# A Template for Creating a JavaFX Application

**This method can be easily adapted to the creation of standalone GUI applications.**

**import** javafx.application.Application;

**import** javafx.scene.Scene;

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

**import** javafx.scene.layout.StackPane;

**import** javafx.stage.Stage;

public class GUIClassTemplate extends Application{

public static void main (String[] args){

**Calls start()**

launch(args)

}

public void start (Stage primaryStage){

**Main Stage created here**

primaryStage.setTitle(“My Program”);

**Set layout**

StackPane layout = **new** StackPane();

...

**Add components**

Button button = **new** Button("Click Me!");

layout.getChildren().add(button);

newPanel.add (centerTextField, BorderLayout.CENTER);

...

Scene scene = **new** Scene(layout, 300, 250);

primaryStage.setScene(scene);

**Sets the scene and adds it to the stage**

primaryStage.show();

}

}