1 **import** javafx.application.Application;

2 **import** javafx.scene.Scene;

3 **import** javafx.scene.canvas.\*;

4 **import** javafx.scene.layout.Pane;

5 **import** javafx.scene.paint.Color;

6 **import** javafx.stage.Stage;

7

8 **public** **class** DrawingShapes1

9 {

10 **private** SnowManOnACanvas sm1;

11

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

13 {

14 //Step1: declare the components, Step2: set their properties

15 sm1 = **new** SnowManOnACanvas(280, 40, Color.BLUE);

16

17 // Step 3: Declare the container and set its properties

18 Pane root = **new** Pane();

19

20 // Step 4: Add the components to the component container

21 root.getChildren().addAll(sm1.getCanvas());

22

23 Scene scene = **new** Scene(root, 600, 300, Color.LIGHTGRAY);

24

25 primaryStage.setTitle("Drawing On a Canvas!");

26 primaryStage.setScene(scene);

27 primaryStage.show();

28 }

29 }

**Figure 11.24**

The application DrawingShapes1.