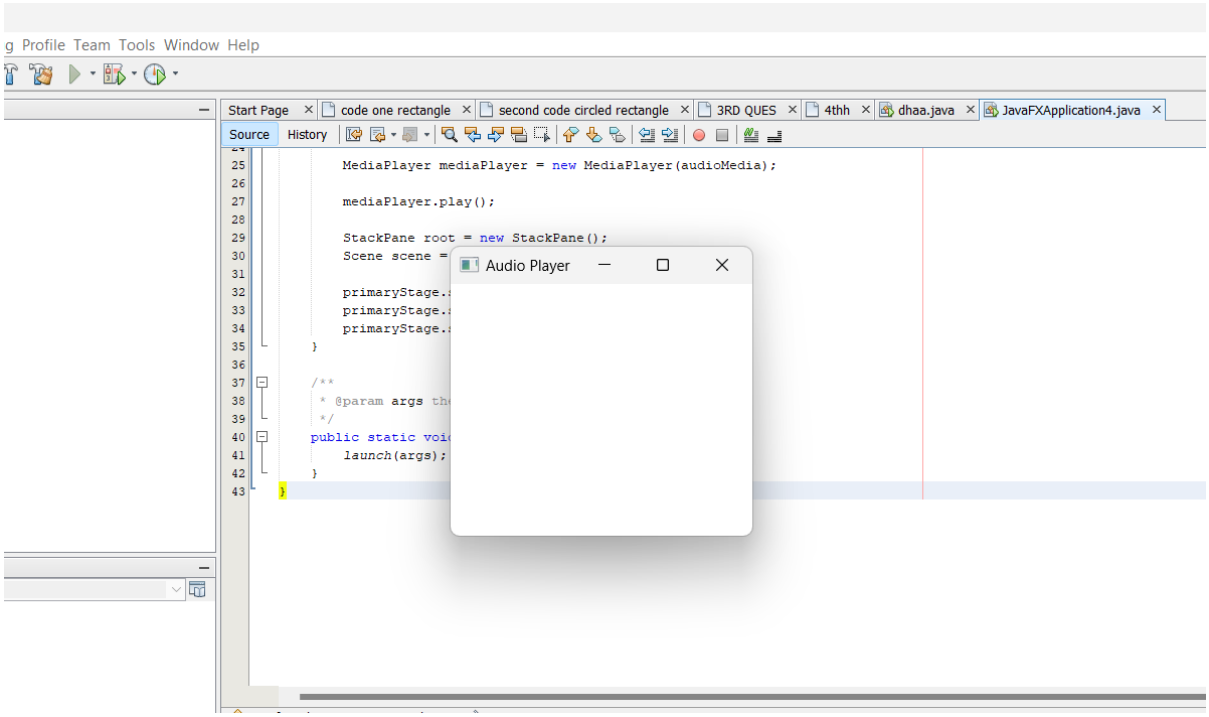
1. Audio file path inserting

CODE:

```
package javafxapplication4;

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.StackPane;
import javafx.scene.media.Media;
import javafx.scene.media.MediaPlayer;
import javafx.stage.Stage;

import java.nio.file.Paths;

/**
 * JavaFX Application to play an audio file.
 *
 * @author hp
 */
public class JavaFXApplication4 extends Application {

    @Override
    public void start(Stage primaryStage) {

        String audioFilePath = Paths.get("C:\\Users\\Dharani M\\Documents\
\OneDrive\\Desktop\\WhatsApp Audio 2024-08-13 at
09.17.25_8a6b6f91.mp3").toUri().toString();
        Media audioMedia = new Media(audioFilePath);

        MediaPlayer mediaPlayer = new MediaPlayer(audioMedia);

        mediaPlayer.play();

        StackPane root = new StackPane();
        Scene scene = new Scene(root, 300, 250);

        primaryStage.setTitle("Audio Player");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {
```

```
        launch(args);
    }
}
```

OUTPUT:



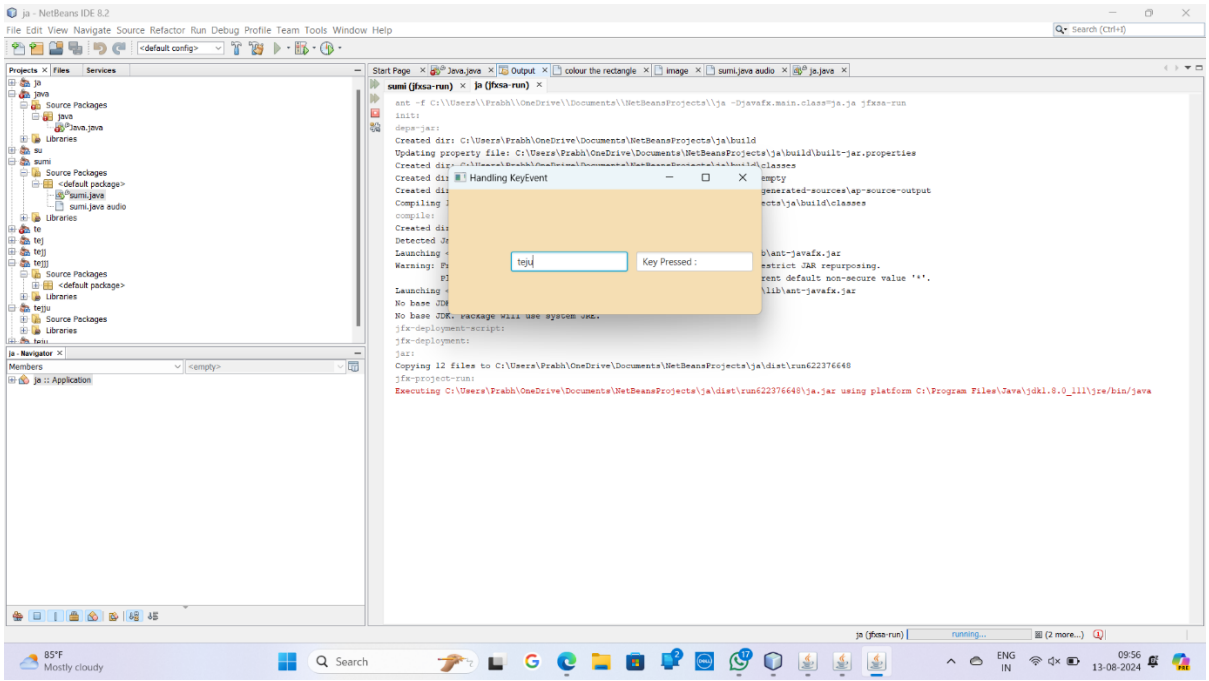
2. Key event handling

CODE:

```
package ha;
import javafx.application.Application;
import javafx.event.EventHandler;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.control.TextField;
import javafx.scene.input.KeyEvent;
import javafx.scene.paint.Color;
import javafx.stage.Stage;
public class Ha extends Application{

    @Override
    public void start(Stage primaryStage) throws Exception {

        // TODO Auto-generated method stub

        //Creating TextFields and setting position for them
        TextField tf1 = new TextField();
        TextField tf2 = new TextField();
```

```
        tf1.setTranslateX(100);
        tf1.setTranslateY(100);
        tf2.setTranslateX(300);
        tf2.setTranslateY(100);

        //Handling KeyEvent for textfield 1
        tf1.setOnKeyPressed(new EventHandler<KeyEvent>() {

            @Override
            public void handle(KeyEvent key) {
                // TODO Auto-generated method stub
                tf2.setText("Key Pressed :"+" "+key.getText());
            }

        });

        //setting group and scene
        Group root = new Group();
        root.getChildren().addAll(tf2,tf1);
        Scene scene = new Scene(root,500,200,Color.WHEAT);
        primaryStage.setScene(scene);
        primaryStage.setTitle("Handling KeyEvent");
        primaryStage.show();
    }
    public static void main(String[] args) {
        launch(args);
    }

}
```

OUTPUT:



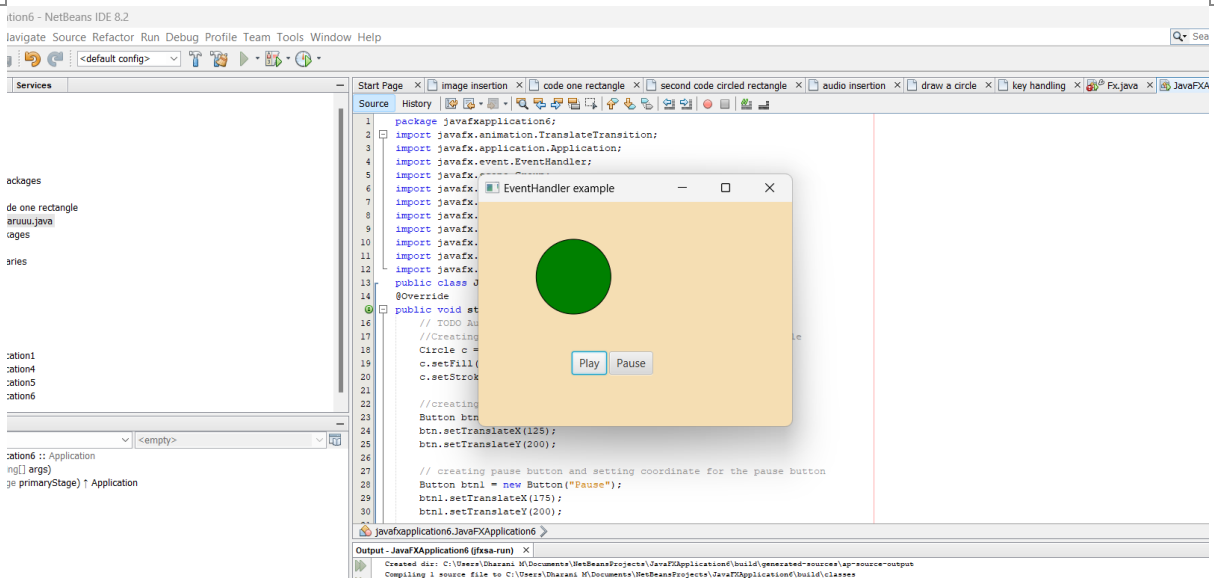
3. Mouse event handling

CODE:

```
package javafxapplication6;
import javafx.animation.TranslateTransition;
import javafx.application.Application;
import javafx.event.EventHandler;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.input.MouseEvent;
import javafx.scene.paint.Color;
import javafx.scene.shape.Circle;
import javafx.stage.Stage;
import javafx.util.Duration;
public class JavaFXApplication6 extends Application{
@Override
public void start(Stage primaryStage) throws Exception {
   // TODO Auto-generated method stub
   //Creating Circle and setting the color and stroke in the circle
   Circle c = new Circle(100,100,50);
   c.setFill(Color.GREEN);
   c.setStroke(Color.BLACK);

   //creating play button and setting coordinates for the button
   Button btn = new Button("Play");
   btn.setTranslateX(125);
   btn.setTranslateY(200);

   // creating pause button and setting coordinate for the pause button
   Button btn1 = new Button("Pause");
   btn1.setTranslateX(175);
   btn1.setTranslateY(200);

   //Instantiating TranslateTransition class to create the animation
   TranslateTransition trans = new TranslateTransition();

   //setting attributes for the TranslateTransition
   trans.setAutoReverse(true);
   trans.setByX(200);
   trans.setCycleCount(100);
   trans.setDuration(Duration.millis(500));
   trans.setNode(c);

   //Creating EventHandler
```

```
    EventHandler<MouseEvent> handler = new EventHandler<MouseEvent>() {

        @Override
        public void handle(MouseEvent event) {
            // TODO Auto-generated method stub

            if(event.getSource()==btn)
            {
            trans.play(); //animation will be played when the play button is clicked
            }
            if(event.getSource()==btn1)
            {
                trans.pause(); //animation will be paused when the pause button is clicked
            }
            event.consume();
        }

    };

    //Adding Handler for the play and pause button
    btn.setOnMouseClicked(handler);
    btn1.setOnMouseClicked(handler);

    //Creating Group and scene
    Group root = new Group();
    root.getChildren().addAll(c,btn,btn1);
    Scene scene = new Scene(root,420,300,Color.WHEAT);
    primaryStage.setScene(scene);
    primaryStage.setTitle("EventHandler example");
    primaryStage.show();
}
public static void main(String[] args) {
    launch(args);
}
}
```

OUTPUT:



4. Image insertion

CODE:

```
package dhaa;

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.image.Image;
import javafx.scene.image.ImageView;
import javafx.scene.layout.StackPane;
import javafx.stage.Stage;

public class dhaa extends Application {

    @Override
    public void start(Stage primaryStage) {
        // Load an image from a file
        Image image = new Image("file:D:\\WhatsApp Documents\\IMG-20240810-
WA0008.jpg");

        // Create an ImageView to display the image
        ImageView imageView = new ImageView(image);

        // Optionally, set the width and height of the ImageView (preserves aspect ratio)
        imageView.setFitWidth(290);
        imageView.setFitHeight(350);
        imageView.setPreserveRatio(true);

        // Create a layout pane and add the ImageView to it
        StackPane root = new StackPane();
        root.getChildren().add(imageView);
```

```
        // Create a scene with the layout pane
        Scene scene = new Scene(root, 300, 250);

        // Set the stage title and scene, then show the stage
        primaryStage.setTitle("Display Image");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

    public static void main(String[] args) {
        launch(args);
    }
}
```

OUTPUT: