

## 1] Helloworld button

```
package javafxapplication1;

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 JavaFXApplication1 extends Application {

    @Override

    public void start(Stage primaryStage) {

        Button btn = new Button();

        btn.setText("Say 'Hello World'");

        btn.setOnAction(new EventHandler<ActionEvent>() {

            @Override

            public void handle(ActionEvent event) {

                System.out.println("Hello World!");

            }

        });

        StackPane root = new StackPane();

        root.getChildren().add(btn);

        Scene scene = new Scene(root, 300, 250);

        primaryStage.setTitle("Hello World!");

        primaryStage.setScene(scene);

        primaryStage.show();

    }

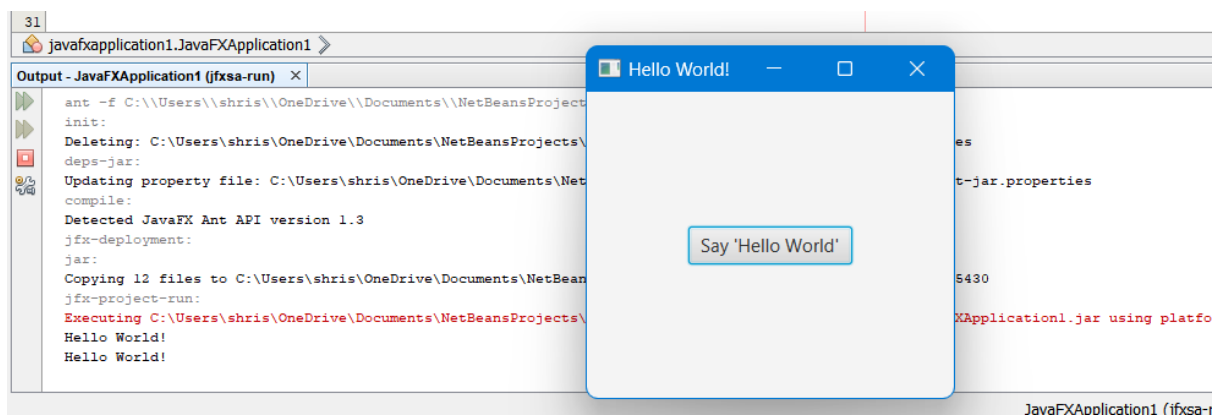
    public static void main(String[] args) {

        launch(args);

    }

}
```

## Output:



## 2] Circle with colour

```
package javafxapplication1;

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 JavaFXApplication1 extends Application {

    @Override
    public void start(Stage primaryStage) {

        Circle circle = new Circle(50);
        circle.setFill(Color.BLUE);
        circle.setStroke(Color.BLACK);
        circle.setStrokeWidth(2);

        StackPane root = new StackPane();
        root.getChildren().add(circle);

        Scene scene = new Scene(root, 300, 250);
        primaryStage.setTitle("Circle");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

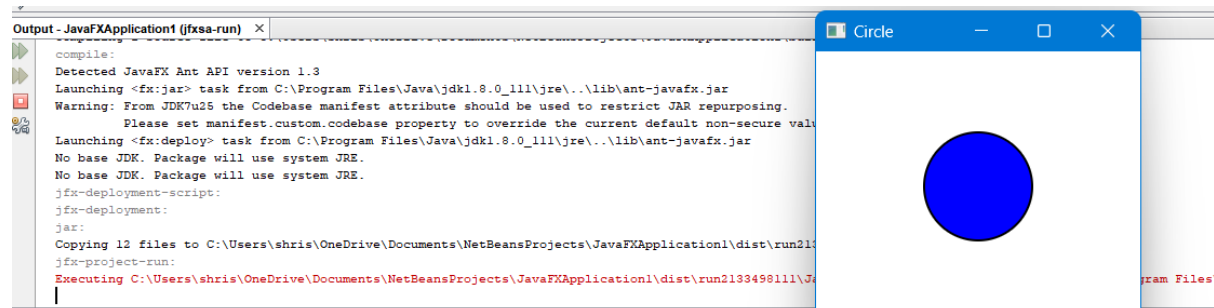
    public static void main(String[] args) {
```

```

        launch(args);
    }
}

```

### Output:



### 3] Circle without color

```

package javafxapplication1;

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 JavaFXApplication1 extends Application {

    @Override
    public void start(Stage primaryStage) {

        Circle circle = new Circle(50);

        circle.setCenterX(150);

        circle.setCenterY(125);

        circle.setStroke(Color.BLACK);

        circle.setStrokeWidth(2);

        circle.setFill(null);

        StackPane root = new StackPane();

        root.getChildren().add(circle);

        Scene scene = new Scene(root, 300, 250);

        primaryStage.setTitle("Circle");
    }
}

```

```

        primaryStage.setScene(scene);

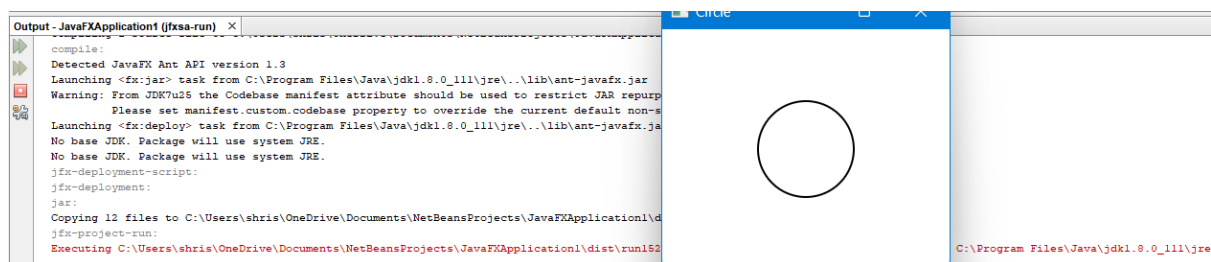
        primaryStage.show();
    }

    public static void main(String[] args) {

        launch(args);
    }
}

```

### Output:



### 4) rectangle without colour

```

package javafxapplication1;

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 JavaFXApplication1 extends Application {

    @Override

    public void start(Stage primaryStage) {

        Rectangle rectangle = new Rectangle(50, 50, 150, 75);

        rectangle.setFill(null);

        rectangle.setStroke(Color.BLACK);

        rectangle.setStrokeWidth(5);

        StackPane root = new StackPane();

        root.getChildren().add(rectangle);

        Scene scene = new Scene(root, 300, 250);
    }
}

```

```

        primaryStage.setTitle("Rectangle");

        primaryStage.setScene(scene);

        primaryStage.show();
    }

    public static void main(String[] args) {

        launch(args);

    }
}

```

### Output:



### 5] Rectangle with colour

```

package javafxapplication1;

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 JavaFXApplication1 extends Application {

    @Override

    public void start(Stage primaryStage) {

        Rectangle rectangle = new Rectangle(50, 50, 150, 75);

        rectangle.setFill(Color.PURPLE);

        rectangle.setStroke(Color.BLACK);

        rectangle.setStrokeWidth(5);

        StackPane root = new StackPane();
    }
}

```

```

    root.getChildren().add(rectangle);

    Scene scene = new Scene(root, 300, 250);

    primaryStage.setTitle("Rectangle");

    primaryStage.setScene(scene);

    primaryStage.show();
}

public static void main(String[] args) {

    launch(args);

}
}

```

### Output:

