```java
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.control.*;
import javafx.scene.layout.*;
import javafx.stage.Stage;

public class SimpleCalculator extends Application {

    @Override
    public void start(Stage primaryStage) {
        // Create input fields
        TextField num1Field = new TextField();
        TextField num2Field = new TextField();

        // Set prompt text
        num1Field.setPromptText("Enter number 1");
        num2Field.setPromptText("Enter number 2");

        // Create buttons
        Button addButton = new Button("+");
        Button subButton = new Button("-");
        Button mulButton = new Button("*");
        Button divButton = new Button("/");

        // Result label
        Label resultLabel = new Label("Result: ");

        // Layouts
        HBox inputBox = new HBox(10, num1Field, num2Field);
        HBox buttonBox = new HBox(10, addButton, subButton, mulButton, divButton);
        VBox root = new VBox(15, inputBox, buttonBox, resultLabel);
        root.setStyle("-fx-padding: 20px; -fx-alignment: center;");

        // Event handlers
        addButton.setOnAction(e -> {
            double num1 = getNumber(num1Field);
            double num2 = getNumber(num2Field);
            resultLabel.setText("Result: " + (num1 + num2));
        });

        subButton.setOnAction(e -> {
            double num1 = getNumber(num1Field);
            double num2 = getNumber(num2Field);
            resultLabel.setText("Result: " + (num1 - num2));
        });

        mulButton.setOnAction(e -> {
            double num1 = getNumber(num1Field);
            double num2 = getNumber(num2Field);
            resultLabel.setText("Result: " + (num1 * num2));
        });

        divButton.setOnAction(e -> {
            double num1 = getNumber(num1Field);
```

```java
            double num2 = getNumber(num2Field);
            if (num2 != 0) {
                resultLabel.setText("Result: " + (num1 / num2));
            } else {
                resultLabel.setText("Error: Division by zero");
            }
        });

        // Scene and Stage setup
        Scene scene = new Scene(root, 400, 200);
        primaryStage.setTitle("Simple Calculator");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

    // Helper method to parse input
    private double getNumber(TextField field) {
        try {
            return Double.parseDouble(field.getText());
        } catch (NumberFormatException e) {
            return 0;
        }
    }

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