1 Button btn1 = **new** Button("A Button");

2 TextField tf1 = **new** TextField("3 componets in an HBox");

3 Label lab1 = **new** Label("A Label");

4 Button btn2 = **new** Button("A Button");

5 TextField tf2 = **new** TextField("3 componets in a VBox");

6 Label lab2 = **new** Label("A Label");

7

8 HBox hbPane = **new** HBox(5, btn1, tf1, lab1);

9 VBox vbPane1 = **new** VBox(5, btn2, tf2, lab2);

10 vbPane1.setMaxWidth(216);

11

12 VBox scenesPane = **new** VBox(hbPane, vbPane1);

13 scenesPane.setSpacing(20);

14 scenesPane.setPadding(new Insets(10));

15

16 Scene scene = **new** Scene(scenesPane);

**Figure 11.33**

Part of the code used to create the window in shown in Figure 11.34.