**Code & Output:**

//Registration Code

package registration;

import java.net.URL;

import java.util.ResourceBundle;

import javafx.fxml.FXML;

import javafx.fxml.Initializable;

import javafx.scene.control.Label;

public class SuccessController implements Initializable {

@FXML

Label usersuccess;

public void display(String username)

{

usersuccess.setText("Hello, " + username);

}

@Override

public void initialize(URL url, ResourceBundle rb) {

// TODO

}

}

//Registration Controller

package registration;

import javafx.event.ActionEvent;

import javafx.fxml.FXML;

import javafx.fxml.FXMLLoader;

import javafx.scene.Node;

import javafx.scene.Scene;

import javafx.scene.control.TextField;

import javafx.stage.Stage;

import javafx.scene.Parent;

import javafx.scene.Scene;

import javafx.stage.StageStyle;

import java.io.IOException;

import java.net.URL;

import java.util.ResourceBundle;

import javafx.fxml.Initializable;

import javafx.scene.control.Button;

public class RegistrationController implements Initializable {

@FXML

TextField tf\_user;

@FXML

TextField tf\_name;

@FXML

Button bt\_reg;

private Stage stage;

private Scene scene;

private Parent root;

public void login(ActionEvent event)throws IOException {

String username=tf\_user.getText();

String name = tf\_name.getText();

FXMLLoader loader=new FXMLLoader(getClass().getResource("/registration/success.fxml"));

root=loader.load();

SuccessController successcon=loader.getController();

successcon.display(username);

stage =(Stage)((Node)event.getSource()).getScene().getWindow();

scene= new Scene(root);

stage.setScene(scene);

stage.show();

}

@Override

public void initialize(URL url, ResourceBundle rb) {

// TODO

}

}

**A screenshot of a computer

Description automatically generated**

**A screen shot of a computer

Description automatically generated**

**Conclusion:** Thus, we created a FX design and executed the program successfully.