

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

```

/*
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 */
package fx;

import javafx.application.Application;
import javafx.geometry.*;
import javafx.scene.Scene;
import javafx.scene.control.*;
import javafx.scene.layout.*;
import javafx.scene.paint.Color;
import javafx.scene.text.Font;
import javafx.scene.text.FontPosture;
import javafx.scene.text.FontWeight;
import javafx.stage.Stage;

/**
 *
 * @author manu
 */
public class BienvenueFX extends Application {
    private Button btnBonjour = new Button("Dites 'Bonjour !'");
    private Button btnBienvenue = new Button("Dites 'Bienvenue !'");
    private Label bienvenue = new Label("Hello Wold !");
    private BorderPane disposition = new BorderPane(bienvenue);
    private FlowPane boutons = new FlowPane(10, 10, btnBienvenue, btnBonjour);
    private Scene scene = new Scene(disposition, 450, 300);

    @Override
    public void start(Stage théâtre) {
        bienvenue.setFont(Font.font(28));
        bienvenue.setTextFill(Color.CHOCOLATE);
        boutons.setBackground(new Background(new BackgroundFill(Color.ALICEBLUE, null, null)));
        btnBonjour.setOnAction(evt -> { bienvenue.setText("Bonjour à tous !"); });
        btnBienvenue.setOnAction(evt -> { bienvenue.setText("Bienvenue à tout le monde !"); });
        boutons.setAlignment(Pos.CENTER);
        boutons.setPadding(new Insets(10, 0, 10, 0));
        disposition.setTop(boutons);
        disposition.setBackground(new Background(new BackgroundFill(Color.ANTIQUEWHITE, null, null)));
        théâtre.setTitle("Hello World !");
        théâtre.setScene(scene);
        // théâtre.setResizable(false);
        théâtre.show();
    }

    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {
        launch(args);
    }
}

```

