1. **Định nghĩa về stage, sence, node,… như là một ổ bánh mì.**

* Stage: bread
* Scene: meat
* Node: topping.
* package application;
* import javafx.application.Application;
* import javafx.scene.Group;
* import javafx.scene.Scene;
* import javafx.scene.control.Button;
* import javafx.scene.image.Image;
* import javafx.scene.image.ImageView;
* import javafx.scene.text.Text;
* import javafx.stage.Stage;
* public class Main extends Application {
* *@Override*
* public void start(Stage primaryStage) {
* Button btn = new Button("hello");
* Group root = new Group();
* Scene scene = new Scene(root, 300, 250);
* Text text = new Text();
* text.setText("Whoooa");
* text.setX(50);
* text.setY(100);
* // Use the correct constructor for Image and ImageView
* Image image = new Image("file:C:/Users/user/Pictures/image/1.vietcombank.jpg");
* ImageView imgView = new ImageView(image);
* imgView.setX(200);
* imgView.setY(200);
* //cần phải cài đặt kích thước cho hình ảnh xuất hiện.
* imgView.setFitWidth(200);
* imgView.setFitHeight(100);
* root.getChildren().addAll(text, imgView);
* primaryStage.setTitle("Hello World!");
* primaryStage.setScene(scene);
* primaryStage.show();
* }
* public static void main(String[] args) {
* *launch*(args);
* }
* }