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

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

3 **import** javafx.scene.control.Button;

4 **import** javafx.scene.control.Label;

5 **import** javafx.scene.control.TextField;

6 **import** javafx.scene.layout.FlowPane;

7 **import** javafx.geometry.Insets;

8 **import** javafx.scene.text.Font;

9 **import** javafx.stage.Stage;

10

11 **public** **class** FlowLayoutGUI **extends** Application

12 {

13 Button first, second, third;

14 Label fourth;

15 TextField fifth;

16

17 @Override

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

19 {

20 //Steps 1 and 2: declare the components and specify their properties

21 first = **new** Button("Added First");

22 second = **new** Button("Added Second, Larger Font Sets Row's Height");

23 second.setFont(**new** Font("Sherif", 22));

24 third = **new** Button("Added Third, Could Not Fit in Row 1");

25 fourth = **new** Label("Added Forth, This Component's Width Forces " +

26 "Fifth Component to Next Row" );

27 fifth = **new** TextField("Fifth Component");

28 fifth.setPrefWidth(150);

29

30 //Step 4: add the components to the container

31 FlowPane root = **new** FlowPane(20, 10, first, second, third, fourth,

32 fifth);

33

34 Scene scene = **new** Scene(root, 600, 180);

35

36 primaryStage.setTitle("FlowLayout Pane");

37 primaryStage.setScene(scene);

38 primaryStage.show();

39 }

40

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

42 {

43 launch(args);

44 }

45 }

**Figure 11.36**

The application FlowLayoutGUI.