

1. Display text in VBox

```
package javafxapp5;
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.scene.layout.VBox;
import javafx.scene.text.Text;
import javafx.stage.Stage;

/**
 *
 * @author himangsukulita
 */
public class JavaFXApp5 extends Application {

    @Override
    public void start(Stage primaryStage) {
        Text t1=new Text("Hello");

        VBox root = new VBox();
        root.getChildren().add(t1);

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

        primaryStage.setTitle("First JavaFX App!");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

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

2. Displaying multiple text. Adding multiple nodes together to scene

```
package javafxapp5;

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.scene.layout.VBox;
import javafx.scene.text.Text;
import javafx.stage.Stage;

/**
 *
 * @author himangsukalita
 */
public class JavaFXApp5 extends Application {

    @Override
    public void start(Stage primaryStage) {
        Text t1=new Text("Hello");
        Text t2=new Text("Welcome to JavaFX");

        VBox root = new VBox();
        root.getChildren().addAll(t1,t2);

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

        primaryStage.setTitle("First JavaFX App!");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

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

3. Button with event handler to display text in console

```
package javafxapp5;
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;

/**
 *
 * @author himangsukalita
 */
public class JavaFXApp5 extends Application {

    @Override
    public void start(Stage primaryStage) {
        Button btn = new Button();
        btn.setText("Click");
        btn.setOnAction(new EventHandler<ActionEvent>() {

            @Override
            public void handle(ActionEvent event) {
                System.out.println("Welcome to JavaFX");
            }
        });

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

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

        primaryStage.setTitle("First JavaFX App!");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

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

4. Button with event handler to display text in application

```
package javafxapp5;
import javafx.application.Application;
import javafx.event.ActionEvent;
import javafx.event.EventHandler;
import javafx.geometry.Insets;
import javafx.geometry.Pos;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.layout.StackPane;
import javafx.scene.layout.VBox;
import javafx.scene.text.Text;
import javafx.stage.Stage;

/**
 *
 * @author himangsukalita
 */
public class JavaFXApp5 extends Application {

    @Override
    public void start(Stage primaryStage) {
        Button btn = new Button();
        Text t1 = new Text("Button clicked");
        VBox root = new VBox();
        btn.setText("Click");
        btn.setOnAction(new EventHandler<ActionEvent>() {
            @Override
            public void handle(ActionEvent event) {
                root.getChildren().add(t1);
            }
        });
        root.setAlignment(Pos.BASELINE_CENTER);
        root.setSpacing(50);
        root.getChildren().add(btn);
        Scene scene = new Scene(root, 300, 250);
        primaryStage.setTitle("First JavaFX App!");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

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

5. Drawing a circle

```
package javafxapp5;
import javafx.application.Application;
import javafx.event.ActionEvent;
import javafx.event.EventHandler;
import javafx.geometry.Pos;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.layout.StackPane;
import javafx.scene.layout.VBox;
import javafx.scene.paint.Color;
import javafx.scene.shape.Circle;
import javafx.stage.Stage;

/**
 *
 * @author himangsukalita
 */
public class JavaFXApp5 extends Application {

    @Override
    public void start(Stage primaryStage) {
        Circle circ2 = new Circle(100, 100, 25); //single line code
        circ2.setFill(Color.BLUEVIOLET);

        Circle circ = new Circle(); //multi line code
        circ.setCenterX(100);
        circ.setCenterY(100);
        circ.setRadius(50);
        circ.setFill(Color.AQUA);
        VBox root = new VBox();
        root.getChildren().add(circ2);
        root.getChildren().add(circ);
        root.setSpacing(20);
        root.setAlignment(Pos.CENTER);
        Scene scene = new Scene(root, 300, 250);
        primaryStage.setTitle("First JavaFX App!");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

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

6. Checkbox with event handler

```
package javafxapp5;
import javafx.application.Application;
import javafx.event.ActionEvent;
import javafx.event.EventHandler;
import javafx.geometry.Pos;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.control.CheckBox;
import javafx.scene.layout.StackPane;
import javafx.scene.layout.VBox;
import javafx.scene.paint.Color;
import javafx.scene.shape.Circle;
import javafx.scene.text.Text;
import javafx.stage.Stage;
/**
 *
 * @author himangsukalita
 */
public class JavaFXApp5 extends Application {
    @Override
    public void start(Stage primaryStage) {
        Text t1 = new Text("Learning JavaFX?");
        Text t2 = new Text("");
        CheckBox chk = new CheckBox("yes");
        boolean isYes = chk.isSelected();
        chk.setOnAction(new EventHandler<ActionEvent>() {
            @Override
            public void handle(ActionEvent event) {
                if(chk.isSelected()){
                    t2.setText("Awesome");
                }
            }
        });

        VBox root = new VBox();
        root.getChildren().add(t1);
        root.getChildren().add(t2);
        root.getChildren().add(chk);
        root.setSpacing(20);
        root.setAlignment(Pos.CENTER);
        Scene scene = new Scene(root, 300, 250);
        primaryStage.setTitle("First JavaFX App!");
        primaryStage.setScene(scene);
        primaryStage.show();
    }
    public static void main(String[] args) {
        launch(args);
    }
}
```

7. Webview example

```
/*
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 * and open the template in the editor.
 */
package javafxapplication6;

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.scene.web.WebView;
import javafx.stage.Stage;

/**
 *
 * @author himangsukalita
 */
public class JavaFXApplication6 extends Application {

    @Override
    public void start(Stage primaryStage) {
        Button btn = new Button();
        WebView webview = new WebView();
        webview.getEngine().load("https://vitap.ac.in");
        StackPane root = new StackPane();
        root.getChildren().add(webview);
        Scene scene = new Scene(root, 1100, 750);
        primaryStage.setTitle("Hello World!");
        primaryStage.setScene(scene);
        primaryStage.show();
    }

    /**
     *
     * @param args the command line arguments
     */
    public static void main(String[] args) {
        launch(args);
    }
}
```

8. Simple number guessing game

```
/*
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 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package javafxapp1;

import java.awt.event.ActionEvent;
import javafx.application.Application;
import javafx.event.EventHandler;
import javafx.geometry.Pos;
import javafx.scene.Scene;
import javafx.scene.control.Button;
import javafx.scene.control.TextField;
import javafx.scene.layout.HBox;
import javafx.scene.layout.StackPane;
import javafx.scene.layout.VBox;
import javafx.scene.paint.Color;
import javafx.scene.text.Text;
import javafx.stage.Stage;

/**
 *
 * @author himangsukulita
 */
public class JavaFXApp1 extends Application {

    @Override
    public void start(Stage primaryStage) throws Exception {

        Text tx = new Text("Enter a number between 1 and 100");
        TextField input = new TextField();
        Text msg = new Text();
        msg.setStyle("-fx-font: 15 arial;");
        input.setMaxWidth(70);
        Button btn = new Button();
        btn.setText("Enter");
        int min = 1;
        int max = 100;

        int rnd = (int) (Math.random() * (max - min + 1) + min);
        VBox vb = new VBox();
        btn.setOnAction(new EventHandler<javafx.event.ActionEvent>() {
            @Override
            public void handle(javafx.event.ActionEvent event) {
                int inpt = Integer.valueOf(input.getText());
                int diff = inpt - rnd;
                msg.setStroke(Color.RED);
                if (inpt == rnd) {
```



```

        msg.setStroke(Color.AQUAMARINE);
        msg.setText("Congrats You WON !! ");
    } else if (diff > 50) {
        msg.setText("Ooops ! Too high. Try a bit low ");
    } else if (diff < -50) {
        msg.setText("Ooops ! Too Low. Try a bit high ");

    } else if (diff > 20 && diff <= 50) {
        msg.setText("Ooops ! Little bit  high. Try a bit low ");

    } else if (diff < -20 && diff >= -50) {
        msg.setText("Ooops ! Little bit  low. Try a bit high ");

    } else if (diff > 10 && diff <= 20) {
        msg.setText("Ooops ! Almost there. Try a bit low ");

    } else if (diff < -10 && diff >= -20) {
        msg.setText("Ooops ! Almost there. Try a bit high ");

    } else if (diff >= 1 && diff <= 10) {
        msg.setText("Ooops ! You Almost got it. Try a little bit low ");

    } else if (diff <= -1 && diff >= -10) {
        msg.setText("Ooops ! You Almost got it . Try a little bit high ");

    }

    }

});

vb.getChildren().add(msg);
vb.getChildren().add(tx);
vb.getChildren().add(input);
vb.getChildren().add(btn);
vb.setAlignment(Pos.CENTER);
vb.setSpacing(20);
Scene sc = new Scene(vb, 300, 200);
primaryStage.setScene(sc);
primaryStage.show();
}

/**
 * @param args the command line arguments
 */
public static void main(String[] args) {
    launch(args);
}
}

```