

1. Audio file path inserting

CODE:

```
package javafxapplication4;

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.StackPane;
import javafx.scene.media.Media;
import javafx.scene.media.MediaPlayer;
import javafx.stage.Stage;

import java.nio.file.Paths;

/**
 * JavaFX Application to play an audio file.
 *
 * @author hp
 */
public class JavaFXApplication4 extends Application {

    @Override
    public void start(Stage primaryStage) {

        String audioFilePath = Paths.get("C:\\Users\\Dharani
M\\Documents\\OneDrive\\Desktop\\WhatsApp Audio 2024-08-13 at
09.17.25_8a6b6f91.mp3").toUri().toString();

        Media audioMedia = new Media(audioFilePath);

        MediaPlayer mediaPlayer = new MediaPlayer(audioMedia);
```

```
mediaPlayer.play();
```

```
StackPane root = new StackPane();
```

```
Scene scene = new Scene(root, 300, 250);
```

```
primaryStage.setTitle("Audio Player");
```

```
primaryStage.setScene(scene);
```

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

```
}
```

```
/**
```

```
 * @param args the command line arguments
```

```
 */
```

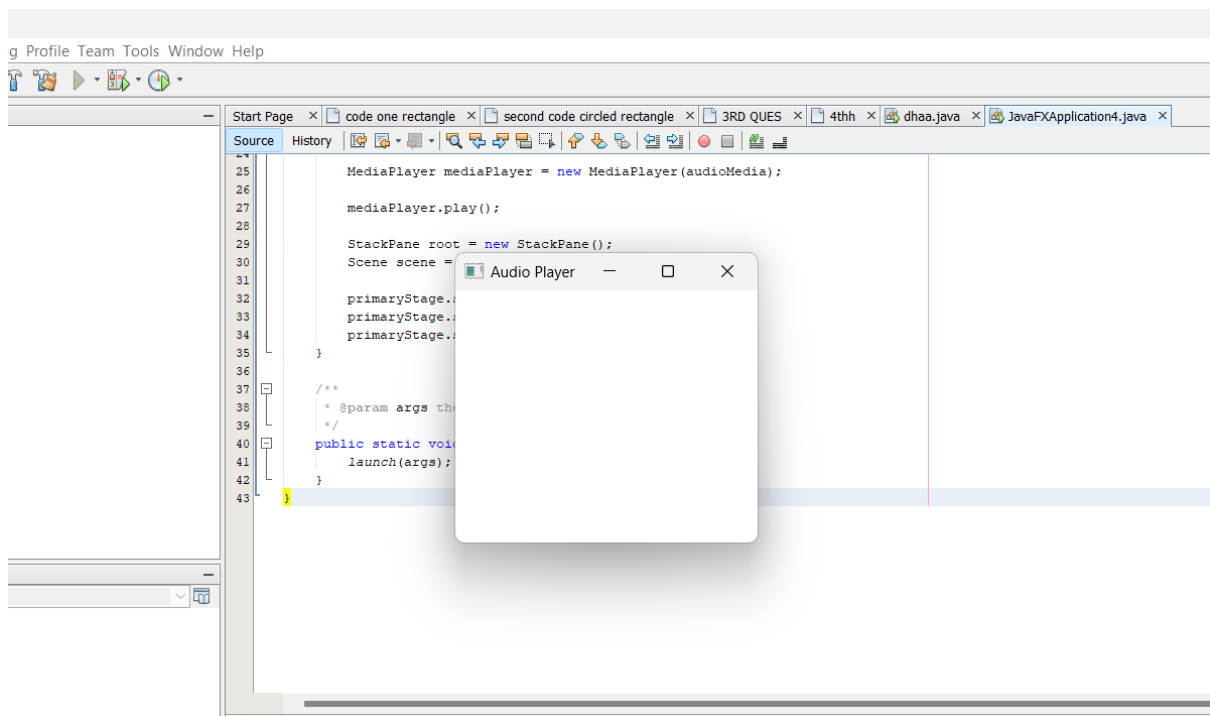
```
public static void main(String[] args) {
```

```
    launch(args);
```

```
}
```

```
}
```

OUTPUT:



2. Key event handling

CODE:

```

package ha;

import javafx.application.Application;
import javafx.event.EventHandler;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.control.TextField;
import javafx.scene.input.KeyEvent;
import javafx.scene.paint.Color;
import javafx.stage.Stage;

public class Ha extends Application{

    @Override

    public void start(Stage primaryStage) throws Exception {

        // TODO Auto-generated method stub

```

```

//Creating TextFields and setting position for them
TextField tf1 = new TextField();
TextField tf2 = new TextField();
tf1.setTranslateX(100);
tf1.setTranslateY(100);
tf2.setTranslateX(300);
tf2.setTranslateY(100);

//Handling KeyEvent for textfield 1
tf1.setOnKeyPressed(new EventHandler<KeyEvent>() {

    @Override
    public void handle(KeyEvent key) {
        // TODO Auto-generated method stub
        tf2.setText("Key Pressed :"+ " "+key.getText());
    }

});

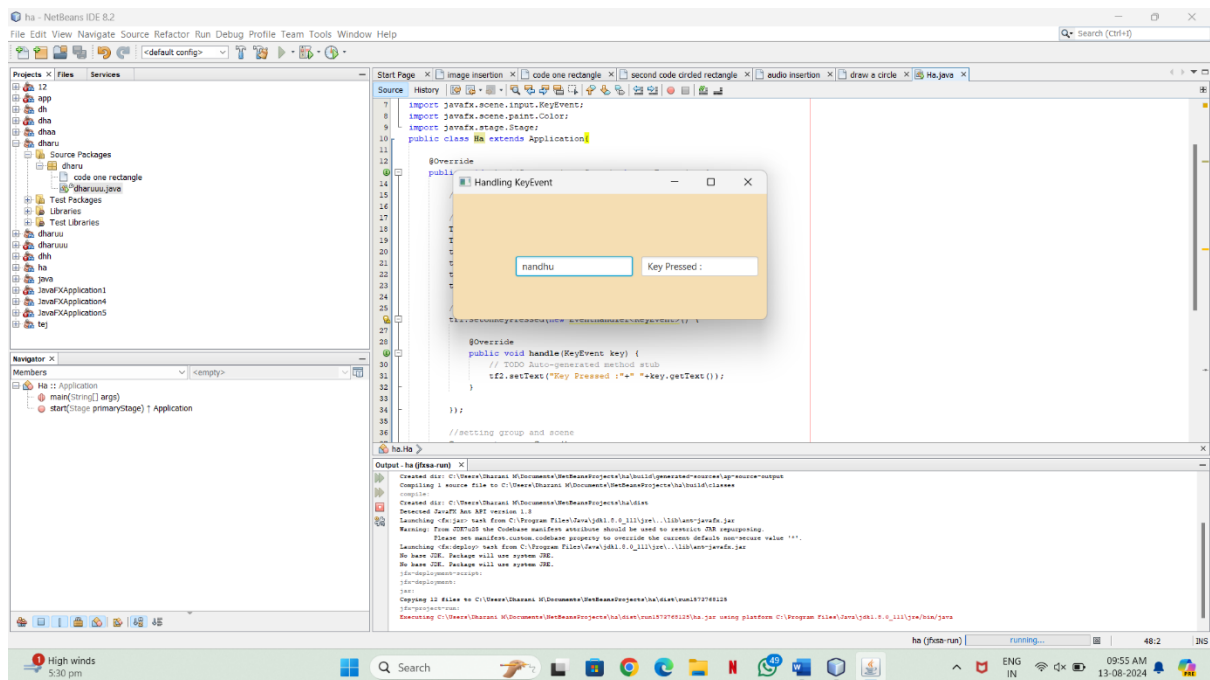
//setting group and scene
Group root = new Group();
root.getChildren().addAll(tf2,tf1);
Scene scene = new Scene(root,500,200,Color.WHEAT);
primaryStage.setScene(scene);
primaryStage.setTitle("Handling KeyEvent");
primaryStage.show();
}

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

```

}

OUTPUT:



3. Mouse event handling\

CODE:

```
package javafxapplication6;

import javafx.animation.TranslateTransition;
import javafx.application.Application;
import javafx.event.EventHandler;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.input.MouseEvent;
import javafx.scene.paint.Color;
import javafx.scene.shape.Circle;
import javafx.stage.Stage;
import javafx.util.Duration;

public class JavaFXApplication6 extends Application{
```

@Override

```
public void start(Stage primaryStage) throws Exception {
```

```
    // TODO Auto-generated method stub
```

```
    //Creating Circle and setting the color and stroke in the circle
```

```
    Circle c = new Circle(100,100,50);
```

```
    c.setFill(Color.GREEN);
```

```
    c.setStroke(Color.BLACK);
```

```
    //creating play button and setting coordinates for the button
```

```
    Button btn = new Button("Play");
```

```
    btn.setTranslateX(125);
```

```
    btn.setTranslateY(200);
```

```
    // creating pause button and setting coordinate for the pause button
```

```
    Button btn1 = new Button("Pause");
```

```
    btn1.setTranslateX(175);
```

```
    btn1.setTranslateY(200);
```

```
    //Instantiating TranslateTransition class to create the animation
```

```
    TranslateTransition trans = new TranslateTransition();
```

```
    //setting attributes for the TranslateTransition
```

```
    trans.setAutoReverse(true);
```

```
    trans.setByX(200);
```

```
    trans.setCycleCount(100);
```

```
    trans.setDuration(Duration.millis(500));
```

```
    trans.setNode(c);
```

```
    //Creating EventHandler
```

```
    EventHandler<MouseEvent> handler = new EventHandler<MouseEvent>() {
```

```

@Override

public void handle(MouseEvent event) {

    // TODO Auto-generated method stub

    if(event.getSource()==btn)
    {
        trans.play(); //animation will be played when the play button is clicked
    }
    if(event.getSource()==btn1)
    {
        trans.pause(); //animation will be paused when the pause button is clicked
    }
    event.consume();
}

};

//Adding Handler for the play and pause button
btn.setOnMouseClicked(handler);
btn1.setOnMouseClicked(handler);

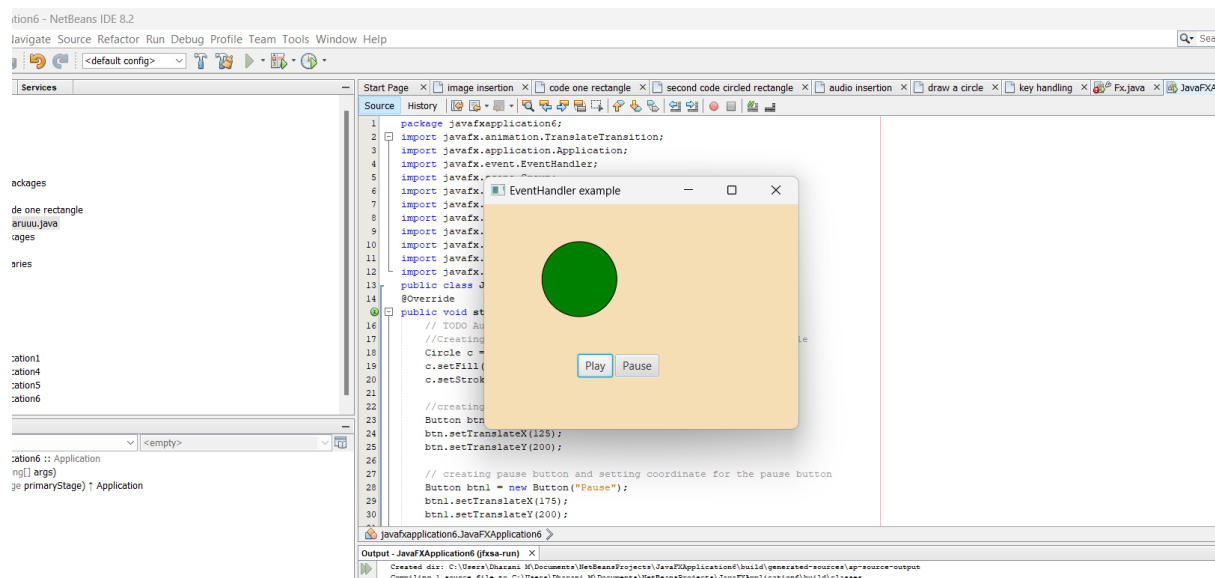
//Creating Group and scene
Group root = new Group();
root.getChildren().addAll(c,btn,btn1);
Scene scene = new Scene(root,420,300,Color.WHEAT);
primaryStage.setScene(scene);
primaryStage.setTitle("EventHandler example");
primaryStage.show();
}

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

```

```
}
}
```

OUTPUT:



4. Image insertion

CODE:

```
package dhaa;
```

```
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.image.Image;
import javafx.scene.image.ImageView;
import javafx.scene.layout.StackPane;
import javafx.stage.Stage;
```

```
public class dhaa extends Application {
```

```
    @Override
```

```
    public void start(Stage primaryStage) {
```

```
        // Load an image from a file
```



```
Image image = new Image("file:D:\\WhatsApp Documents\\IMG-20240810-WA0008.jpg");

// Create an ImageView to display the image
ImageView imageView = new ImageView(image);

// Optionally, set the width and height of the ImageView (preserves aspect ratio)
imageView.setFitWidth(290);
imageView.setFitHeight(350);
imageView.setPreserveRatio(true);

// Create a layout pane and add the ImageView to it
StackPane root = new StackPane();
root.getChildren().add(imageView);

// Create a scene with the layout pane
Scene scene = new Scene(root, 300, 250);

// Set the stage title and scene, then show the stage
primaryStage.setTitle("Display Image");
primaryStage.setScene(scene);
primaryStage.show();
}

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

OUTPUT:

