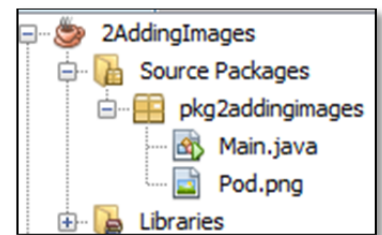


# ADDING IMAGES TO A JAVAFX APPLICATION

## SET UP THE BASIC APPLICATION

Create a basic JavaFX application that makes use of a StackPane as the root node.

Copy an image to the src folder of the application (I have copied the pod.png file in).



## ADD AN IMAGE NODE TO THE STACKPANE

```
11 import javafx.scene.image.Image;
12 import javafx.scene.image.ImageView;
```

Firstly, we need to make sure that we import the correct packages for JavaFX.

Once you have done this you can add code in the start method for including the image in your scene.

```
Image imgPod = new Image(getClass().getResourceAsStream("Pod.png"));
ImageView ivPod = new ImageView(imgPod);
stack.getChildren().add(ivPod);
```

The first line creates an image. The path to the file 'Pod.png' is retrieved using the getClass method.

The image is then made the subject of an ImageView node. This node can then be added to the stack.

Run your application. You should be able to see your image in your scene.

See if you can manipulate the layout so the size of the image is changed.