

JavaFX and Computer Viruses

By: Joe K

What is JavaFX?

- Framework platform built on Java
- Functions as a GUI library for Java



Source:

<https://www.tutorialspoint.com/javafx/index.htm>

JavaFX Examples



Creeper

- Known as the first computer virus
- .Developed in 1971
- .Displayed "I'm the creeper, catch me if you can!" and self replicated

Source:

<https://www.popsci.com/scitech/article/2009-04/top-10-computer-viruses/>



Applications

- APIs can be referenced from any Java library
- Access to both native system capabilities and server based applications is permitted



Source:

<https://docs.oracle.com/javafx/2/overview/jfxpub-overview.htm>

Availability

- JDK is available for all major desktop platforms
 - JavaFX applications run on all major desktop platforms
- Consistent runtime experience



Source:

<https://docs.oracle.com/javafx/2/overview/jfxpub-overview.htm>

Elk Cloner

- Written by a high school student in 1982
- Attacked Apple II computers
- Displayed a poem every 50 boots

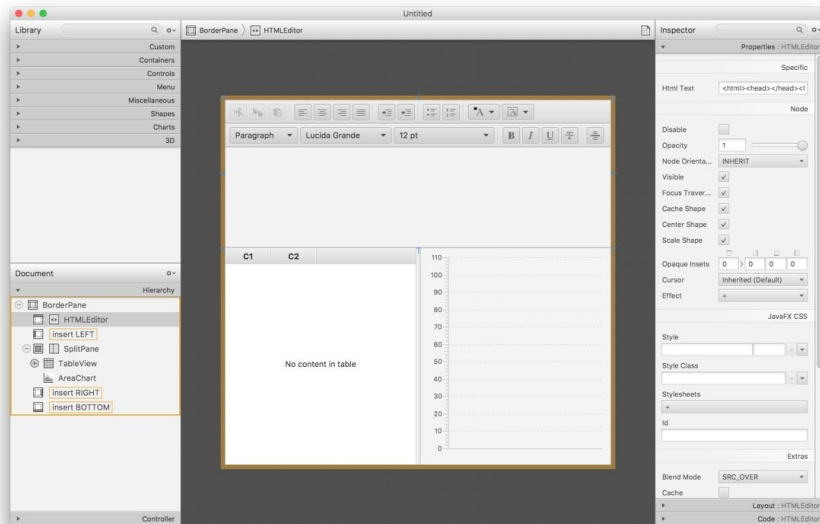


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Key Features

- Java APIs
- Scene builder (codeless visual layout tool)
- Built in UI controls

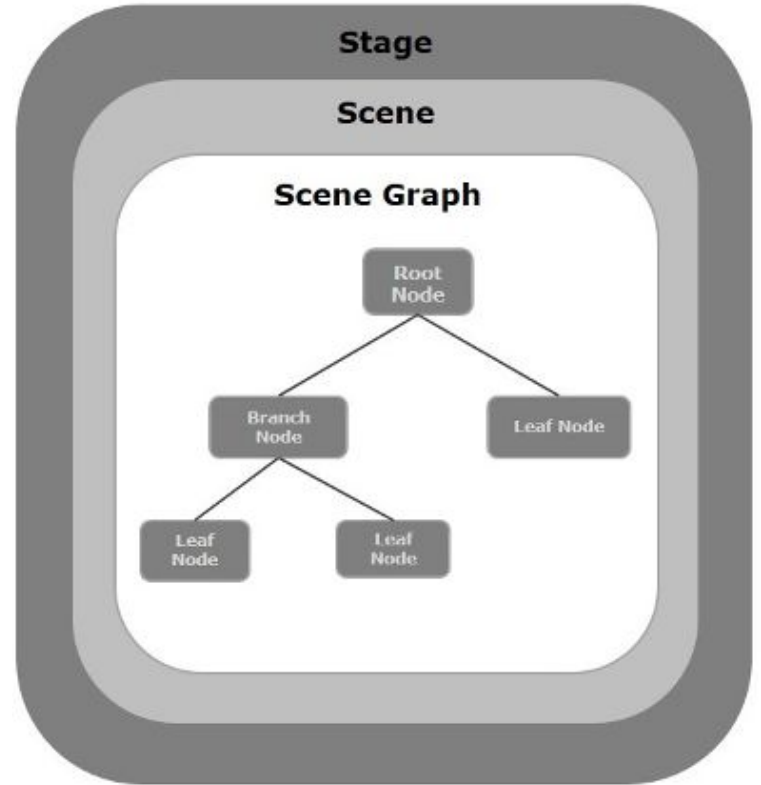


Source:

<https://docs.oracle.com/javafx/2/overview/w/jfxpub-overview.htm>

Structure

- Stage
 - The window
 - Takes parameters Width and Height
- Scene
 - Physical contents of a JavaFX application
- Nodes
 - Scene objects



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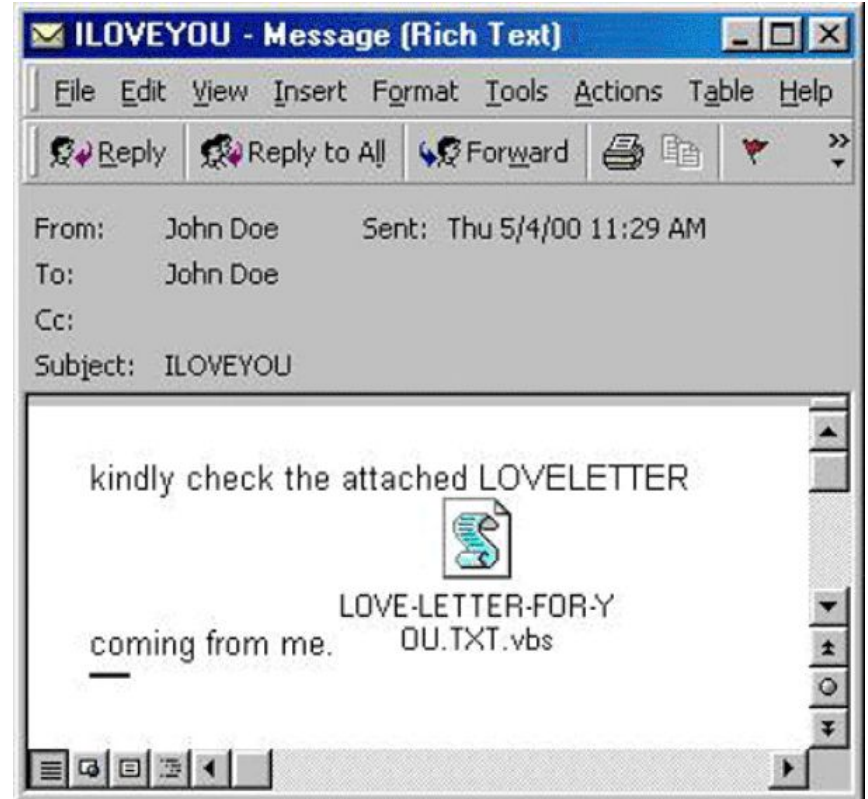
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ILOVEYOU

- Spread through email
- 50 millions computers were infected in 9 days
 - The CIA and Pentagon had to go offline

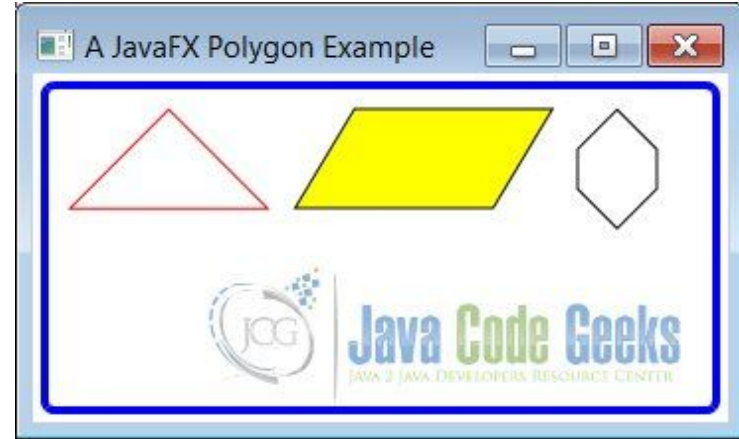
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<https://www.popsoci.com/scitech/article/2009-04/top-10-computer-viruses/>



2D Shapes

- The JavaFX library includes things like lines, rectangles, circles, etc.
- Most of the shapes belong to the package “javafx.scene.shape”
- The “Shape” class is where all the 2D shapes in JavaFX stem from



Source:

<https://www.tutorialspoint.com/javafx/index.htm>

Text

- Text is represented by nodes
- Text comes from the “Text” class
- Also belongs to the package “javafx.scene.shape”



Source:

<https://www.tutorialspoint.com/javafx/index.htm>

Effects

- Effects are applied to nodes to enhance their appearance
- Color adjustment, bloom, glow, blur, etc.
- “setEffect()” is used to apply the effect



– Default threshold



– Threshold 1.0

Source:

<https://www.tutorialspoint.com/javafx/index.htm>

Blaster

- Exploited an error in Windows XP code
- "billy gates why do you make this possible? Stop making money and fix your software!!"

Source:

<https://www.popsci.com/scitech/article/2009-04/top-10-computer-viruses/>

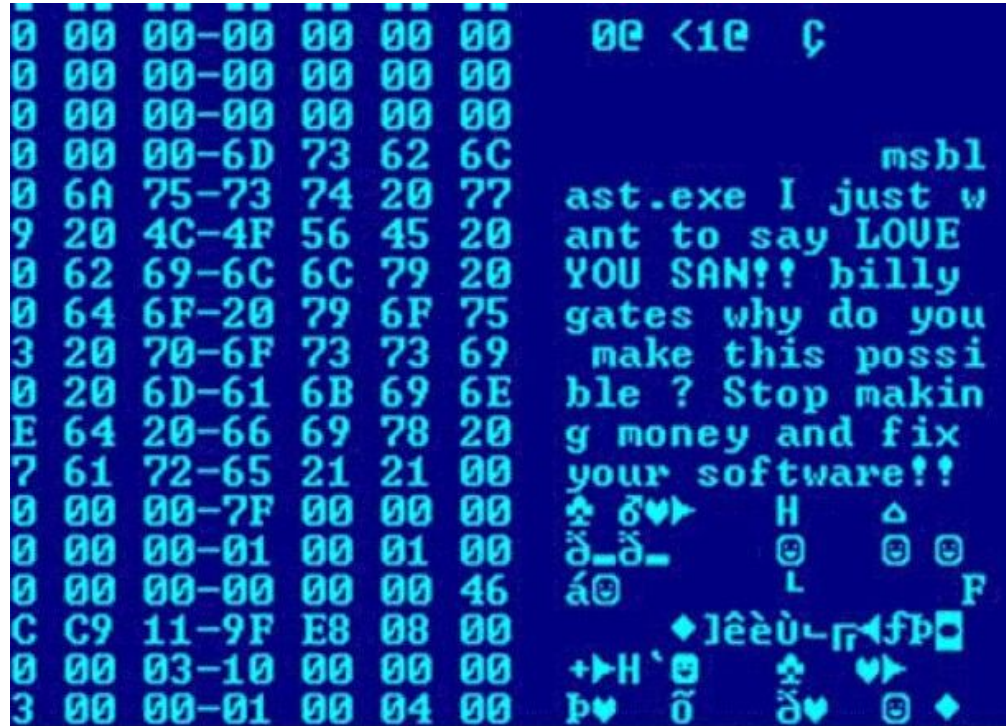
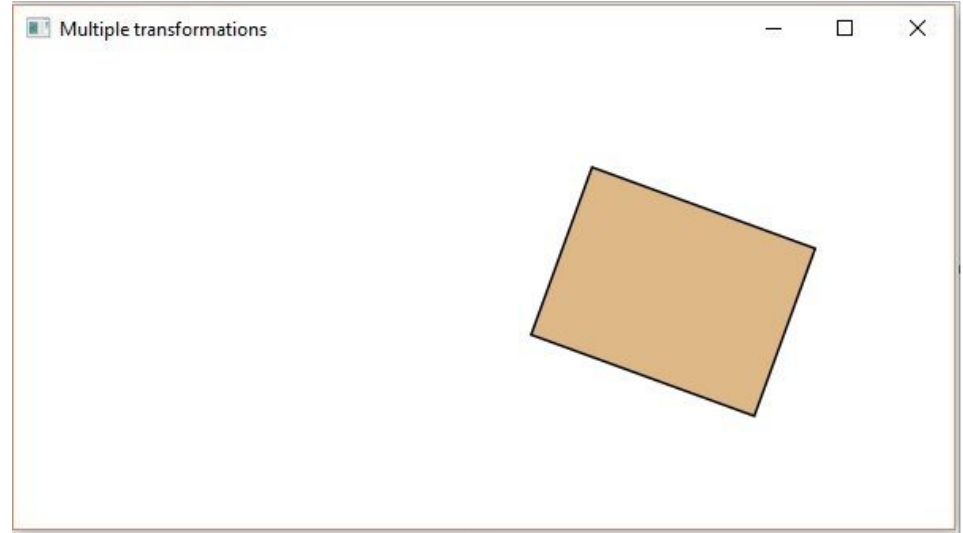


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Transformations

- Another way to enhance graphics
- Transformations include translation, scaling up/down, rotation, shearing, etc.
- Also applied to nodes

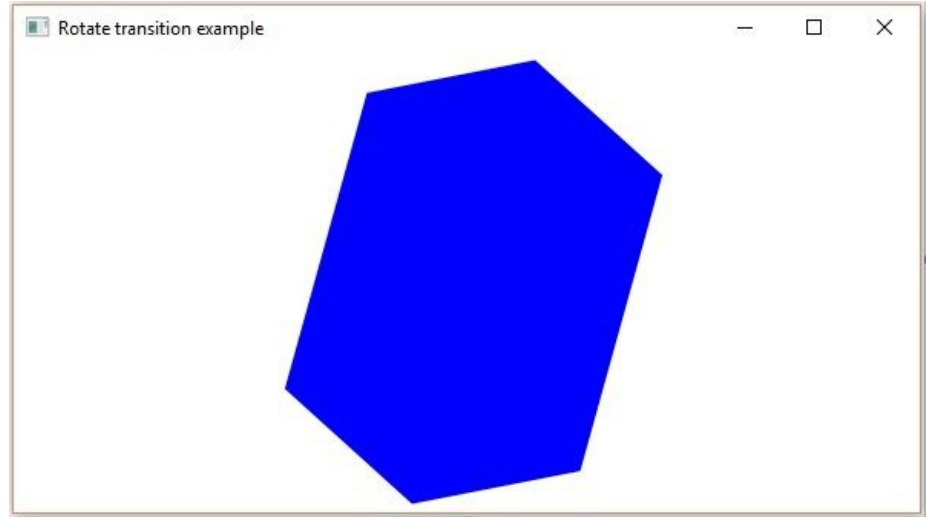


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Animations

- Rapid display gives the illusion of motion
- Nodes are animated via the classes contained in the “javafx.animation” pack
- The “play()” method runs the animation



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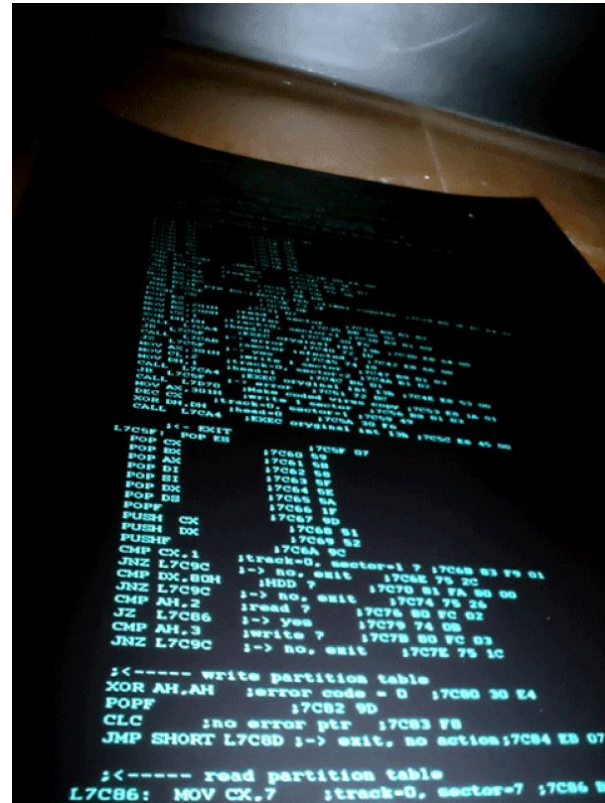
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Welchia

- A benevolent worm
- Infected computers to clear out the Blaster worm

Source:

<https://www.popsci.com/scitech/article/2009-04/top-10-computer-viruses/>



Event Handling Part 1

- Every user interaction with the nodes is an event
- Common events include the Mouse Event, Key Event, Drag Event, and Window Event
 - The “Event” class is the basis for these

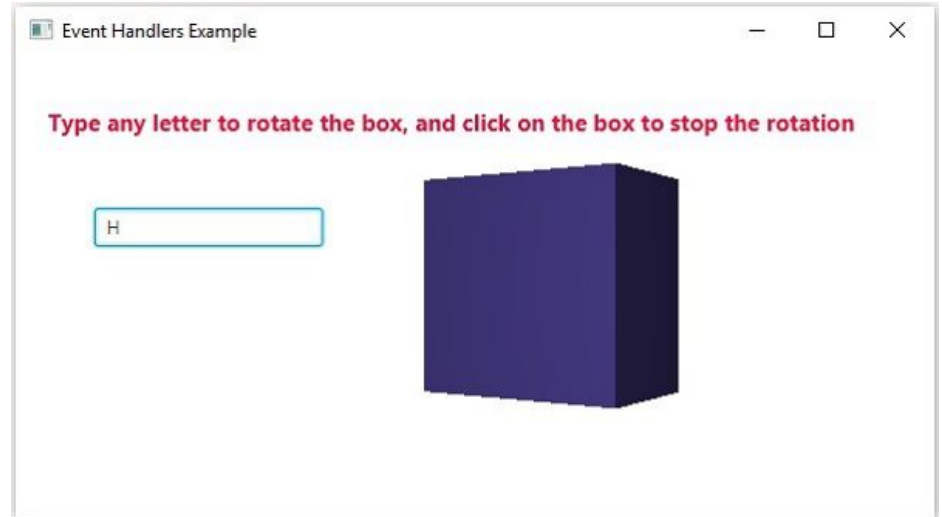


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Event Handling Part 2

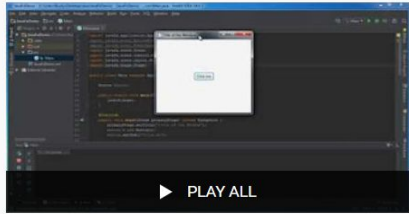
- 3 characteristics of an event
 - **Target** - The node being acted on
 - **Source** - The source of an event (mouse, key input, dragging, etc.)
 - **Type** - The type of event (mouse pressed and released)



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Video Tutorial



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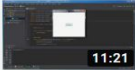

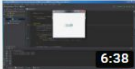


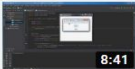



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