

Interaction ViewManager

ViewManager

Stage (root)

FXMLLoader

Scene

`initView(viewPath)`

`FXMLLoader(Main.getResource(viewPath))`

Parent view loaded

`setScene(newScene)`

`redirectView(viewPath, width, height)`

carica nuova vista FXML

nuova Scena

crea nuova scena

`setScene(newScene)`

`setStageOnCurrentScreen(width, height)`

