**LESSON LETTER**

1. JavaFX is the new framework for developing rich Internet applications. JavaFX completely replaces Swing and AWT.

2. A main JavaFX class must extend javafx.application.Application and implement the start method. The primary stage is automatically created by the JVM and passed to the start method.

3. A stage is a window for displaying a scene. You can add nodes to a scene. Panes, controls, and shapes are nodes. Panes can be used as the containers for nodes.

4. A bindiang property can be bound to an observable source object. A change in the source object will be automatically reflected in the binding property. A binding property has a value getter method, value setter method, and property getter method.

5. The Node class defines many properties that are common to all nodes. You can apply these properties to panes, controls, and shapes.

"-fx-background-color: green"

IMAGE: Image image = new Image("file:///C:/Users/Honeeks Inc/

Node (like gridPane, flowPane, stackPane, borderPane, imageView, image, HBox, VBox) --> Scene--> Stage

GridPane():

FlowPane(): arranges the nodes in the pane horizontally from left to right or vertically

from top to bottom in the order in which they were added. When one row or one column

is filled, a new row or column is started.

Pane(): Base class for layout panes. It contains the getChildren() method for returning a list of nodes in the pane.

StackPane(): Places the nodes on top of each other in the center of the pane.

FlowPane(): Places the nodes row-by-row horizontally or column-by-column vertically.

GridPane(): Places the nodes in the cells in a two-dimensional grid.

BorderPane(): Places the nodes in the top, right, bottom, left, and center regions.

HBox(): Places the nodes in a single row.

VBox(): Places the nodes in a single column.