**Control:**

Control are the buttons label, checkbox, input in our application is called control.

**Layout:**

Layout means that how can I arrange the controls in application (i: e in row, in column, in grid);

First we have the control in application.

Second we put add the button in layout (i: e in-row, or column).

Third we put the layout in the scene.

Fourth we put the scene in the stage.

And in the last we show the scene.

We have several controls in javafx which we use to make the java application.

**Label:**

A label is a control which contain the not editable text.

Label lb1=new Label ();

We create the label by this way.

We set the text of label using **setText (**String**)** method.

We also set the text in label by passing String in label constructor.

***Methods in Label class:***

[getTextAlignment()](https://openjfx.io/javadoc/13/javafx.controls/javafx/scene/control/Labeled.html#getTextAlignment()), [setTextAlignment(TextAlignment)](https://openjfx.io/javadoc/13/javafx.controls/javafx/scene/control/Labeled.html#setTextAlignment(javafx.scene.text.TextAlignment))

**setTextFill(color)**

**setFont (new Font (Times New Roman, fontsize));**

**setTextWrap(boolean),**

**isTextWrap ();**

**Buttons**

**Methods which run on buttons.**

**.setWrapText ()**

**.setText ()**

**.setFont (new Font(fontname,fontsize))**

**.setTextFill (colorname)**

**.setDisabled ();**