

```
package application;

import javafx.application.Application;
import javafx.scene.Scene;
import javafx.scene.layout.Pane;
import javafx.scene.paint.Color;
import javafx.stage.Stage;
import javafx.scene.text.Text;
import javafx.scene.shape.Rectangle;

public class Main extends Application {
    @Override // Override the start method in the Application
    class
    public void start(Stage primaryStage) {
        // Create a pane
        Pane pane = new Pane();

        // Create rectangles and add to pane
        Rectangle r1 = new Rectangle(25, 10, 60, 30);
        r1.setStroke(Color.BLACK);
        r1.setFill(Color.WHITE);
        pane.getChildren().add(new Text(10, 27, "r1"));
        pane.getChildren().add(r1);

        Rectangle r2 = new Rectangle(25, 50, 60, 30);
        pane.getChildren().add(new Text(10, 67, "r2"));
        pane.getChildren().add(r2);

        Rectangle r3 = new Rectangle(25, 90, 60, 30);
        r3.setArcWidth(15);
        r3.setArcHeight(25);
        pane.getChildren().add(new Text(10, 107, "r3"));
        pane.getChildren().add(r3);

        for (int i = 0; i < 4; i++) {
            Rectangle r = new Rectangle(100, 50, 100, 30);
            r.setRotate(i * 360 / 8);
            r.setStroke(Color.color(Math.random(), Math.random(),
            Math.random()));
        }
    }
}
```

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r.setFill(Color.WHITE);
pane.getChildren().add(r);
}

// Create a scene and place it in the stage
Scene scene = new Scene(pane, 250, 150);
primaryStage.setTitle("ShowRectangle"); // Set the stage
title
primaryStage.setScene(scene); // Place the scene in the
stage
primaryStage.show(); // Display the stage

}

public static void main(String[] args) {
    Launch(args);
}
}
```