

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)HelloController.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:

