import javafx.application.Application;

import javafx.scene.Group;

import javafx.scene.Scene;

import javafx.scene.canvas.Canvas;

import javafx.scene.canvas.GraphicsContext;

import javafx.scene.paint.Color;

import javafx.stage.Stage;

import java.awt.\*;

public class Road extends Application

{

@Override

public void start(Stage primaryStage) throws Exception

{

primaryStage.setTitle("Road with a CaR");

//creates a group of displayable items

Group group = new Group();

//creates are of which we draw

Canvas canvas = new Canvas(1000,800);

//add canvas to the group

group.getChildren().add(canvas);

Scene scene = new Scene(group);

primaryStage.setScene(scene);

drawStuff(canvas.getGraphicsContext2D());

primaryStage.show();

}

public void drawStuff(GraphicsContext gc) {

gc.setFill(Color.*BLACK*);

gc.fillRect(0, 0, 1000, 800);

double[] x={0,500,1000};

double[] y={500,0,500};

gc.setFill(Color.*BROWN*);

gc.fillPolygon(x,y,3);

gc.setFill(Color.*GREEN*);

gc.fillRect(0, 500, 1000, 500);

gc.setFill(Color.*DARKSLATEGREY*);

gc.fillRect(0, 500, 1000, 50);

gc.setFill(Color.*RED*);

gc.fillRect(400, 400, 200, 120);

gc.fillRect(350, 460, 60, 60);

gc.setFill(Color.*BLACK*);

gc.fillOval(400, 500, 50, 50);

gc.fillOval(500, 500, 50, 50);

gc.setFill(Color.*DARKGRAY*);

gc.fillOval(410, 520, 20, 20);

gc.fillOval(510, 520, 20, 20);

gc.setFill(Color.*LIGHTBLUE*);

gc.fillRect(405, 405, 60, 50);

for (int x3 = 0; x3 <= 6; x3 += 1)

{

gc.setFill(Color.*DIMGREY*);

gc.fillOval(x3\*200,100,50,50);

gc.fillOval(x3\*200+50,100,70,70);

gc.fillOval(x3\*200-50,100,70,70);

}

}

public static void main(String[] args)

{

*launch*(args);

}

}