A Template for using JavaFx

```java
import javafx.application.Application;
import javafx.scene.Group;
import javafx.scene.Scene;
import javafx.scene.paint.Color;
import javafx.scene.shape.*;
import javafx.scene.text.Text;
import javafx.stage.Stage;

public class GraphicsIntro extends Application
{
   //------------------------------------------------------------
   //  Creates and displays several shapes.
   //------------------------------------------------------------
   public void start(Stage primaryStage)
   {
      // Solid Red Square
      Rectangle square = new Rectangle(100, 100, 200, 200);
      square.setFill(Color.RED);
      square.setStroke(Color.RED);

      // Blue line
      Line line = new Line(25, 25, 250, 75);
      line.setStroke(Color.BLUE);

      // Circle - unfilled with Green outline
      Circle circle = new Circle(200, 200, 92);
      circle.setFill(null);
      circle.setStroke(Color.LIGHTGREEN);
      circle.setStrokeWidth(16);

      // arc
      Arc arc = new Arc(350, 350, 50, 50, 45, 135);
      arc.setFill(Color.DARKGRAY);
      arc.setType(ArcType.ROUND);

      // Unfilled square with Cyan outline
      Rectangle box = new Rectangle(300, 300, 100, 100);
      box.setFill(null);
      box.setStroke(Color.CYAN);

      // Solid Magenta Triangle
      Polygon triangle = new Polygon();
      triangle.getPoints().addAll(400.0, 400.0,
                                  350.0, 450.0,
                                  450.0, 450.0);
      triangle.setFill(Color.MAGENTA);
```

```java
   // Solid Thistle Ellipse
   Ellipse ellipse = new Ellipse(160, 450, 150, 50);
   ellipse.setFill(Color.THISTLE);

   String s = "No matter where you go, ";
   s = s + "there you are.\n-- Buckaroo Banzai";

   Text quote = new Text(50, 450, s);
   quote.setStroke(Color.MIDNIGHTBLUE);

   Group root = new Group(square, line, circle, box,
                          arc, triangle, ellipse, quote);
   Scene scene = new Scene(root, 500, 600);

   primaryStage.setTitle("Graphics Intro");
   primaryStage.setScene(scene);
   primaryStage.show();
}

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