Gestor\_conexion\_POSTGRE conec = new Gestor\_conexion\_POSTGRE ("juego", true);

TextField tfCrearUsuario = new TextField();

PasswordField tfCrearContrasenya = new PasswordField();

String usuario ="'"+tfCrearUsuario.getText()+"'";

String contrasenya = "'"+tfCrearContrasenya.getText()+"'";

@FXML

Button registro = new Button();

@FXML

public void btnRegistro(ActionEvent event) {

System.out.println("caca");

try {

FXMLLoader loader = new FXMLLoader(getClass().getResource("/javafxapplication1/JCrearUsuario.fxml"));

Stage stage = (Stage) registro.getScene().getWindow();

Scene scene = new Scene(loader.load());

stage.setScene(scene);

}catch (IOException io){

io.printStackTrace();

}

}

public void registro() {

String consulta ="INSTER INTO usuario (usuario, contrasenya) VALUES ("+usuario+","+contrasenya+")";

System.out.println(Bd.consultaModificacion(conec,consulta));

}

@FXML

private void btnConfig(ActionEvent event) { //FALTA CREAR PANTALLA CONFIG.

System.out.println("caca");

try {

FXMLLoader loader = new FXMLLoader(getClass().getResource("/javafxapplication1/JInicioSesion.fxml"));

Stage stage = (Stage) config.getScene().getWindow();

Scene scene = new Scene(loader.load());

stage.setScene(scene);

}catch (IOException io){

io.printStackTrace();

}

}

@FXML

public void btnRegistro(ActionEvent event) {

System.out.println("caca");

try {

FXMLLoader loader = new FXMLLoader(getClass().getResource("/javafxapplication1/JCrearUsuario.fxml"));

Stage stage = (Stage) registro.getScene().getWindow();

Scene scene = new Scene(loader.load());

stage.setScene(scene);

}catch (IOException io){

io.printStackTrace();

}

}

@FXML

private void btnIniciar(ActionEvent event) {

System.out.println("caca");

try {

FXMLLoader loader = new FXMLLoader(getClass().getResource("/javafxapplication1/JCliente.fxml"));

Stage stage = (Stage) iniciar.getScene().getWindow();

Scene scene = new Scene(loader.load());

stage.setScene(scene);

}catch (IOException io){

io.printStackTrace();

}

}

@FXML

private void btnInvitado(ActionEvent event) {

System.out.println("caca");

try {

FXMLLoader loader = new FXMLLoader(getClass().getResource("/javafxapplication1/JPantallaJuego.fxml"));

Stage stage = (Stage) invitado.getScene().getWindow();

Scene scene = new Scene(loader.load());

stage.setScene(scene);

}catch (IOException io){

io.printStackTrace();

}

}

@FXML

private void btnJugarSolo(ActionEvent event) {

System.out.println("caca");

try {

FXMLLoader loader = new FXMLLoader(getClass().getResource("/javafxapplication1/JPantallaJuego.fxml"));

Stage stage = (Stage) jugarSolo.getScene().getWindow();

Scene scene = new Scene(loader.load());

stage.setScene(scene);

}catch (IOException io){

io.printStackTrace();

}

}

@FXML

private void btnPuntuacion(ActionEvent event) { //FALTA CREAR PANTALLA PUNTUACION.

System.out.println("caca");

try {

FXMLLoader loader = new FXMLLoader(getClass().getResource("/javafxapplication1/JInicioSesion.fxml"));

Stage stage = (Stage) puntuacion.getScene().getWindow();

Scene scene = new Scene(loader.load());

stage.setScene(scene);

}catch (IOException io){

io.printStackTrace();

}

}

@FXML

private void btnJugar(ActionEvent event) {

System.out.println("caca");

try {

FXMLLoader loader = new FXMLLoader(getClass().getResource("/javafxapplication1/JPantallaJuego.fxml"));

Stage stage = (Stage) jugar.getScene().getWindow();

Scene scene = new Scene(loader.load());

stage.setScene(scene);

}catch (IOException io){

io.printStackTrace();

}

}

@FXML

private void btnAceptarRegistro(ActionEvent event) {

System.out.println("caca");

try {

FXMLLoader loader = new FXMLLoader(getClass().getResource("/javafxapplication1/JInicioSesion.fxml"));

Stage stage = (Stage) aceptar.getScene().getWindow();

Scene scene = new Scene(loader.load());

stage.setScene(scene);

}catch (IOException io){

io.printStackTrace();

}

}

@FXML

private Button config, iniciar, registro, invitado, jugarSolo, jugar, puntuacion, aceptar;