

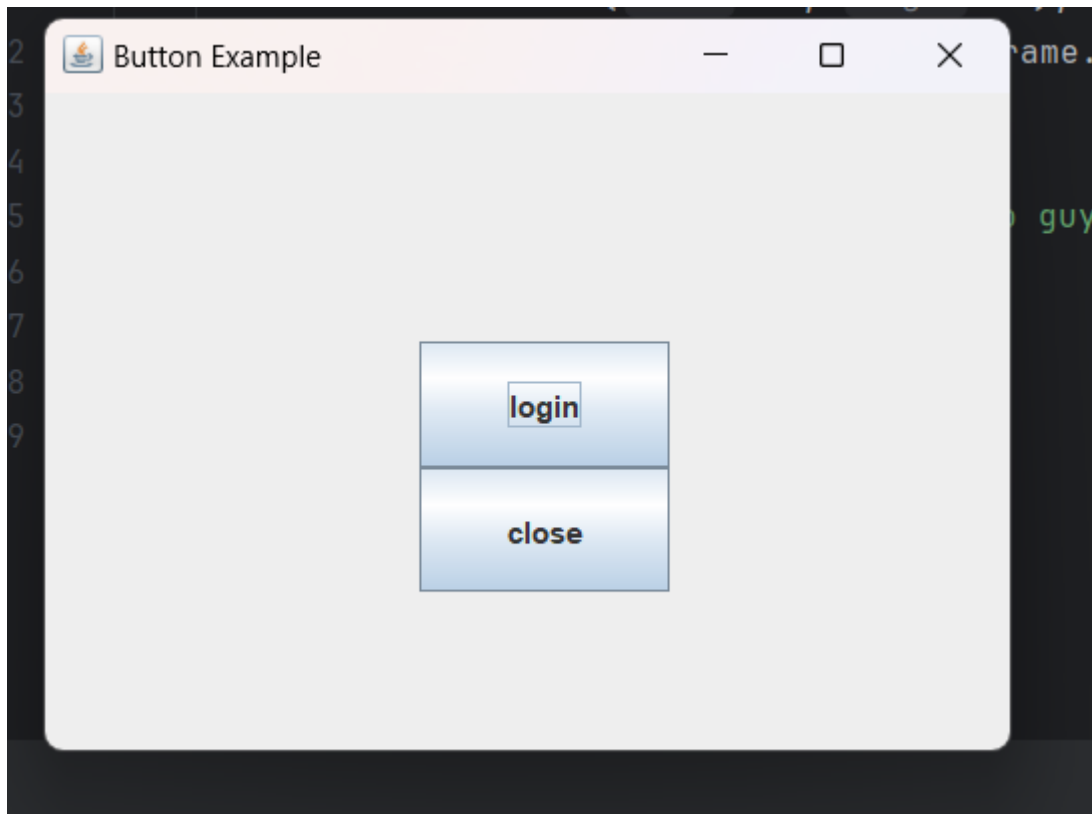
1)javafx.java

CODE:

```
import javax.swing.JButton;  
import javax.swing.JFrame;  
import javax.swing.JLabel;  
import javax.swing.JPanel;  
import java.awt.event.ActionEvent;  
import java.awt.event.ActionListener;  
public class javafx {  
    public static void main(String[] args) {  
        JFrame frame = new JFrame("Button Example");  
        frame.setSize(400, 300);  
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
        JPanel panel = new JPanel();  
        frame.add(panel);  
        placeButton(panel);  
        frame.setVisible(true);  
    }  
    private static void placeButton(JPanel panel) {  
        panel.setLayout(null);  
        JButton button = new JButton("login");  
        button.setBounds(150, 100, 100, 50);  
        JButton button2 = new JButton("close");  
        button2.setBounds(150, 150, 100, 50);  
        button.addActionListener(new ActionListener() {
```

```
    public void actionPerformed(ActionEvent e) {  
        openNewFrame();  
    }  
});  
panel.add(button);  
panel.add(button2);  
}  
  
private static void openNewFrame() {  
    JFrame newFrame = new JFrame("New Frame");  
    newFrame.setSize(400, 300);  
    newFrame.setDefaultCloseOperation(JFrame.DISPOSE_ON_CLOSE);  
    JPanel newPanel = new JPanel();  
    newFrame.add(newPanel);  
    JLabel label = new JLabel("Hello guys welcome to my channel!");  
    newPanel.add(label);  
    newFrame.setVisible(true);  
}  
}
```

OUTPUT:



CLICK LOGIN

AFTET CLICKING LOGIN

