

```
1  /*
2   * To change this license header, choose License Headers in Project Properties
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6  package class12_javafx_ui;
7
8  import java.io.IOException;
9  import javafx.application.Application;
10 import javafx.event.ActionEvent;
11 import javafx.event.EventHandler;
12 import javafx.fxml.FXMLLoader;
13 import javafx.scene.Scene;
14 import javafx.scene.control.Button;
15 import javafx.scene.layout.GridPane;
16 import javafx.scene.layout.StackPane;
17 import javafx.stage.Stage;
18
19 /**
20  *
21  * @author Administrator
22  */
23 public class RectangleAreaMain extends Application {
24
25     @Override
26     public void start(Stage primaryStage) throws IOException {
27         GridPane root =
28             FXMLLoader.load(getClass().getResource("RectangleAreaUI.fxml"));
29         Scene scene = new Scene(root);
30
31         primaryStage.setTitle("Rectangle Area");
32         primaryStage.setScene(scene);
33         primaryStage.show();
34     }
35
36     /**
37      * @param args the command line arguments
38      */
39     public static void main(String[] args) {
40         launch(args);
41     }
42 }
43
```