

The code below shows the basic structural setup for the Graphical User Interfaces used in COP2800. In this example the pane and horizontal box is displayed in different shades of green. The dark gray area shows the vertical box, which hosts the pane and horizontal box.



Code:

```
// COP2800
// Student Name

import javafx.application.Application;
import javafx.geometry.Insets; import
javafx.scene.Scene; import
javafx.scene.layout.Background; import
javafx.scene.layout.BackgroundFill; import
javafx.scene.layout.HBox; import
javafx.scene.layout.Pane; import
javafx.scene.layout.VBox; import
javafx.scene.paint.Color;
import javafx.stage.Stage;

public class MainClass extends Application
{
    Pane p;
```

```

public static void main(String[] args)
{
    launch(args);
}

public void start(Stage stage)
{
    // Create a Pane
    p = new Pane();
    p.setMinSize(400, 325);
    p.setBackground(new Background(new BackgroundFill( Color.rgb(190, 220, 190), null, null) ));

    // Create horizontal box for buttons
    HBox hb = new HBox();
    hb.setMinSize(100, 50);
    hb.setPadding(new Insets(10,10,10,10));
    hb.setSpacing(7);
    hb.setBackground(new Background(new BackgroundFill( Color.rgb(150, 200, 150), null, null) ));

    // Create vertical box
    VBox vb = new VBox();
    vb.setPadding(new Insets(15,15,15,15));
    vb.setSpacing(15);
    vb.setBackground(new Background(new BackgroundFill( Color.rgb(100, 100, 100), null, null) ));
    vb.getChildren().addAll(p, hb);

    /*
    * To Do
    * Implement your code here
    */

    Scene scene = new Scene(vb);
    stage.setScene(scene);

    stage.setTitle("Basic JavaFx Configuration");
    stage.setWidth(500.0);
    stage.setHeight(440.0);
    stage.show();
} // End Start
} // End MainClass

```