

```
1 /**
2  * Sunil Sunichura
3  * 991 578 383
4  * Assignment 1
5  * January 14, 2020
6  */
7 package content;
8
9 import javafx.scene.Scene;
10 import javafx.scene.layout.Pane;
11 import javafx.scene.paint.Color;
12 import javafx.scene.shape.Arc;
13 import javafx.scene.shape.Ellipse;
14 import javafx.scene.shape.Rectangle;
15 import javafx.scene.text.Text;
16 import javafx.stage.Stage;
17
18 public class StageTwo extends Stage {
19
20     private Text name = new Text(70, 20, "Sunil Sunichura");
21     private Rectangle rect1 = new Rectangle(30, 50, 100, 10);
22     private Ellipse ellipse1 = new Ellipse(30, 100, 10, 50);
23     private Arc arc1 = new Arc(80, 165, 75, 25, 45, 100);
24     private Ellipse ellipse2 = new Ellipse(120, 185, 10, 45);
25     private Rectangle rect2 = new Rectangle(30, 225, 100, 10);
26     private Pane pane = new Pane(rect1, ellipse1, arc1, ellipse2, rect2, name);
27     private Scene scene = new Scene(pane, 300, 300);
28
29     public StageTwo() {
30
31         setTitle("Sunil Sunichura");
32         setWidth(300);
33         setHeight(300);
34         setY(100);
35         setX(400);
36         setRectangle1();
37         setRectangle2();
38         setEllipse1();
39         setEllipse2();
40         setArc();
41         setScene(scene);
42     }
43
44     private void setRectangle1() {
45         rect1.setFill(Color.LIGHTBLUE);
46         rect1.setStroke(Color.LIGHTSALMON);
47         rect1.setStrokeWidth(4.5);
48     }
49
50     private void setRectangle2() {
51         rect2.setFill(Color.LIGHTBLUE);
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52     rect2.setStroke(Color.LIGHTSALMON);
53     rect2.setStrokeWidth(4.5);
54 }
55
56 private void setEllipse1() {
57     ellipse1.setFill(Color.ALICEBLUE);
58     ellipse1.setStroke(Color.BLACK);
59     ellipse1.setStrokeWidth(2.0);
60 }
61
62 private void setEllipse2() {
63     ellipse2.setFill(Color.ALICEBLUE);
64     ellipse2.setStroke(Color.BLACK);
65     ellipse2.setStrokeWidth(2.0);
66 }
67
68 private void setArc() {
69     arc1.setFill(Color.SEASHELL);
70     arc1.setStroke(Color.FIREBRICK);
71     arc1.setStrokeWidth(2.1);
72 }
73
74 }
```