

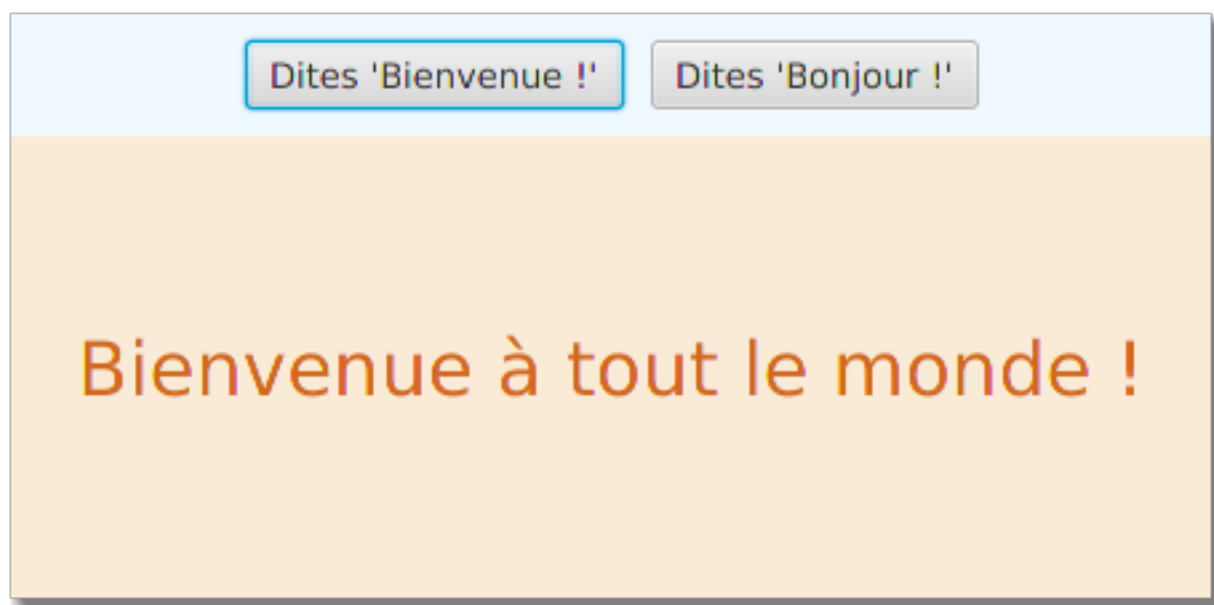
```
/home/manu/CloudStation/ProjetsJAVA/BienvenueFXML/src/fx/BienvenueFXML.java
```

```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package fx;

import javafx.application.Application;
import javafx.fxml.FXMLLoader;
import javafx.scene.*;
import javafx.stage.Stage;

/**
 *
 * @author manu
 */
public class BienvenueFXML extends Application {

    @Override
    public void start(Stage fenêtre) throws Exception {
        Parent root = FXMLLoader.load(getClass().getResource("bienvenue.fxml"));
        Scene scene = new Scene(root);
        fenêtre.setTitle("Hello World !");
        fenêtre.setScene(scene);
        fenêtre.show();
    }
}
```



/home/manu/CloudStation/ProjetsJAVA/BienvenueFXML/src/fx/bienvenue.fxml

```
<?xml version="1.0" encoding="UTF-8"?>

<?import javafx.scene.text.*?>
<?import javafx.scene.effect.*?>
<?import javafx.geometry.*?>
<?import java.lang.*?>
<?import java.util.*?>
<?import javafx.scene.*?>
<?import javafx.scene.control.*?>
<?import javafx.scene.layout.*?>

<BorderPane prefHeight="300.0" prefWidth="450.0" style="-fx-background-color: #FAEBD7;"
  xmlns="http://javafx.com/javafx/8" xmlns:fx="http://javafx.com/fxml/1" fx:controller="fx.BienvenueController">
  <top>
    <FlowPane alignment="CENTER" hgap="10.0" style="-fx-background-color: #F0F8FF;" BorderPane.alignment="CENTER">
      <children>
        <Button onAction="#ditesBienvenue" text="Dites 'Bienvenue !'" />
        <Button onAction="#ditesBonjour" text="Dites 'Bonjour !'" />
      </children>
      <padding>
        <Insets bottom="10.0" top="10.0" />
      </padding>
    </FlowPane>
  </top>
  <center>
    <Label fx:id="bienvenue" text="Hello World !" textFill="CHOCOLATE" BorderPane.alignment="CENTER">
      <font>
        <Font size="28.0" />
      </font>
    </Label>
  </center>
</BorderPane>
```

```
/home/manu/CloudStation/ProjetsJAVA/BienvenueFXML/src/fx/BienvenueController.java

/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package fx;

import java.net.URL;
import java.util.ResourceBundle;
import javafx.event.ActionEvent;
import javafx.fxml.*;
import javafx.scene.control.*;

/**
 *
 * @author manu
 */
public class BienvenueController implements Initializable {
    -
    @FXML
    private Label bienvenue;

    @FXML
    private void ditesBienvenue(ActionEvent event) {
        bienvenue.setText("Bienvenue à tout le monde !");
    }

    @FXML
    private void ditesBonjour(ActionEvent event) {
        bienvenue.setText("Bonjour à tous !");
    }

    @Override
    public void initialize(URL url, ResourceBundle rb) {
        // TODO
    }
}
```