

## JAVA FX TASK

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### Code:

```
package com.example.demo2;

import javax.swing.*;

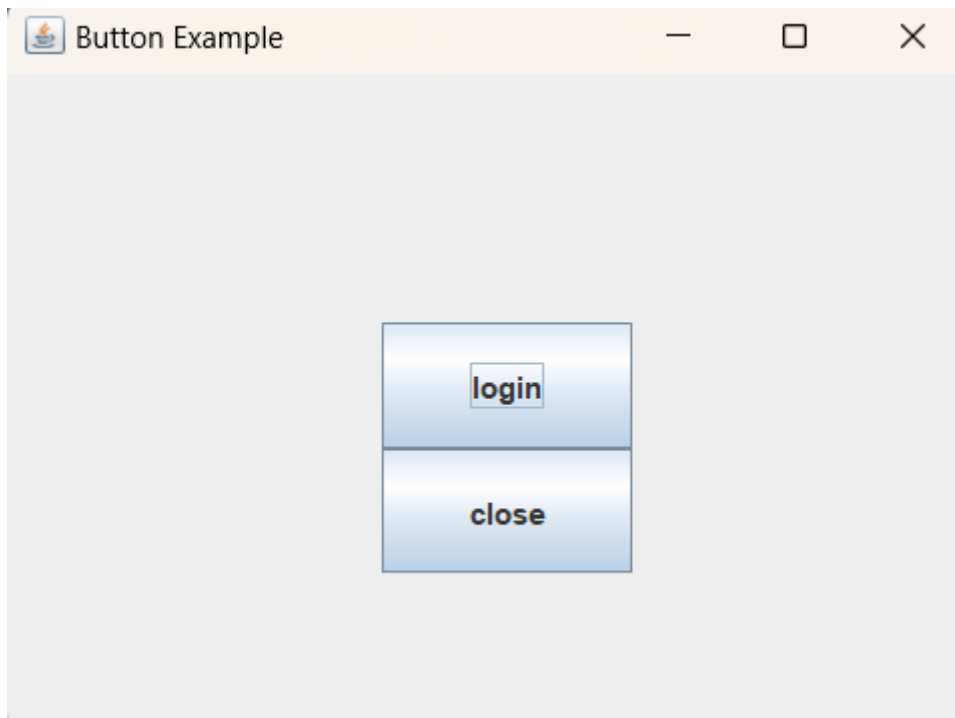
public class javafx {
    public static void main(String[] args) {
        JFrame frame = new JFrame("Button Example");
        frame.setSize(400, 300);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        JPanel panel = new JPanel();
        frame.add(panel);
        placeButton(panel);
        frame.setVisible(true);
    }

    private static void placeButton(JPanel panel) {
        panel.setLayout(null);
        JButton button = new JButton("login");
        button.setBounds(150, 100, 100, 50);
        JButton button2 = new JButton("close");
        button2.setBounds(150, 150, 100, 50);
        button.addActionListener(_ -> openNewFrame());
        panel.add(button);
        panel.add(button2);
    }

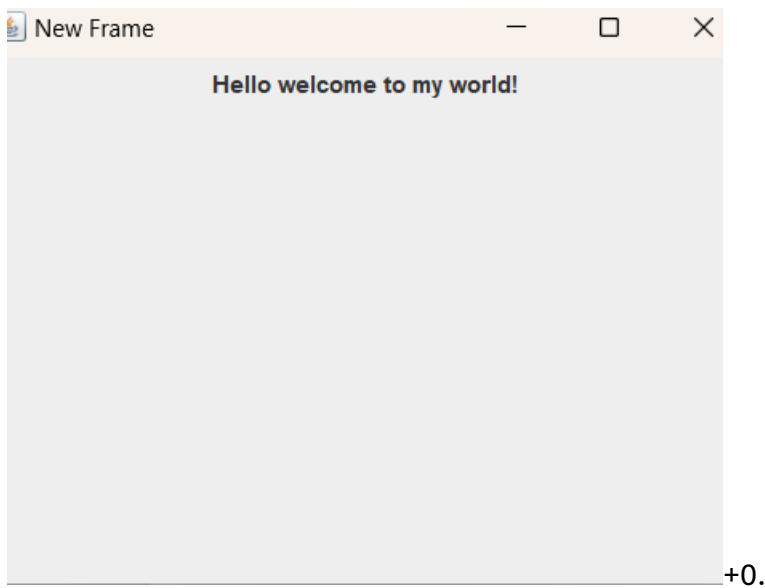
    private static void openNewFrame() {
        JFrame newFrame = new JFrame("New Frame");
        newFrame.setSize(400, 300);
        newFrame.setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);
        JPanel newPanel = new JPanel();
        newFrame.add(newPanel);
        JLabel label = new JLabel("Hello welcome to my world!");
        newPanel.add(label);
        newFrame.setVisible(true);
    }
}
```

```
}  
}
```

**output:**



New screen opened



+0.