JavaFX Line:

In JavaFX the Line class helps to create 2D shapes. The class belongs to the javafx.scene.shape. The class has 4 properties of the double datatype named startX, startY, endX and endY.

In order to draw the line or 2D shape one has to pass the values into the constructor of the class or by using the setter methods. Common code can look like this:

Line l = new Line(startX, startY, endX, endY);

setStartX(value);

setStartY(value);

setEndX(value);

setEndY(value);

JavaFX Color:

JavaFX provides a few color classes that fall within the package of javafx.scene.paint. A few of the most common ways to use color is with a uniform pattern that makes the color applied evenly throughout the node, Image Pattern that lets us fill a region of a node with an image pattern and Gradient which allows us to vary the color form one point of the node to the other point. Filling is one of the most common ways of creating color in a node. This can be done by:

Color c = new Color.BLUE;

circle.setFill(c);

JavaFX Text:

JavaFX also has the ability to create a text class which belongs to the package javafx.scene.text. This class also inherits the shape class which allows you to use properties such as strokeFill and strokWidth amongst others. The way that you instantiate a text class is by:

Text t = new Text();

The Text class contains a property named text that is a string type and this can represent the text you want to set.

String text = “Hello World”;

t.setText(text);

It is also possible to set the position of text as well by using the setX and setY properties.

t.setX(50);

t.setY(50);