

## Practical 19

**Aim : Write a program that displays the color of a circle as red when the mouse button is pressed and as blue when the mouse button is released.**

**Code :**

```
package practical19;

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.HBox;
import javafx.scene.paint.Color;
import javafx.scene.shape.Circle;
import javafx.stage.Stage;

public class Practical19 extends Application {

    @Override

    public void start(Stage primaryStage) { Circle circle = new Circle (50,50,20);

    circle.setStroke(Color.BLACK);
    HBox root = new HBox(circle);

    Scene scene=new Scene(root,200,200);

    primaryStage.setScene(scene);

    //On clicking mouse button over the circle the color becomes red

    root.setOnMousePressed(e-> circle.setFill(Color.RED));

    //On releasing mouse button over the circle the color becomes
```

```
root.setOnMouseReleased(e->circle.setFill(Color.BLUE));
```

```
primaryStage.setTitle("Circle Color Demo");
```

```
primaryStage.show();
```

```
}
```

```
public static void main(String[] args)
```

```
{
```

```
launch(args);
```

```
}
```

```
}
```

### Output :

