

public Scene outputScene()

```
//declarations  
baseLabel1 = Label()  
baseLabel2 = Label()  
numberLabel = Label()  
resultLabel = Label()
```

```
//declarations  
Button againButton = Button("Convert Again")  
Button quitButton = Button("Quit")
```

```
//declarations  
HBox baseBox = HBox(20, baseLabel1, baseLabel2)  
HBox numberBox = HBox(20, numberLabel, resultLabel)  
HBox buttonBox = HBox(20, againButton, quitButton)  
VBox mainVBox = VBox(10, baseBox, numberBox, buttonBox)
```

```
againButton.setOnAction(convertAgainHandler())  
quitButton.setOnAction(quitHandler())
```

```
baseBox.setAlignment(Pos.CENTER)  
numberBox.setAlignment(Pos.CENTER)  
buttonBox.setAlignment(Pos.CENTER)  
mainVBox.setPadding(Insets(10))
```

return Scene(mainVBox)