1. Draw a rectangle

```
CODE:
package dharu;
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.StackPane;
import javafx.scene.paint.Color;
import javafx.scene.shape.Rectangle;
import javafx.stage.Stage;
public class Dharu extends Application {
  @Override
  public void start(Stage primaryStage) {
    Rectangle rectangle = new Rectangle();
    rectangle.setWidth(200);
    rectangle.setHeight(100);
    rectangle.setFill(Color.BLUE);
    StackPane root = new StackPane();
    root.getChildren().add(rectangle);
    Scene scene = new Scene(root, 300, 250);
    primaryStage.setTitle("Draw Rectangle");
    primaryStage.setScene(scene);
    primaryStage.show();
  }
  public static void main(String[] args) {
    launch(args);
  }
}
```

OUTPUT:

```
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     package dharu;
  import javafx.application.Application;
      import javafx.scene.Scene;
     import javafx.scene.layout.StackPane;
     import javafx.scene.paint.Colg
     import javafx.scene.shape.Rec 🔳 Draw Recta...
   import javafx.stage.Stage;
8
10
     public class Dharu extends App
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12
          @Override
◎ 📮
          public void start(Stage p
14
              // Create a rectangle
15
             Rectangle rectangle =
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              rectangle.setWidth(20
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              rectangle.setHeight(1
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              rectangle.setFill(Col
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20
              // Create a layout pa
21
              StackPane root = new
22
              root.getChildren().add(rectangle);
23
24
              // Create a scene with the layout pane
25
              Scene scene = new Scene(root, 300, 250);
26
27
              \ensuremath{//} Set the stage title and scene, then show the stage
28
              primaryStage.setTitle("Draw Rectangle");
29
              primaryStage.setScene(scene);
```

2. circled rectangle

package Dharuu;

CODE:

```
import javafx.application.Application;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.paint.Color;
import javafx.scene.shape.Rectangle;
import javafx.stage.Stage;
public class Dharuu extends Application{

@Override
   public void start(Stage primaryStage) throws Exception {
      // TODO Auto-generated method stub
      primaryStage.setTitle("Rectangle Example");
```

```
Group group = new Group();
  Rectangle rect=new Rectangle();
  rect.setX(20);
  rect.setY(20);
  rect.setWidth(100);
  rect.setHeight(100);
  rect.setArcHeight(35);
  rect.setArcWidth(35);
  rect.setFill(Color.RED);
  group.getChildren().addAll(rect);
  Scene scene = new Scene(group,200,300,Color.GRAY);
  primaryStage.setScene(scene);
  primaryStage.show();
}
public static void main(String[] args) {
  launch(args);
}
}
```

OUTPUT:

```
Start Page X Code one rectangle X Dharuu.java X String.java X
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          package Dharuu;
          import javafx.application.Application;
          import javafx.scene.Group;
          import javafx.scene.Scene;
          import javafx.scene.pain-
          import javafx.scene.shar 🔳 👚
                                                       ×
          import javafx.stage.Stag
\Theta
          public class Dharuu ext
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              @Override
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              public void start(St
                                                            Exception {
12
                 // TODO Auto-
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              primaryStage.setTitl
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              Group group = new G
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              Rectangle rect=new F
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              rect.setX(20);
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              rect.setY(20);
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              rect.setWidth(100);
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              rect.setHeight(100)
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              rect.setArcHeight(35
21
              rect.setArcWidth(35
22
23
              rect.setFill(Color.
              group.getChildren().
              Scene scene = new Scene(group, 200, 300, Color. GRAY);
24
25
              primaryStage.setScene(scene);
26
              primaryStage.show();
27
28 📮
          public static void main(String[] args) {
```

```
3. Print circle
CODE:
package dh;
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.StackPane;
import javafx.scene.paint.Color;
import javafx.scene.shape.Circle;
import javafx.stage.Stage;
public class dh extends Application {
  @Override
  public void start(Stage primaryStage) {
    Circle circle = new Circle();
    circle.setRadius(50); // Radius of the circle
    circle.setFill(Color.BLUE); // Color of the circle
    StackPane root = new StackPane();
    root.getChildren().add(circle);
    Scene scene = new Scene(root, 300, 250);
    primaryStage.setTitle("Draw Circle");
    primaryStage.setScene(scene);
    primaryStage.show();
  }
  public static void main(String[] args) {
```

launch(args);

}

}

OUTPUT:

```
package dh;
3  import javafx.application.Application;
4
     import javafx.scene.Scene;
5
     import javafx.scene.layout.StackPane;
6
     import javafx.scene.pa
     import javafx.scene.si 🔳 Draw Circle
7
                                                     8
   import javafx.stage.St
9
Q
     public class dh extend
11
12
         @Override
3 🖃
         public void start
14
             // Create a c
             Circle circle
15
16
             circle.setRad
17
             circle.setFil
18
19
             // Create a 1
20
             StackPane room
21
             root.getChild:
22
             // Create a scene with the layout pane
23
24
             Scene scene = new Scene(root, 300, 250);
25
26
             // Set the stage title and scene, then show the stage
27
             primaryStage.setTitle("Draw Circle");
28
             primaryStage.setScene(scene);
29
             primaryStage.show();
30
```

4. Give output as image

```
CODE:
```

package Tej;

import javafx.application.Application;

import javafx.scene.Scene;

import javafx.scene.image.lmage;

import javafx.scene.image.lmageView;

import javafx.scene.layout.StackPane;

import javafx.stage.Stage;

public class Tej extends Application {

@Override

```
public void start(Stage primaryStage) {
    Image image = new Image("file:your_image.png");
    ImageView imageView = new ImageView(image);
    imageView.setFitWidth(200);
    imageView.setFitHeight(150);
    imageView.setPreserveRatio(true);
    StackPane root = new StackPane();
    root.getChildren().add(imageView);
    Scene scene = new Scene(root, 300, 250);
    primaryStage.setTitle("Display Image");
    primaryStage.setScene(scene);
    primaryStage.show();
  }
  public static void main(String[] args) {
    launch(args);
  }
}
OUTPUT:
```