In Java there are many classes that one can use to write programs. In JavaFx there are some very useful classes such as buttons and labels which help provide effective graphical user interfaces also known as GUI. A label is great for holding text and a button is very straight forward. It allows a developer to have an event take place if clicked on for example. Buttons can start games up, they can open up new windows or even close out a window. There comes a time in some situations that a button is no longer needed or is useful. In these situations, we are left with a few choices to assist us. One of the things that we can do is to make the button invisible. We do this by setting the setVisible() method to false. setVisible(false). Thus, the button will maintain the position and the area inside the GUI but it will just be invisible. This helps us to keep the structure of the GUI as in some cases the complete removal can shift some features around which can make it harder to adjust things. Another thing that we can do is disable the button and not hide it. This one is relatively straight forward, and the benefit is that it keeps the structure of the entire GUI and it visually keeps everything intact. The button just appears in its default stage and cannot be clicked on. In order to invoke this method we use setDisable() to true. setDisable(true). Lastly it is possible to just delete the button from the GUI entirely. This is usually due to the fact the button will never need to be used again. This method will almost always make us restructure a few things to keep the layout in order.