

1. rectangle package

Java.java;

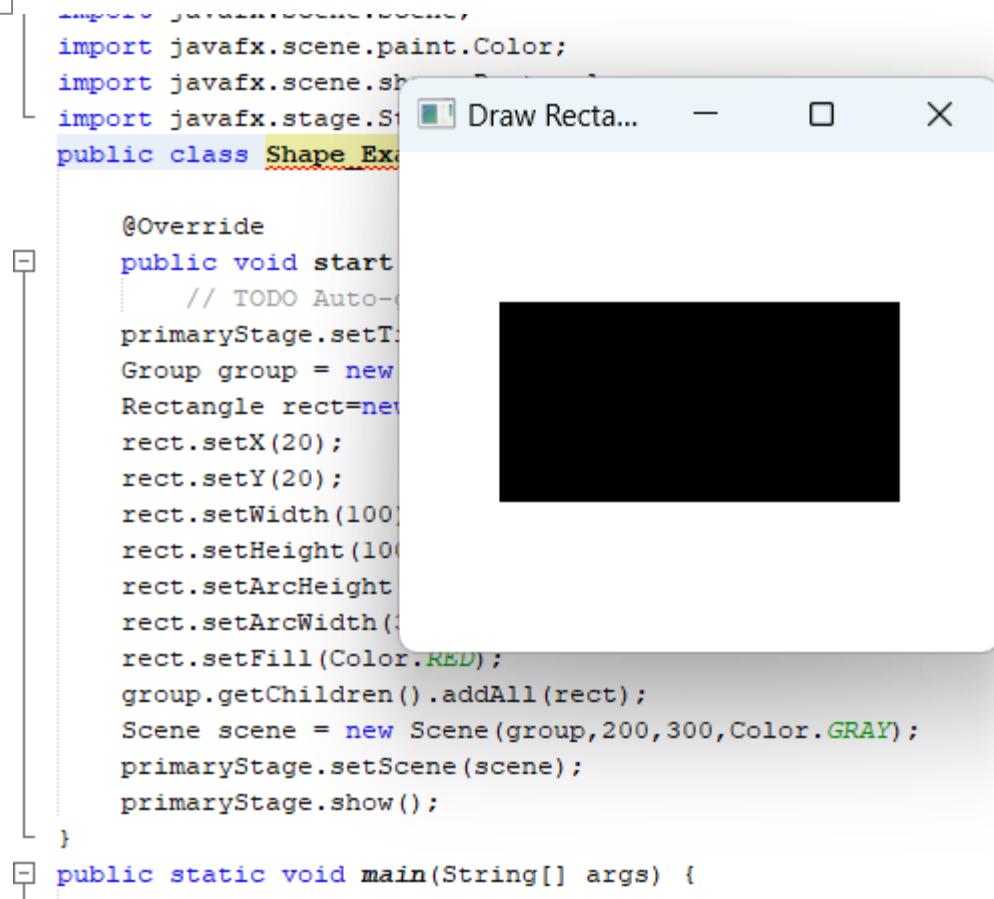
```
import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.StackPane;
import javafx.scene.paint.Color; import
javafx.scene.shape.Rectangle; import
javafx.stage.Stage;
```

```
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);
    }
}
```



2. circle 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 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);
```

```

        primaryStage.show();
    }

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

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 tejju extends Application {

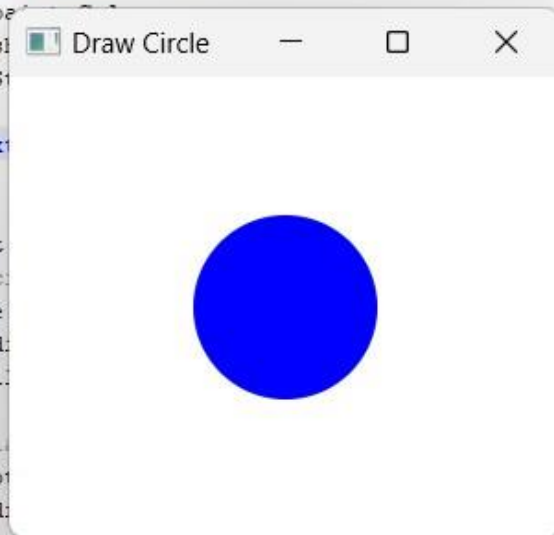
    @Override
    public void start(Stage primaryStage) {
        // Create a circle
        Circle circle = new Circle(150, 150, 150, Color.BLUE);
        circle.setRadius(150);
        circle.setFill(Color.BLUE);

        // Create a layout pane
        StackPane root = new StackPane();
        root.getChildren().add(circle);

        // 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

```

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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);
35);
5);
.RED);
).add
Scene(group,200,300,Color.GRAY);
ene(scene);
);

n(String[] args) {
```

4)image inserting

