The provided code outlines a basic virtual piano application developed in Java, utilizing JavaFX for the graphical interface and the Java Sound API for audio output. The application consists of two primary classes: PianoController and PianoScreen.

#### PianoController Class

* Purpose: Manages the piano's functionality, including key presses and sound generation.
* Key Features:
  + MIDI synthesizer initialization for sound playback.
  + Methods to handle piano key press and release events.
  + Volume and octave adjustment capabilities.

#### PianoScreen Class

* Purpose: Sets up the JavaFX panel and handles the application window.
* Key Features:
  + Creation of the main application window.
  + Window event handling, including exit confirmation.
  + Integration with PianoController for functionality.

#### Relevant Documentation Links

* JavaFX: A platform for creating and deploying desktop applications.<https://openjfx.io/openjfx-docs/>
* Java Sound API: Provides interfaces and classes for capture, processing, and playback of audio data. <https://docs.oracle.com/javase/7/docs/technotes/guides/sound/programmer_guide/contents.html>
* MIDI System: Part of the Java Sound API, used for synthesizing audio for musical instruments. <https://docs.oracle.com/javase/8/docs/api/javax/sound/midi/package-summary.html>