**package** javatut1;

**import** javafx.application.Application;

**import** javafx.event.ActionEvent;

**import** javafx.event.EventHandler;

**import** javafx.geometry.Pos;

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

**import** javafx.scene.layout.HBox;

**import** javafx.scene.layout.\*;

**import** javafx.scene.layout.BorderPane;

**import** javafx.scene.Scene;

**import** javafx.scene.paint.Color;

**import** javafx.scene.shape.Circle;

**import** javafx.stage.Stage;

**public** **class** javatut11 **extends** Application {

**private** cpane circle=**new** cpane();

@Override

**public** **void** start(Stage primaryStage)

{

primaryStage.setTitle("Ball movemnt");

HBox hb1=**new** HBox();

hb1.setSpacing(10);

hb1.setAlignment(Pos.***CENTER***);

Button left = **new** Button("left");

Button right = **new** Button("right");

Button up = **new** Button("up");

Button down= **new** Button("down");

Button shrink = **new** Button("shrink");

Button expand= **new** Button("expand");

hb1.getChildren().add(left);

hb1.getChildren().add(right);

hb1.getChildren().add(up);

hb1.getChildren().add(down);

hb1.getChildren().add(shrink);

hb1.getChildren().add(expand);

expand.setOnAction(e -> {circle.expandbutton();});

shrink.setOnAction(**new** shrink\_handler());

down.setOnAction(**new** down\_handler());

up.setOnAction(**new** up\_handler());

left.setOnAction(**new** left\_handler());

right.setOnAction(**new** right\_handler());

BorderPane border =**new** BorderPane();

border.setCenter(circle);

border.setBottom(hb1);

BorderPane.*setAlignment*(hb1, Pos.***CENTER***);

Scene s=**new** Scene(border,400,250,Color.***WHITE***);

primaryStage.setScene(s);

primaryStage.show();

}

**class** shrink\_handler **implements** EventHandler<ActionEvent>

{

@Override

**public** **void** handle(ActionEvent e)

{

circle.shrinkbutton();

}

}

**class** left\_handler **implements** EventHandler<ActionEvent> {

@Override

**public** **void** handle(ActionEvent event)

{

circle.leftbutton();

}

}

**class** right\_handler **implements** EventHandler<ActionEvent> {

@Override

**public** **void** handle(ActionEvent event)

{

circle.rightbutton();;

}

}

**class** down\_handler **implements** EventHandler<ActionEvent> {

@Override

**public** **void** handle(ActionEvent event)

{

circle.downbutton();

}

}

**class** up\_handler **implements** EventHandler<ActionEvent> {

@Override

**public** **void** handle(ActionEvent event)

{

circle.upbutton();

}

}

**public** **static** **void** main(String[] args)

{

*launch*(args);

}

}

**class** cpane **extends** Pane{

**private** Circle circle=**new** Circle(50,50,50,Color.***RED***);

**public** cpane()

{

getChildren().add(circle);

circle.setFill(Color.***RED***);

}

**public** **void** leftbutton(){

circle.setCenterX(circle.getCenterX() - 5);

}

**public** **void** rightbutton()

{

circle.setCenterX(circle.getCenterX() + 5);

}

**public** **void** upbutton()

{

circle.setCenterY(circle.getCenterY() - 5);

}

**public** **void** downbutton()

{

circle.setCenterY(circle.getCenterY() + 5);

}

**public** **void** shrinkbutton()

{

circle.setRadius(circle.getRadius() > 2 ?

circle.getRadius() - 2 : circle.getRadius());

}

**public** **void** expandbutton() {

circle.setRadius(circle.getRadius() + 2);

}

}

