1.rectangle

```java
package Java.java;

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.StackPane;
import javafx.scene.paint.Color;
import javafx.scene.shape.Rectangle;
import javafx.stage.Stage;

public class java extends Application {

    @Override
    public void start(Stage primaryStage) {
        // Create a rectangle with specified width, height, and color
        Rectangle rectangle = new Rectangle();
        rectangle.setWidth(200);
        rectangle.setHeight(100);
        rectangle.setFill(Color.BLACK);
        StackPane root = new StackPane();
        root.getChildren().add(rectangle);
        Scene scene = new Scene(root, 300, 250);
        primaryStage.setTitle("Draw Rectangle");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

    public static void main(String[] args) {
        launch(args);
    }
}
```
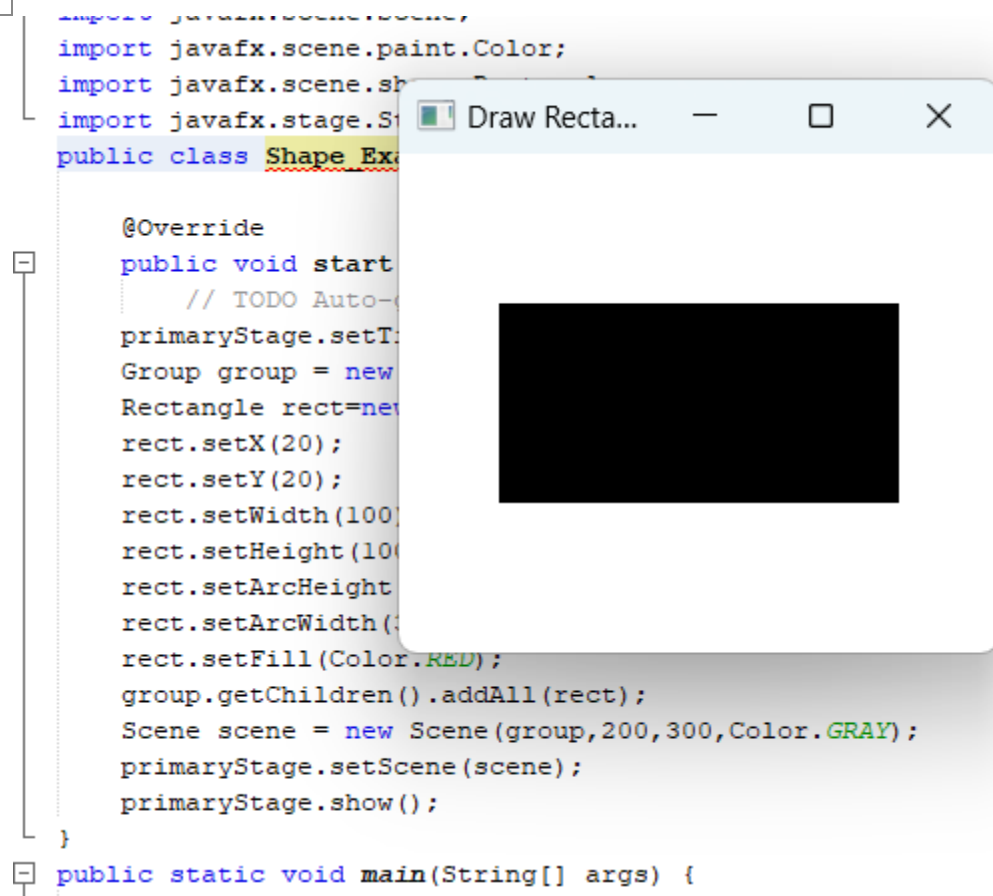
```java
import javafx.scene.paint.Color;
import javafx.scene.sh[...]
import javafx.stage.St[...]
public class Shape Ex[...]

    @Override
    public void start[...]                                                    {
        // TODO Auto-[...]
        primaryStage.setT[...]
        Group group = new [...]
        Rectangle rect=ne[...]
        rect.setX(20);
        rect.setY(20);
        rect.setWidth(100[...]
        rect.setHeight(10[...]
        rect.setArcHeight[...]
        rect.setArcWidth([...]
        rect.setFill(Color.RED);
        group.getChildren().addAll(rect);
        Scene scene = new Scene(group,200,300,Color.GRAY);
        primaryStage.setScene(scene);
        primaryStage.show();
    }
}
public static void main(String[] args) {
```

Draw Recta... — □ ✕

2.circle

```java
package dharu;

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.StackPane;
import javafx.scene.paint.Color;
import javafx.scene.shape.Circle;
import javafx.stage.Stage;

public class Dharu extends Application {

    @Override
    public void start(Stage primaryStage) {
        // Create a circle with specified radius and color
        Circle circle = new Circle();
        circle.setRadius(50); // Radius of the circle
        circle.setFill(Color.BLUE); // Color of the circle

        StackPane root = new StackPane();
        root.getChildren().add(circle);
        Scene scene = new Scene(root, 300, 250);
        primaryStage.setTitle("Draw Circle");
        primaryStage.setScene(scene);
```
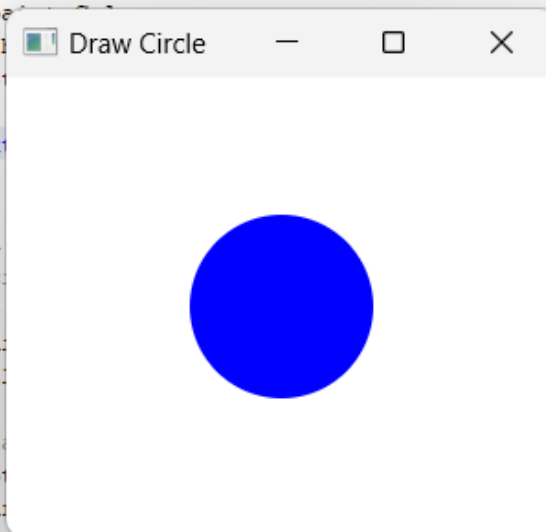
```java
        primaryStage.show();
    }

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

```java
port javafx.application.Application;
port javafx.scene.Scene;
port javafx.scene.layout.StackPane;
port javafx.scene.pa
port javafx.scene.s
port javafx.stage.S

lic class tejju ex

  @Override
  public void start
      // Create a c
      Circle circle
      circle.setRad
      circle.setFil

      // Create a l
      StackPane roo
      root.getChild

      // 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("Draw Circle");
      primaryStage.setScene(scene);
      primaryStage.show();
  }
```

3.image insert
```java
package tejjj;
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 tejjj extends Application {
    @Override
    public void start(Stage primaryStage) {
        Image image = new Image("\"C:\\Users\\Prabh\\Downloads\\flower.zip\"");
        ImageView imageView = new ImageView(image);
```

```
        imageView.setFitWidth(200);
        imageView.setFitHeight(150);
        imageView.setPreserveRatio(true);
        StackPane root = new StackPane();
        root.getChildren().add(imageView);
        Scene scene = new Scene(root, 300, 250);
        primaryStage.setTitle("Display Image");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

    public static void main(String[] args) {
        launch(args);
    }
}
```
4. rectangle with curve box
```
package tej;
import javafx.application.Application;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.paint.Color;
import javafx.scene.shape.Rectangle;
import javafx.stage.Stage;
public class tej extends Application{
    @Override
    public void start(Stage primaryStage) throws Exception {
    primaryStage.setTitle("Rectangle Example");
    Group group = new Group();
    Rectangle rect=new Rectangle();
    rect.setX(20);
    rect.setY(20);
    rect.setWidth(100);
    rect.setHeight(100);
    rect.setArcHeight(35);
    rect.setArcWidth(35);
    rect.setFill(Color.RED);
    group.getChildren().addAll(rect);
    Scene scene = new Scene(group,200,300,Color.GRAY);
    primaryStage.setScene(scene);
    primaryStage.show();
}
public static void main(String[] args) {
    launch(args);
}
}
```

```
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Scene(group,200,300,Color.GRAY);
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);

n(String[] args) {
```