**pPratical-21**

**AIM :- Write a program to explain concept of JavaFX UI controls using Label & TextField.**

**CODE:**

**import javafx.application.Application;**

**import javafx.scene.Scene;**

**import javafx.scene.control.Button;**

**import javafx.scene.control.Label;**

**import javafx.scene.control.TextField;**

**import javafx.scene.layout.GridPane;**

**import javafx.stage.Stage;**

**public class LabTxt extends Application {**

**public static void main(String[] args) {**

**launch(args);**

**}**

**@Override**

**public void start(Stage primaryStage) throws Exception {**

**// TODO Auto-generated method stub**

**Label user\_id=new Label("User ID");**

**Label password = new Label("Password");**

**TextField tf1=new TextField();**

**TextField tf2=new TextField();**

**Button b = new Button("Submit");**

**GridPane root = new GridPane();**

**root.addRow(0, user\_id, tf1);**

**root.addRow(1, password, tf2);**

**root.addRow(2, b);**

**Scene scene=new Scene(root,800,200);**

**primaryStage.setScene(scene);**

**primaryStage.setTitle("Text Field Example");**

**primaryStage.show();**

**}**

**}**

**Output:**

