

ConnectController

```
import java.io.IOException;
import java.net.URL;
import java.util.ResourceBundle;

import javafx.collections.FXCollections;
import javafx.collections.ObservableList;
import javafx.event.ActionEvent;
import javafx.fxml.FXML;
import javafx.fxml.FXMLLoader;
import javafx.fxml.Initializable;
import javafx.scene.Node;
import javafx.scene.Parent;
import javafx.scene.Scene;
import javafx.scene.control.ChoiceBox;
import javafx.scene.control.Label;
import javafx.scene.control.TextField;
import javafx.stage.Stage;

// Controller for Server Connection / User Information window
public class ConnectController implements Initializable {
    @FXML
    private Label close;
    @FXML
    private TextField serverHN, serverPort, userHN, userName, userPort;
    @FXML
    private ChoiceBox speedDropMenu;

    private double x, y;

    private User user;

    @Override
    public void initialize(URL location, ResourceBundle resources) {
        // Fill options for Speed Dropdown Menu
        ObservableList<String> speedOptions =
FXCollections.observableArrayList("DSL", "Ethernet", "T1", "T3",
                                   "Fiber Optic", "Wireless");
        speedDropMenu.setItems(speedOptions);

        // Preset Values for testing
        serverHN.setText("123.45.678.90");
        serverPort.setText("3158");
        userName.setText("johndoe");
        userHN.setText("147.85.236.90");
        userPort.setText("7894");
        speedDropMenu.getSelectionModel().selectFirst();
    }
}
```

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// Handles closing of window
public void closeBtnAction() {
    Stage stage = (Stage) close.getScene().getWindow();
    System.out.println("Application closed.");
    stage.close();
    System.exit(1);
}

// Prints user input to system
public void printConnectInput() {
    System.out.println("Server Hostname: " + serverHN.getText() +
"\nServer Port: " + serverPort.getText()
        + "\nUsername: " + userName.getText() + "\nUser
Hostname: " + userHN.getText() + "\nUser Port: "
        + userPort.getText() + "\nSpeed: " +
speedDropMenu.getSelectionModel().getSelectedItem());
}

// Handles "Connect" Button. Submits connection/user information.
// Changes window to FileTable window.
public void connectBtnPushed(ActionEvent event) throws IOException {
    printConnectInput();
    user = new User();
    user.makeConnection(userName.getText(), serverHN.getText(),
serverPort.getText(),
        (String)
speedDropMenu.getSelectionModel().getSelectedItem(), userHN.getText(),
userPort.getText());

    FXMLLoader loader = new FXMLLoader();
    loader.setLocation(getClass().getResource("FileTable.fxml"));
    Parent fileTableParent = loader.load();

    // Setup for window (stage) change.
//    Parent fileTableParent =
FXMLLoader.load(getClass().getResource("FileTable.fxml"));
    Scene fileTableScene = new Scene(fileTableParent);

    FileTableController controller = loader.getController();
    controller.initData(user, serverHN.getText(), serverPort.getText(),
userName.getText(), userHN.getText(),
        userPort.getText(),
speedDropMenu.getSelectionModel().getSelectedItem().toString());

    Stage window = (Stage) ((Node)
event.getSource()).getScene().getWindow();
    window.setScene(fileTableScene);
}
```

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// Handles "click and drag" functionality of window
fileTableParent.setOnMousePressed(e -> {
    x = e.getSceneX();
    y = e.getSceneY();
});
fileTableParent.setOnMouseDragged(e -> {
    window.setX(e.getScreenX() - x);
    window.setY(e.getScreenY() - y);
});

window.show();
}

}
```