* It uses MVC pattern.
* The main class extends the Applications. Here we override the start method which gives us the stage object. Stage is a top-level container which extends the window class. Most application usually have one top-level stage.
* At start the init() method runs and when application close the stop() method run. Both methods are empty

We can add elements using Java code or FXML or using scene builder. FXML is the best practice. For now I don’t see any reason to spend time on that, so going to use scene builder.