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

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

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

4 **import** javafx.stage.Stage;

5

6 **public class** BasicProgramTemplate **extends** Application

7 {

8 @Override

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

10 {

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

12 Scene scene = **new** Scene(root, 450, 300);

13

14 primaryStage.setTitle("An FX program window");

15 primaryStage.setScene(scene);

16 primaryStage.show();

17 }

18

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

20 {

21 launch(args);

22 }

23 }

**Figure 11.8**

FX program structure.