**ScreenService**

**package** phase1Project.virtualkey.services;

**import** phase1Project.virtualkey.screens.FileOptionsScreen;

**import** phase1Project.virtualkey.screens.Screen;

**import** phase1Project.virtualkey.screens.WelcomeScreen;

**import** phase1Project.virtualkey.entities.Directory;

**public** **class** ScreenService {

**public** **static** WelcomeScreen *WelcomeScreen* = **new** WelcomeScreen();

**public** **static** FileOptionsScreen *FileOptionsScreen* = **new** FileOptionsScreen();

**public** **static** Screen *CurrentScreen* = *WelcomeScreen*;

**public** **static** Screen getCurrentScreen() {

**return** *CurrentScreen*;

}

**public** **static** **void** setCurrentScreen(Screen currentScreen) {

*CurrentScreen* = currentScreen;

}

}