**Unit 3 Chapter 12 Worksheet: Algorithm Workbench Exercise 2**

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Assume the hbox variable references an HBox container. Write a statement that creates a Scene object, adds hbox as the root node, and sets the size of the scene to 300 pixels wide by 200 pixels high.

The statement requested above is shown below:

**Scene scene = new Scene(hbox, 300, 200);**