

Timers, Transitions, and Custom Components

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Stages

New Stages and New Windows

- A `Stage` is the container for a native window
- A `Stage` is required with a single `Scene` in the `start()` method of a javafx project in order for it to run
- If we want to spawn a new window, we can create a new `Stage` and call `show()` in it

```
1 private void openScreen(String title, String message) {  
2     Stage newStage = new Stage();  
3     VBox layout = new VBox(10, new Text(message));  
4     layout.setPadding(new Insets(20));  
5     Scene scene = new Scene(layout, 300, 200);  
6     newStage.setScene(scene);  
7     newStage.setTitle(title);  
8     newStage.show();  
9 }
```

Switching Scenes on One window

- Just use the `previousStage.setScene()` method

