

## Practical 20

**Aim : Write a GUI program that use button to move the message to the left and right and use the radio button to change the color for the message displayed.**

**Code :**

```
package practical20;

import javafx.application.Application;

import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.control.RadioButton;
import javafx.scene.control.ToggleGroup;
import javafx.scene.layout.BorderPane;
import javafx.scene.layout.HBox;
import javafx.scene.layout.Pane;
import javafx.scene.paint.Color;
import javafx.scene.text.Text;

import javafx.stage.Stage;

public class Practical20 extends Application {
    public Text text = new Text(100,100,"JavaFX is wonderful Programming language");

    @Override

    public void start(Stage primaryStage) {

        HBox hBox_LRbuttons = new HBox(20);
        Button left = new Button("Left");
```

```
Button right =new Button("Right");
hBox_LRbuttons.getChildren().addAll(left, right);

HBox hBox_ColorRadioButtons= new HBox(20);

RadioButton red = new RadioButton("RED");
RadioButton blue = new RadioButton("BLUE");
RadioButton green = new RadioButton("GREEN");
hBox_ColorRadioButtons.getChildren().addAll(red,blue,green);

ToggleGroup group = new ToggleGroup();

red.setToggleGroup(group);
blue.setToggleGroup(group);
green.setToggleGroup(group);

Pane Pane_Message = new Pane();
Pane_Message.getChildren().add(text);

BorderPane borderPane=new BorderPane();
borderPane.setCenter(Pane_Message);
borderPane.setTop(hBox_ColorRadioButtons);
borderPane.setBottom(hBox_LRbuttons);

left.setOnAction(e-> text.setX(text.getX()-10));
right.setOnAction(e->text.setX(text.getX()+10));

red.setOnAction(e->{
    if(red.isSelected()){
        text.setFill(Color.RED);
```

```
    }  
});
```

```
blue.setOnAction(e->{  
    if(blue.isSelected()){  
        text.setFill(Color.BLUE);  
    }  
});
```

```
green.setOnAction(e->{  
    if(green.isSelected())  
    {  
        text.setFill(Color.GREEN);  
    }  
});
```

```
Scene scene=new Scene(borderPane,400,200);  
primaryStage.setScene(scene);  
primaryStage.setTitle("Arrow Button and Color Radio Button Demo");  
primaryStage.show();  
}
```

```
public static void main(String[] args) {  
    launch(args);  
}  
}
```

**Output :**