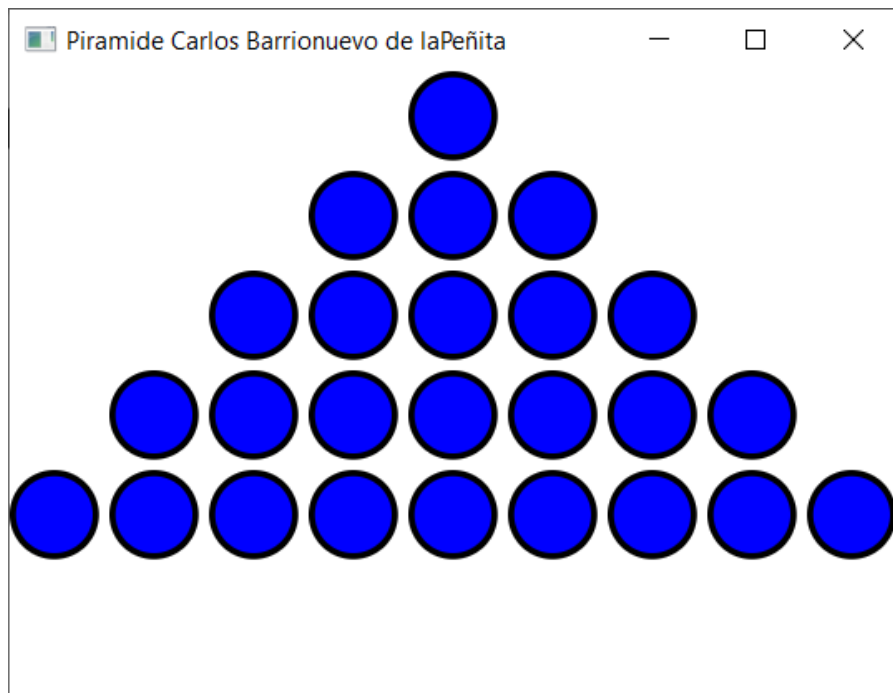




TASCA 2. LAYOUT PANE

Carlos Barrionuevo



```

package com.example.piramidecirculos;
import javafx.application.Application;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.paint.Color;
import javafx.scene.shape.Circle;
import javafx.stage.Stage;
import javafx.scene.layout.GridPane;

public class PiramideCirculos extends Application {

    @Override
    public void start(Stage primaryStage) {
        GridPane gridPane = new GridPane();
        Group root = new Group();
        gridPane.setHgap(5);
        gridPane.setVgap(5);
        int centro = 4 ;

        for (int filas = 0; filas <= 4; filas++ ) {

            int rango = (1 +(2* filas));

            int startColumn = centro-rango/2 ;

            for(int i = 0 ; i<rango; i++){
                Circle circle = new
Circle(20,javafx.scene.paint.Color.BLUE);
                circle.setStroke(Color.BLACK);
                circle.setStrokeWidth(3);
                gridPane.add(circle,startColumn+i , filas);

            }

        }

        root.getChildren().add(gridPane);
        primaryStage.setTitle("Piramide Carlos Barrionuevo de la
Peñita");
        Scene scene = new Scene(root, 430, 300);
        primaryStage.setScene(scene);
        primaryStage.show();

    }

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

}

```