```java
//SimpleButton.java

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.stage.Stage;
public class SimpleButton extends Application {


	public static void main(String[] args) {
		// TODO Auto-generated method stub
		Application.launch(args);
	}

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

		Button b1 = new Button ("My Button");
		Scene scene = new Scene (b1, 400, 400);
		primaryStage.setTitle("My Simple JavaFX Application");

		primaryStage.setScene(scene);
		primaryStage.show();
	}
}
```

```java
//MultipleStageDemo.java
import javafx.application.Application;
import javafx.stage.Stage;
import javafx.scene.Scene;
import javafx.scene.control.Button;
public class MultipleStageDemo extends Application {

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

	}

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

		Button b1 = new Button();
		b1.setText("Okay");
		Scene scene = new Scene (b1, 300, 300);
		primaryStage.setTitle("My Java FX");
		primaryStage.setScene(scene);
		primaryStage.show();

		Stage stage = new Stage();
		stage.setTitle("SecondStage");
		stage.setScene(new Scene(new Button("New Stage"), 300, 300));
		stage.show();



	}

}
```

```java
//LineDrawing
import javafx.application.Application;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.shape.Line;
import javafx.stage.Stage;
import javafx.scene.paint.Color;

public class LineDrawing extends Application {
	@Override
	public void start(Stage stage) {

		Line myLine = new Line();

		myLine.setStartX(100.0);
		myLine.setStartY(100.0);
		myLine.setEndX(400.0);
		myLine.setEndY(100.0);
		myLine.setStroke(Color.RED);


		Group root = new Group(myLine);
		Scene scene = new Scene(root, 600, 300);
		stage.setTitle("Sample application");
		stage.setScene(scene);
		stage.show();
		}
	public static void main(String args[]){
		launch(args);
	}
}
```

```java
//DisplayingText.java

import javafx.application.Application;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.stage.Stage;
import javafx.scene.text.Font;
import javafx.scene.text.Text;
import javafx.scene.layout.FlowPane;
import javafx.scene.paint.Color;
import javafx.scene.text.TextAlignment;


public class DisplayingText extends Application {
	@Override
	public void start(Stage stage) {

		Text my_text = new Text();
		my_text.setText("Welcome to JavaFX");

		my_text.setX(50);
		my_text.setY(150);


		my_text.setFont(new Font(50));
		my_text.setFill(Color.WHITE);
	    my_text.setUnderline(true);
	    my_text.setStroke(Color.BLUE);

		Group group = new Group(my_text);

		Scene scene = new Scene(group, 500, 300);

		stage.setTitle("Sample Application");

		stage.setScene(scene);

		stage.show();


	}

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

```java
//JavaFX_Rectangle.java

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


public class JavaFX_Rectangle extends Application {
@Override
public void start(Stage stage) {

	Rectangle rectangle = new Rectangle();

	rectangle.setX(10.0);
	rectangle.setY(10.0);
	rectangle.setWidth(200.0);
	rectangle.setHeight(50.0);
	rectangle.setStroke(Color.AQUAMARINE);

	Group root = new Group(rectangle);

	Scene scene = new Scene(root, 600, 300);

	stage.setTitle("My Rectangle");

	stage.setScene(scene);

	stage.show();
	}
public static void main(String args[]){
	launch(args);
	}

}
```

```java
//JavaFX_Circle,java
import javafx.application.Application;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.paint.Color;
import javafx.stage.Stage;
import javafx.scene.shape.Circle;

public class JavaFX_Circle extends Application {
@Override
public void start(Stage stage) {

	Circle my_circle = new Circle();

	my_circle.setCenterX(300);
	my_circle.setCenterY(135);
	my_circle.setRadius(100);
	my_circle.setStroke(Color.BLACK);
	my_circle.setFill(Color.RED);

	Group root = new Group(my_circle);

	Scene scene = new Scene(root, 600, 300);

	stage.setTitle("Drawing a Circle");

	stage.setScene(scene);

	stage.show();
	}

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

```java
//MyEventHandlerApplication.java

import javafx.application.Application;
import javafx.event.ActionEvent;
import javafx.event.EventHandler;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.layout.StackPane;
import javafx.stage.Stage;

public class MyEventHandlerApplication extends Application implements
EventHandler<ActionEvent> {

	Button b1, b2, b3;
	public static void main(String[] args) {
		// TODO Auto-generated method stub
		launch();

	}

	@Override
	public void start(Stage arg0) throws Exception {
		// TODO Auto-generated method stub
	    b1 = new Button();
		b1.setText("Hello 1");

		b1.setTranslateX(-40);
		b1.setTranslateY(0);

		b1.setOnAction(this);

		b2 = new Button();
		b2.setText("Hello 2");

		b2.setTranslateX(40);
		b2.setTranslateY(0);

		b2.setOnAction(this);

		b3 = new Button();
		b3.setText("Hello 3");
		b3.setTranslateX(0);
		b3.setTranslateY(40);

		b3.setOnAction(this);

		StackPane layout = new StackPane();
		layout.getChildren().add(b1);
		layout.getChildren().add(b2);
		layout.getChildren().add(b3);

		Scene scene = new Scene (layout, 300, 250);
		arg0.setTitle("Welcome to my EH");
		arg0.setScene(scene);
```

```
        arg0.show();
    }

    @Override
    public void handle(ActionEvent event) {

        if (event.getSource() == b1)
        {
            System.out.println("You clicked the first button");
        }
        else if (event.getSource() == b2)
        {
            System.out.println("You clicked the second button");
        }
        else
        {
            System.out.println("You clicked the third button");
        }
    }

}
```

```java
//MySecondHandlerApplication.java

import javafx.application.Application;
import javafx.event.ActionEvent;
import javafx.event.EventHandler;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.layout.StackPane;
import javafx.stage.Stage;

public class MySecondHandlerApplication extends Application  {

	Button b1, b2;
	public static void main(String[] args) {
		launch();
	}

	@Override
	public void start(Stage arg0) throws Exception  {
		// TODO Auto-generated method stub
	    b1 = new Button();
		b1.setText("First");

		b1.setOnAction(new EventHandler<ActionEvent>() {
			public void handle(ActionEvent event) {
				System.out.println("This is my first button");
				}
		});

		b1.setTranslateX(-40);
		b1.setTranslateY(0);

	    b2 = new Button();
		b2.setText("Second");

		b2.setTranslateX(40);
		b2.setTranslateY(0);

		b2.setOnAction(new EventHandler<ActionEvent>() {
			public void handle(ActionEvent event) {
				System.out.println("This is my second button");
				}
		});

		StackPane layout = new StackPane();
		layout.getChildren().add(b1);
		layout.getChildren().add(b2);

		Scene scene = new Scene (layout, 300, 250);
		arg0.setTitle("Welcome to my EH");
		arg0.setScene(scene);
		arg0.show();
	}
}
```

```java
//MyThirdHandlerApplication.java

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.layout.StackPane;
import javafx.stage.Stage;



public class MyThirdHandlerApplication extends Application  {


	Button b1;
	public static void main(String[] args) {
		launch();

	}

	@Override
	public void start(Stage arg0) throws Exception  {
		// TODO Auto-generated method stub
	    b1 = new Button();
		b1.setText("Hello");

		b1.setOnAction(e ->
		{
		System.out.println("Hello"); // New syntax
		System.out.println("I am here");

		});

		StackPane layout = new StackPane();
		layout.getChildren().add(b1);

		Scene scene = new Scene (layout, 300, 250);
		arg0.setTitle("Welcome to my EH");
		arg0.setScene(scene);
		arg0.show();

	}

}
```

```java
//MyForthHandlerApplication.java

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.control.Label;
import javafx.scene.layout.StackPane;
import javafx.stage.Stage;

public class MyForthHandlerApplication extends Application {

	Scene scene1, scene2;

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

	@Override
	public void start(Stage arg0) throws Exception {
		// TODO Auto-generated method stub
		Label label = new Label("Page 1");
		Button b1 = new Button ("Go to Page 2");
		b1.setOnAction(e -> arg0.setScene(scene2));

		// First Layout
		StackPane layout1 = new StackPane();
		layout1.getChildren().addAll(label,b1);

		scene1 = new Scene(layout1, 300, 300);

		// Second button
		Button b2 = new Button ("Go to Page 1");
		b2.setOnAction(e -> arg0.setScene(scene1));

		// Second layout
		StackPane layout2 = new StackPane();
		layout2.getChildren().add(b2);

		scene2 = new Scene (layout2, 300, 300);
		arg0.setScene(scene1);
		arg0.setTitle("Switching between scenes");
		arg0.show();
	}
}
```

```java
// MyCalculator.java
// A simple calculator

import javafx.application.Application;
import javafx.geometry.Pos;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.control.Label;
import javafx.scene.control.TextField;
import javafx.scene.layout.BorderPane;
import javafx.scene.layout.FlowPane;
import javafx.scene.layout.HBox;
import javafx.stage.Stage;
import javafx.geometry.Insets;


public class MyCalculator extends Application {
  @Override
  public void start(Stage primaryStage) {

    FlowPane pane = new FlowPane();
    pane.setHgap(2);
    pane.setAlignment(Pos.CENTER_LEFT);
    pane.setPadding(new Insets(5));
    TextField tf1 = new TextField();
    TextField tf2 = new TextField();
    TextField my_result = new TextField();
    my_result.setEditable(false);

    tf1.setPrefColumnCount(3);
    tf2.setPrefColumnCount(3);
    my_result.setPrefColumnCount(3);

    Label l1 = new Label("Number 1: ");
    Label l2 = new Label("Number 2: ");
    Label l3 = new Label("Result:   ");

    pane.getChildren().addAll(l1, tf1, l2, tf2, l3, my_result);

    HBox hBox = new HBox();
    Button add_button = new Button("Add");
    Button subtract_button = new Button("Subtract");
    Button multiply_button = new Button("Multiply");
    Button divide_button = new Button("Divide");
    hBox.setAlignment(Pos.CENTER);
    hBox.getChildren().addAll(add_button, subtract_button, multiply_button,
divide_button);

    BorderPane borderPane = new BorderPane();
    borderPane.setCenter(pane);
    borderPane.setBottom(hBox);
    borderPane.setAlignment(hBox,Pos.CENTER);


    Scene scene = new Scene(borderPane, 350, 250);
```

```
    primaryStage.setTitle("My Basic Calculator");
    primaryStage.setScene(scene);
    primaryStage.show();

    add_button.setOnAction(e -> {
      my_result.setText(Double.parseDouble(tf1.getText()) +
        Double.parseDouble(tf2.getText()) + "");
    });

    subtract_button.setOnAction(e -> {
      my_result.setText(Double.parseDouble(tf1.getText()) -
        Double.parseDouble(tf2.getText()) + "");
    });

    multiply_button.setOnAction(e -> {
      my_result.setText(Double.parseDouble(tf1.getText()) *
       Double.parseDouble(tf2.getText()) + "");
    });

    divide_button.setOnAction(e -> {
      my_result.setText(Double.parseDouble(tf1.getText()) /
        Double.parseDouble(tf2.getText()) + "");
    });
  }


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