**import** javafx.application.Application;

**import** javafx.geometry.Pos;

**import** javafx.geometry.Insets;

**import** javafx.scene.Scene;

**import** javafx.scene.layout.HBox;

**import** javafx.scene.layout.StackPane;

**import** javafx.scene.layout.VBox;

**import** javafx.stage.Stage;

**public** **class** SlotMachine **extends** Application

{

**public** **void** start(Stage primaryStage)

{

HBox slotpane = **new** HBox ();

slotpane.setPrefSize(10, 200);

slotpane.setStyle("-fx-background-color: white");

StackPane buttonpane = **new** StackPane();

buttonpane.setStyle("-fx-background-color: blue");

buttonpane.setPrefSize(10, 200);

VBox primarypane = **new** VBox ();

primarypane.setStyle("-fx-background-color: red");

primarypane.setAlignment(Pos.***CENTER\_RIGHT***);

primarypane.getChildren().addAll(slotpane, buttonpane);

primarypane.setPrefSize(50, 50);

primarypane.setPadding(**new** Insets (50));

Scene scene = **new** Scene (primarypane,1000,500);

primaryStage.setTitle("SlotMachine");

primaryStage.setScene(scene);

primaryStage.show();

}

**public** **static** **void** main(String[] args)

{

*launch*(args);

}

}