

# "Hallo Welt" mit Fenster und Knopf

```
import javafx.application.*;
import javafx.scene.Scene;
import javafx.scene.control.Label;
import javafx.scene.control.Button;
import javafx.scene.layout.*;
import javafx.stage.Stage;

public class HelloFX extends Application {

    @Override
    public void start(Stage stage) {
        // Button
        Button btn = new Button();
        btn.setText("Hallo Welt!");
        btn.setOnAction( (event) -> Platform.exit() );

        // Stackpane "root"
        Pane root = new StackPane();
        // Knopf anfügen
        root.getChildren().add(btn);

        stage.setScene(new Scene(root, 300,150) );
        stage.show();
    }

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

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