**\*\*/\*\*\*\*\*\*\*\*\* Controlador \*\*\*\*\*\*\*\*\*\*\*\*\*\***

**Import javafx.fxml.FXML;**

**Import javafx.scene.control.Button;**

**Import javafx.scene.control.TextArea;**

**Import javafx.scene.control.ToolBar;**

**Import javafx.scene.layout.Pane;**

**Import javafx.scene.text.Text;**

**Public class PleaseProvideControllerClassName {**

**@FXML**

**Private ToolBar barra;**

**@FXML**

**Private Pane ventana;**

**@FXML**

**Private TextArea CodeField;**

**@FXML**

**Private Text programName;**

**@FXML**

**Private Button botonSalir;**

**@FXML**

**Private Button botonIngresar;**

**@FXML**

**Private TextArea nameField;**

**@FXML**

**Private Text textInstructions;**

**}**

**public class ControladorJuego {**

**private Jugador jugador;**

**private InterfazUsuario vista;**

**public ControladorJuego() {**

**this.jugador = new Jugador();**

**this.vista = new InterfazUsuario();**

**}**

**public void iniciarJuego() {**

**String nickname = vista.solicitarNickname();**

**jugador.setNickname(nickname);**

**vista.mostrarMensajeBienvenida(jugador.getNickname());**

**}**

**}**

**public class Main {**

**public static void main(String[] args) {**

**ControladorJuego controlador = new ControladorJuego();**

**controlador.iniciarJuego();**

**}**

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* Vista \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*}

<?xml version=*"1.0"* encoding=*"UTF-8"*?>

<?import javafx.scene.effect.\*?>

<?import javafx.scene.text.\*?>

<?import javafx.scene.control.\*?>

<?import java.lang.\*?>

<?import javafx.scene.layout.\*?>

<Pane fx:id=*"ventana"* maxHeight=*"-Infinity"* maxWidth=*"-Infinity"* minHeight=*"-Infinity"* minWidth=*"-Infinity"* prefHeight=*"471.0"* prefWidth=*"549.0"* xmlns=*"http://javafx.com/javafx/8"* xmlns:fx=*"http://javafx.com/fxml/1"*>

<children>

<Button fx:id=*"botonIngresar"* layoutX=*"162.0"* layoutY=*"390.0"* mnemonicParsing=*"false"* prefHeight=*"32.0"* prefWidth=*"209.0"* text=*"Ingresar"* />

<TextArea fx:id=*"nameField"* layoutX=*"113.0"* layoutY=*"190.0"* prefHeight=*"32.0"* prefWidth=*"308.0"* />

<TextArea fx:id=*"CodeField"* layoutX=*"113.0"* layoutY=*"236.0"* prefHeight=*"32.0"* prefWidth=*"308.0"* />

<Text fx:id=*"textInstructions"* layoutX=*"136.0"* layoutY=*"172.0"* strokeType=*"OUTSIDE"* strokeWidth=*"0.0"* text=*"Ingrese su nombre y código para continuar"* textAlignment=*"CENTER"*>

<font>

<Font name=*"System Bold"* size=*"13.0"* />

</font>

</Text>

<Text fx:id=*"programName"* layoutX=*"124.0"* layoutY=*"121.0"* strokeType=*"OUTSIDE"* strokeWidth=*"0.0"* text=*"CRUCIGRAMA"*>

<font>

<Font name=*"System Bold"* size=*"45.0"* />

</font>

</Text>

<ToolBar fx:id=*"barra"* nodeOrientation=*"RIGHT\_TO\_LEFT"* prefHeight=*"32.0"* prefWidth=*"549.0"*>

<items>

<Button fx:id=*"botonSalir"* alignment=*"CENTER\_RIGHT"* contentDisplay=*"TOP"* mnemonicParsing=*"false"* nodeOrientation=*"RIGHT\_TO\_LEFT"* prefHeight=*"11.0"* prefWidth=*"15.0"* text=*"x"* textAlignment=*"CENTER"* textOverrun=*"CLIP"*>

<font>

<Font name=*"System Bold"* size=*"12.0"* />

</font>

</Button>

</items>

</ToolBar>

</children>

<effect>

<ColorAdjust brightness=*"-0.35"* />

</effect>

</Pane>

\*\*\*\*\*\*\*\*\*\*\*\* Modelo – Clase jugador\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

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package co.edu.poli.crucigrama.modelo;

public class Jugador {

private String nickname;

private int codigo;

public Jugador(String nick, int cod) {

this.nickname = nick;

this.codigo = cod;

}

public String getNickname() {

return nickname;

}

public void setNickname(String nickname) {

this.nickname = nickname;

}

}