Here are the text code:

-----------------------------------------------------------------------------------------------------------------------------------

import javafx.application.Application;

import javafx.scene.Scene;

import javafx.scene.layout.GridPane;

import javafx.scene.image.Image;

import javafx.scene.image.ImageView;

import javafx.stage.Stage;

public class Testing extends Application {

@Override

public void start(Stage stage) {

GridPane images = new GridPane();

try {

// Replace these paths with the correct paths to your images

String imagePathA = "C:\\Users\\nicho\\Downloads\\image\\image\\uk.gif";

String imagePathB = "C:\\Users\\nicho\\Downloads\\image\\image\\ca.gif";

String imagePathC = "C:\\Users\\nicho\\Downloads\\image\\image\\china.gif";

String imagePathD = "C:\\Users\\nicho\\Downloads\\image\\image\\us.gif";

// Add the images to the grid pane

images.add(new ImageView(new Image(imagePathA)), 0, 0);

images.add(new ImageView(new Image(imagePathB)), 1, 0);

images.add(new ImageView(new Image(imagePathC)), 0, 1);

images.add(new ImageView(new Image(imagePathD)), 1, 1);

// Create a scene and set it on the stage

Scene scene = new Scene(images);

stage.setScene(scene);

// Set the title of the stage

stage.setTitle("Image Grid");

// Show the stage

stage.show();

} catch (Exception e) {

e.printStackTrace();

// Handle the exception (e.g., show an error message)

}

}

public static void main(String[] args) {

launch(args);

}

}