

```

1
2 import javafx.application.Application;
3 import javafx.fxml.FXMLLoader;
4 import javafx.scene.Parent;
5 import javafx.scene.Scene;
6 import javafx.stage.Stage;
7 import javafx.stage.StageStyle;
8
9 public class Main extends Application {
10     private double x, y;
11
12     @Override
13     public void start(Stage primaryStage) throws Exception {
14         // Setup for app primary settings
15         Parent root = FXMLLoader.load(getClass().getResource("Connect.fxml"));
16         primaryStage.setScene(new Scene(root));
17         primaryStage.initStyle(StageStyle.UNDECORATED);
18
19         // Handles "click and drag" functionality of window
20         root.setOnMousePressed(e -> {
21             x = e.getSceneX();
22             y = e.getSceneY();
23         });
24         root.setOnMouseDragged(e -> {
25             primaryStage.setX(e.getScreenX() - x);
26             primaryStage.setY(e.getScreenY() - y);
27         });
28
29         primaryStage.show();
30     }
31
32     // Launch application
33     public static void main(String[] args) {
34         launch(args);
35     }
36 }
37

```