```
Exception handling
1)audio player
/*
* To change this license header, choose License Headers in Project Properties.
* To change this template file, choose Tools | Templates
* and open the template in the editor.
*/
package teju;
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;
import javafx.scene.media.Media;
import javafx.scene.media.MediaPlayer;
import java.io.File;
* @author selco
```

```
*/
public class Teju extends Application {
  @Override
  public void start(Stage primaryStage) {
    // Load the audio file
    String\ audioFilePath = "C:\Users\god\Downloads\WhatsApp\ Audio\ 2024-08-13\ at\ 9.18.16
AM.mpeg"; // Replace with your audio file path
    Media audio = new Media(new File(audioFilePath).toURI().toString());
    MediaPlayer mediaPlayer = new MediaPlayer(audio);
    // Create a button to play the audio
    Button btn = new Button();
    btn.setText("Play Audio");
    btn.setOnAction(new EventHandler<ActionEvent>() {
      @Override
      public void handle(ActionEvent event) {
        mediaPlayer.play(); // Play the audio
        System.out.println("Playing audio...");
      }
    });
    StackPane root = new StackPane();
    root.getChildren().add(btn);
```

```
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);
  }
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2)

package javafxapplication6;

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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 JavaFXApplication6 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);
}
```

}

