Dev stage problems encountered

During the development stage when I was just starting out with fx I ecountered a problem with getting my log in system to work the issue was when ever I pressed the button that logged in a user I was given a null pointer exception of the sql query that I was trying to execute the way that I solved this issue was while I had created a connection to the data base the data base wasn’t called in the log in method.

Encounterd an issue with my data base not being connected even though it is open the way I fixed this was to reimport the sql connector

Encountered an error when I was trying to call my method in scene builder after performing some research, I realized that in scene builder I had to use a controller that would manage all the methods that I am using for that scene

I encountered an error when I was trying to change my user interface display the problem was that after I made the changes in scene builder the way that I solved this problem was to open the scene builder xfml file a make sure the change was updated in there aswell