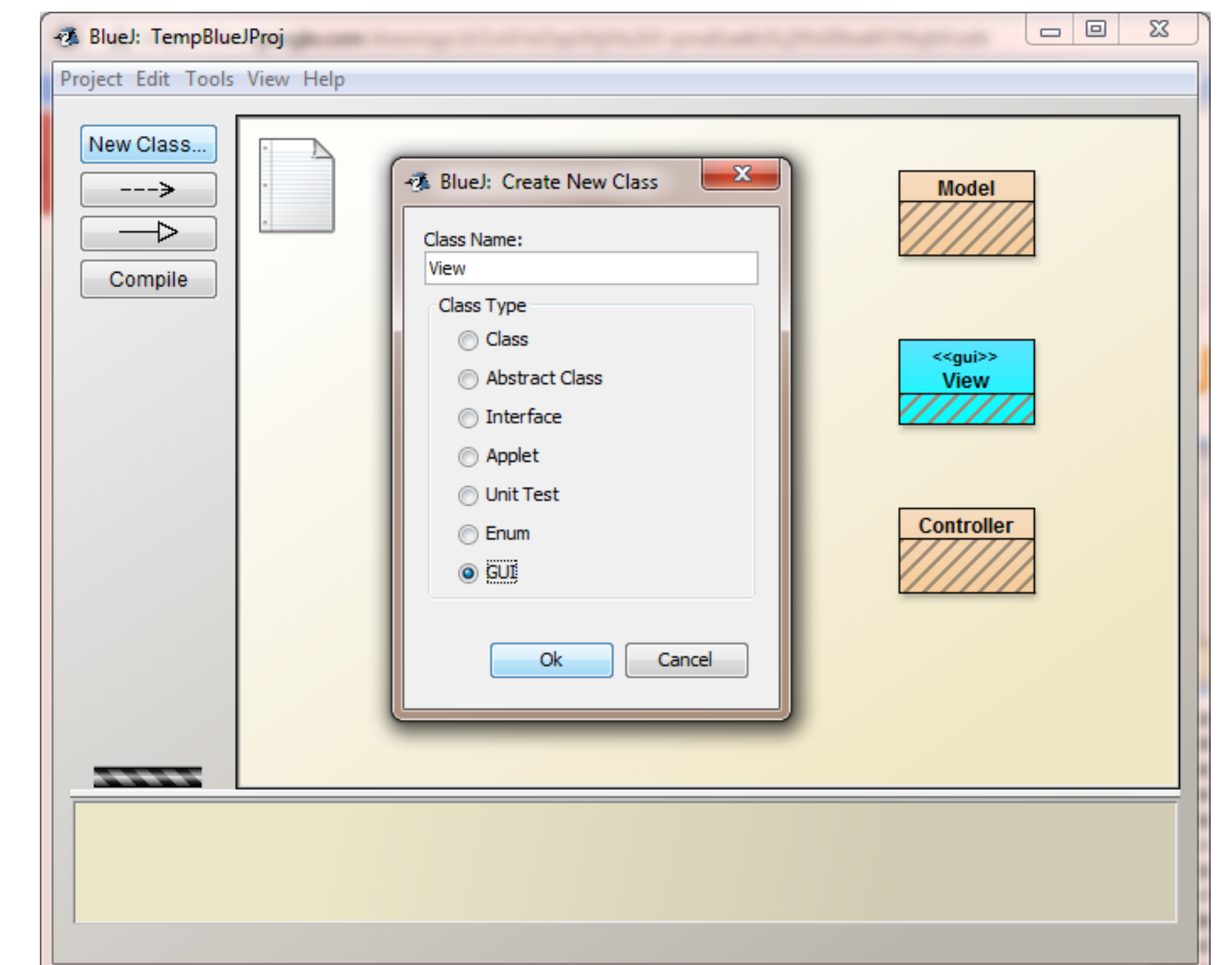
GUI Builder

- More popular tool among developers and prototypers
- Large IDE GUI builders such as NetBeans and Eclipse's produce unreadable code and aren't conducive to learning.
- GUI builders are difficult to program because they hold three representations of one design at any one time – an editable graphical view, a code view, and a live-change internal representation.
- We examined current offerings alongside teaching techniques to try to facilitate a builder that would be suitable for teaching, not just for quick results.



BlueJ

- BlueJ's ethos and target made for the perfect platform to bolt on our GUI builder.
- It forced us to think about the interaction users face when using BlueJ and how to make the transition to our software as smooth and seamless as possible.
- Designing on top of BlueJ also forced us to think about the various design decisions the BlueJ team have made, and how they improve the learning capability of users.



Project by: Ben Goodwin (bg93), David Hodgson (dh296)
and Leon Atherton (la217)
Supervisor: Ian Utting



University of
Kent