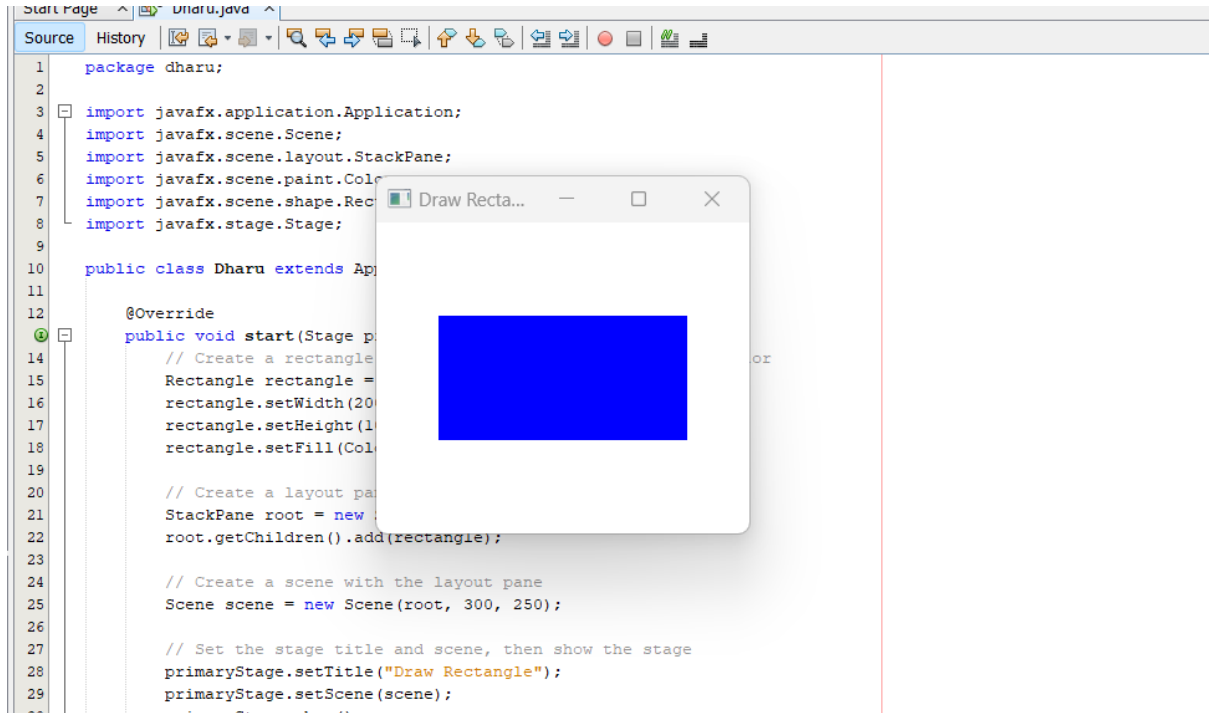1. Draw a rectangle

CODE:

```java
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:

2. circled rectangle

CODE:

```
package Dharuu;

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");
```

```java
        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);

    }


}
```
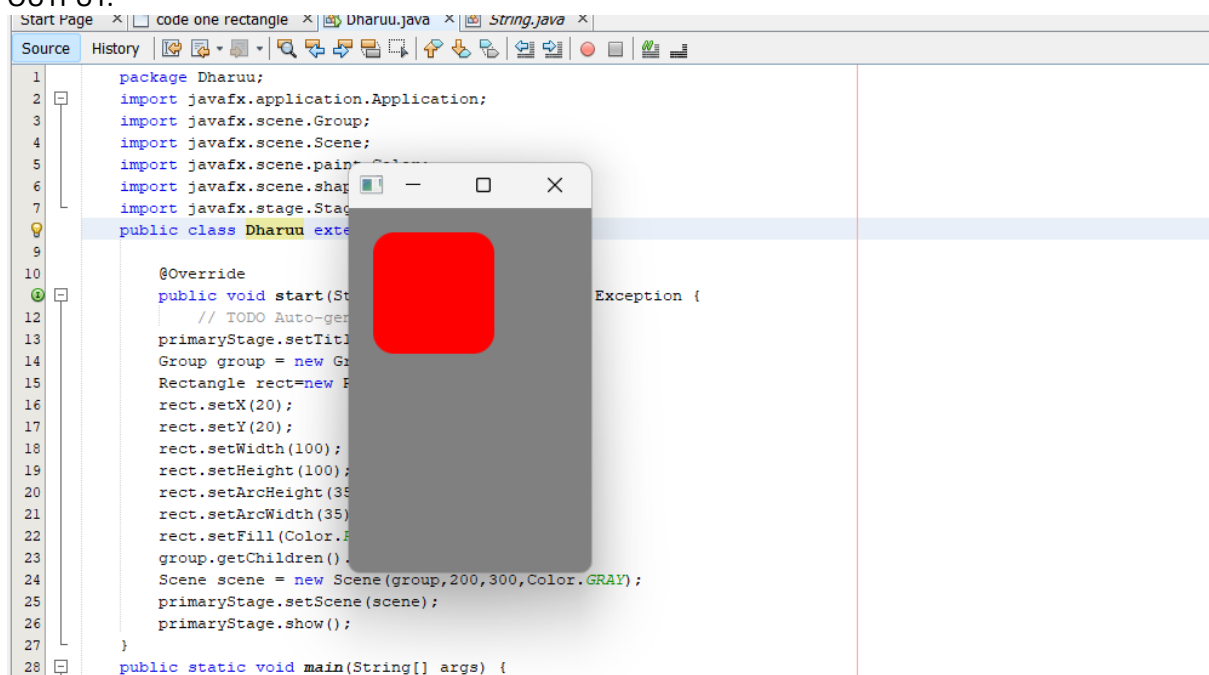
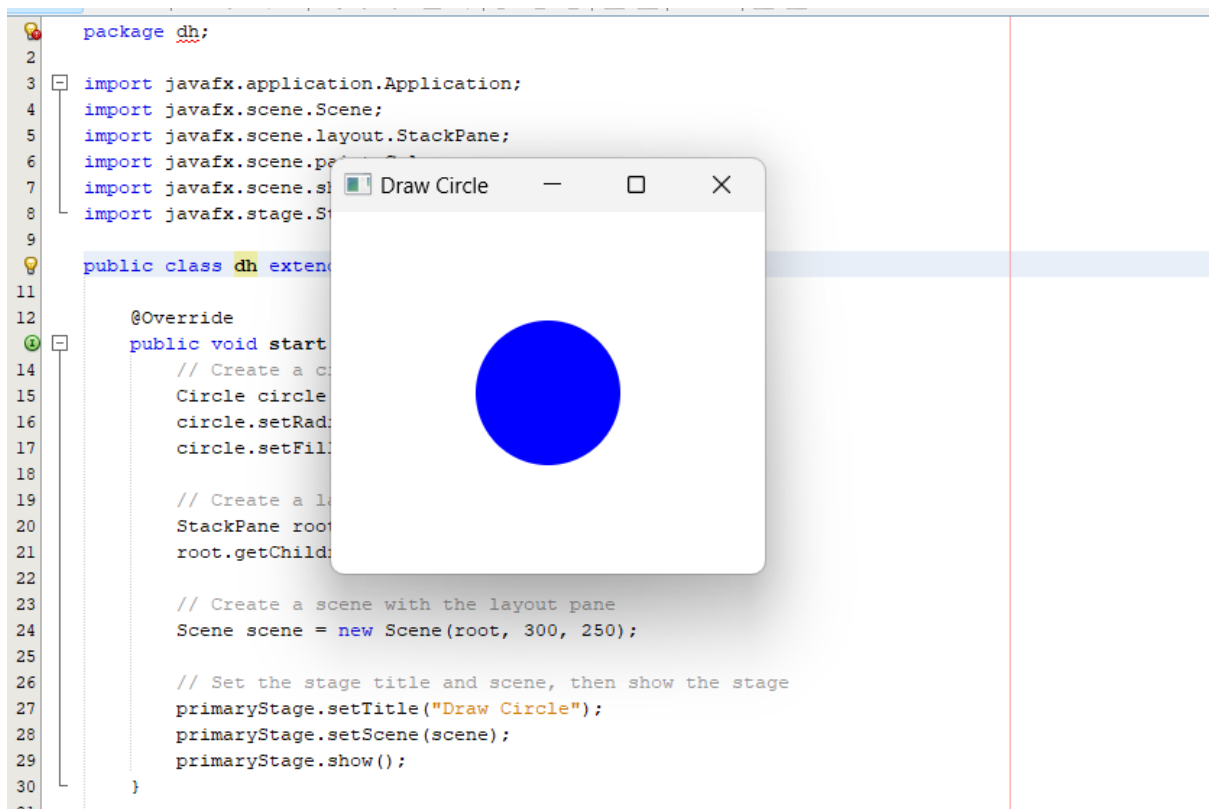OUTPUT:

3. Print circle

CODE:

```java
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;

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.StackPane;
import javafx.scene.pa
import javafx.scene.s
import javafx.stage.S

public class dh exten

    @Override
    public void start
        // Create a c
        Circle circle
        circle.setRad:
        circle.setFil:

        // Create a l
        StackPane roo
        root.getChild:

        // 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("Draw Circle");
        primaryStage.setScene(scene);
        primaryStage.show();
    }
```

4. Give output as image

CODE:

package Tej;

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 Tej extends Application {

   @Override

```java
    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: