**1)</>hello-view.fxml**

<?xml version="1.0" encoding="UTF-8"?>  
  
<?import javafx.geometry.Insets?>  
<?import javafx.scene.control.Label?>  
<?import javafx.scene.layout.VBox?>  
  
<?import javafx.scene.control.Button?>  
<VBox alignment="CENTER" spacing="20.0" xmlns:fx="http://javafx.com/fxml"  
 fx:controller="com.example.demo.HelloController">  
 <padding>  
 <Insets bottom="20.0" left="20.0" right="20.0" top="20.0"/>  
 </padding>  
  
 <Label fx:id="welcomeText"/>  
 <Button text="Hello!" onAction="#onHelloButtonClick"/>  
</VBox>

**2)HellloController.java**

package com.example.demo;  
  
import javafx.fxml.FXML;  
import javafx.scene.control.Label;  
  
public class HelloController {  
 @FXML  
 private Label welcomeText;  
  
 @FXML  
 protected void onHelloButtonClick() {  
 welcomeText.setText("Welcome to saveethas world!");  
 }  
}

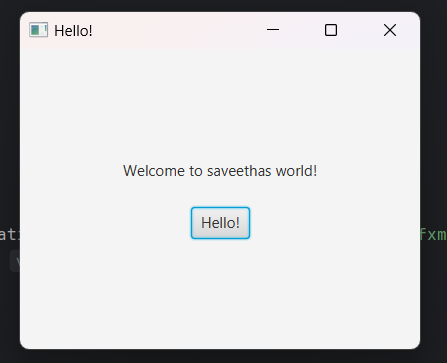
**3)HelloApplication.java**

package com.example.demo;  
  
import javafx.application.Application;  
import javafx.fxml.FXMLLoader;  
import javafx.scene.Scene;  
import javafx.stage.Stage;  
  
import java.io.IOException;  
  
public class HelloApplication extends Application {  
 @Override  
 public void start(Stage stage) throws IOException {  
 FXMLLoader fxmlLoader = new FXMLLoader(HelloApplication.class.getResource("hello-view.fxml"));  
 Scene scene = new Scene(fxmlLoader.load(), 320, 240);  
 stage.setTitle("Hello!");  
 stage.setScene(scene);  
 stage.show();  
 }  
  
 public static void main(String[] args) {  
 *launch*();  
 }  
}

**4)module-info.java**

module com.example.demo {  
 requires javafx.controls;  
 requires javafx.fxml;  
  
  
 opens com.example.demo to javafx.fxml;  
 exports com.example.demo;  
}

**OUTPUT:**

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