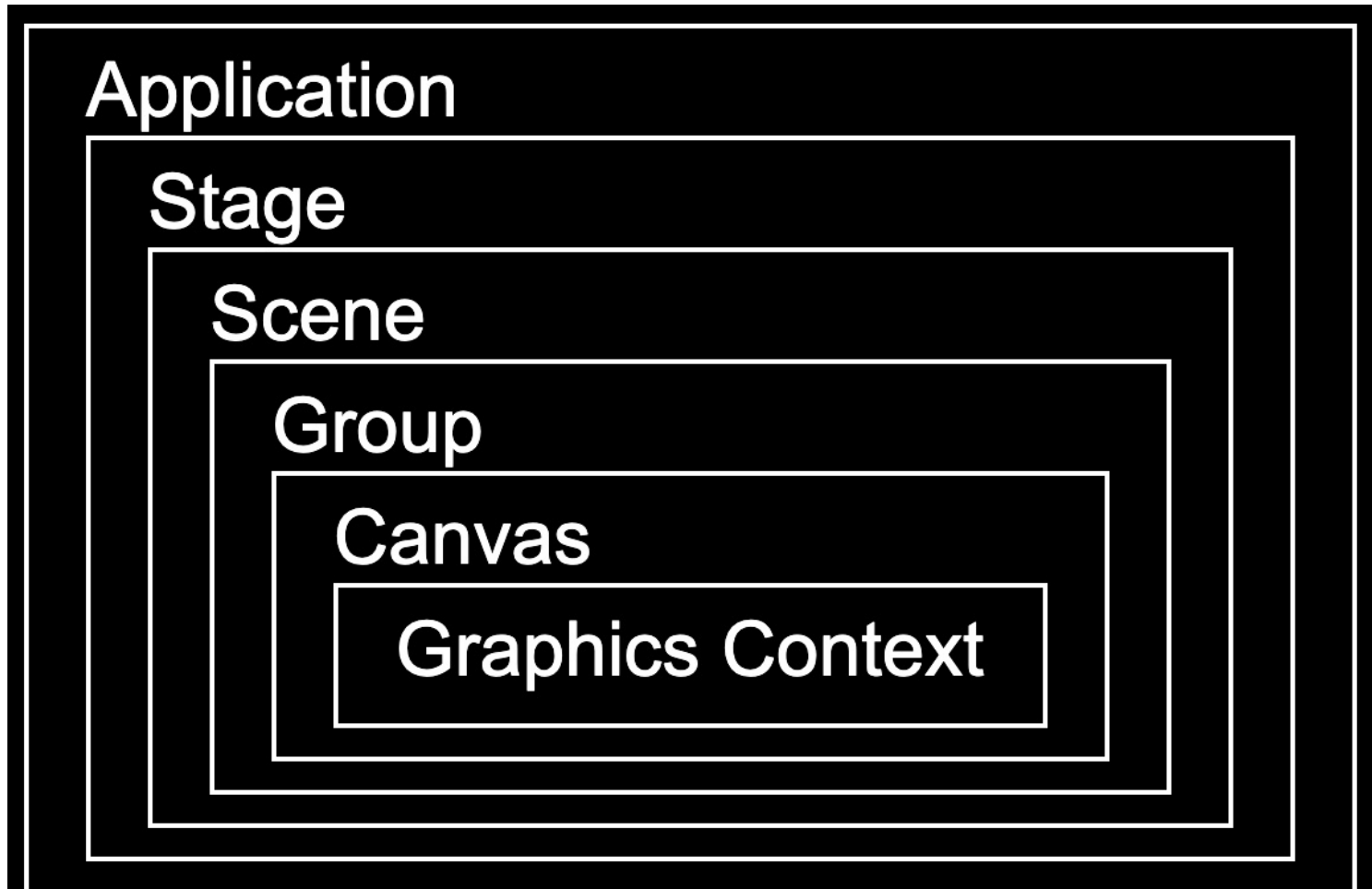# JavaFX Application Structure
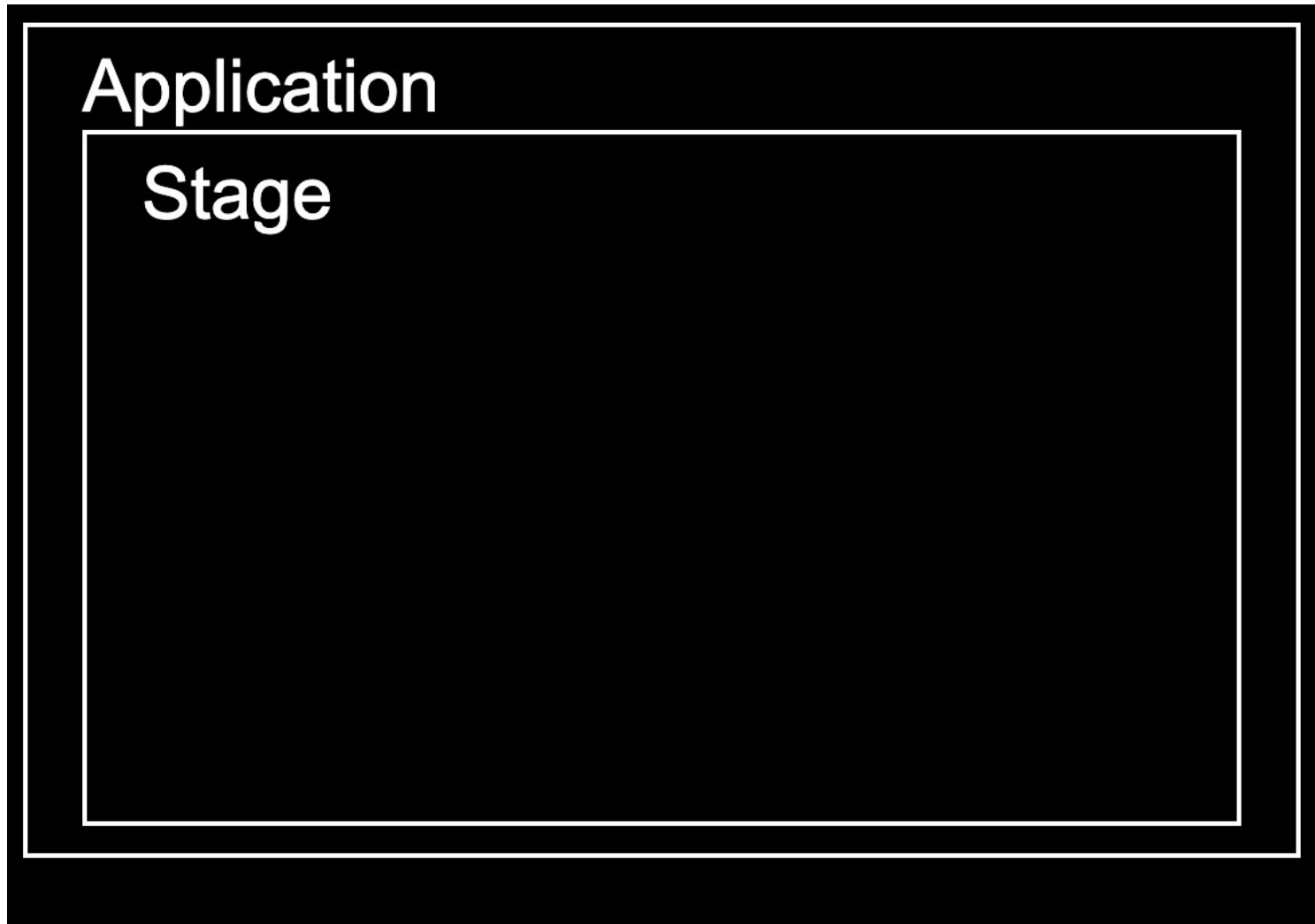
Let's break that down a bit...
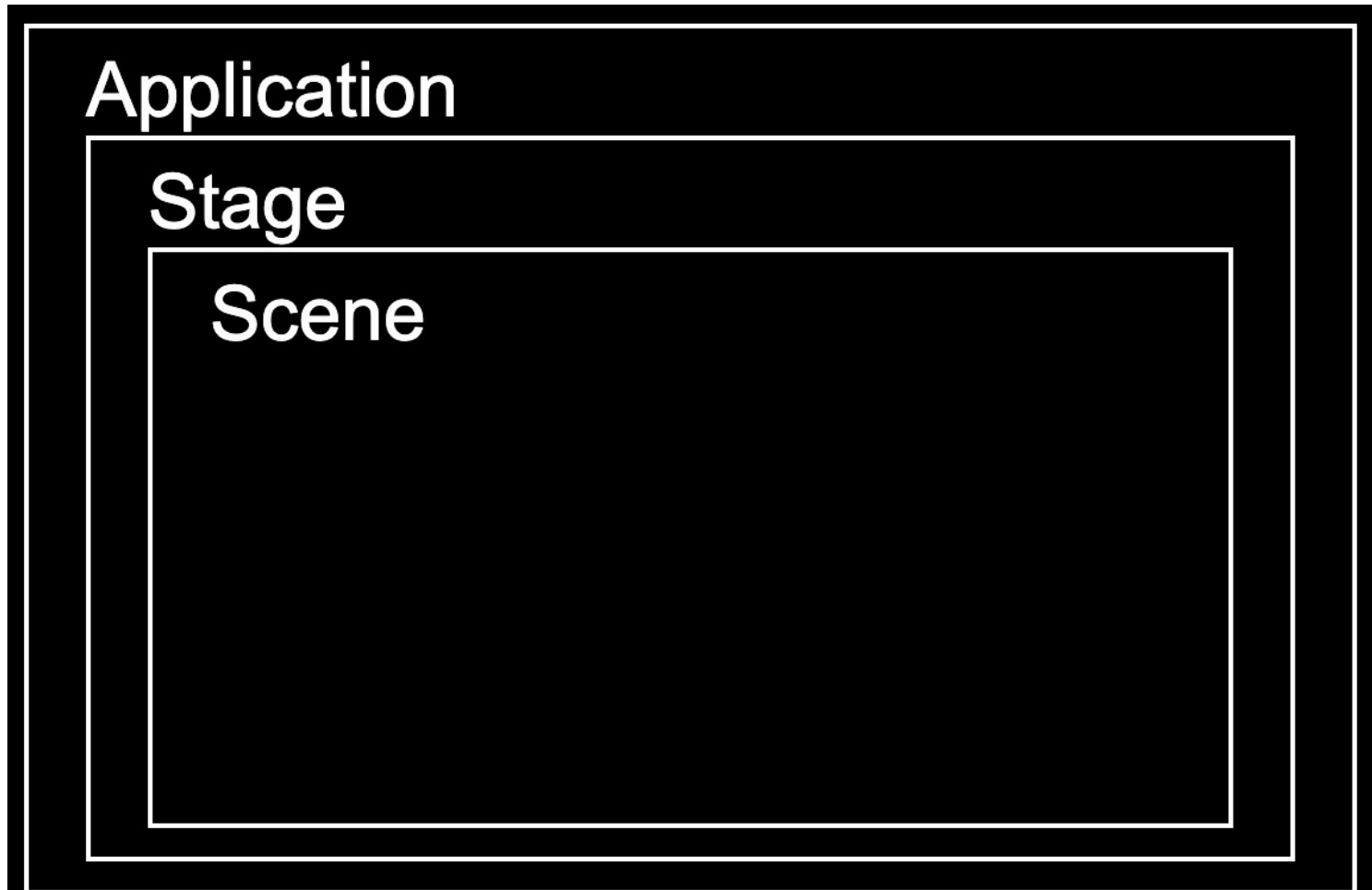
Main class must extend JavaFX "Application"
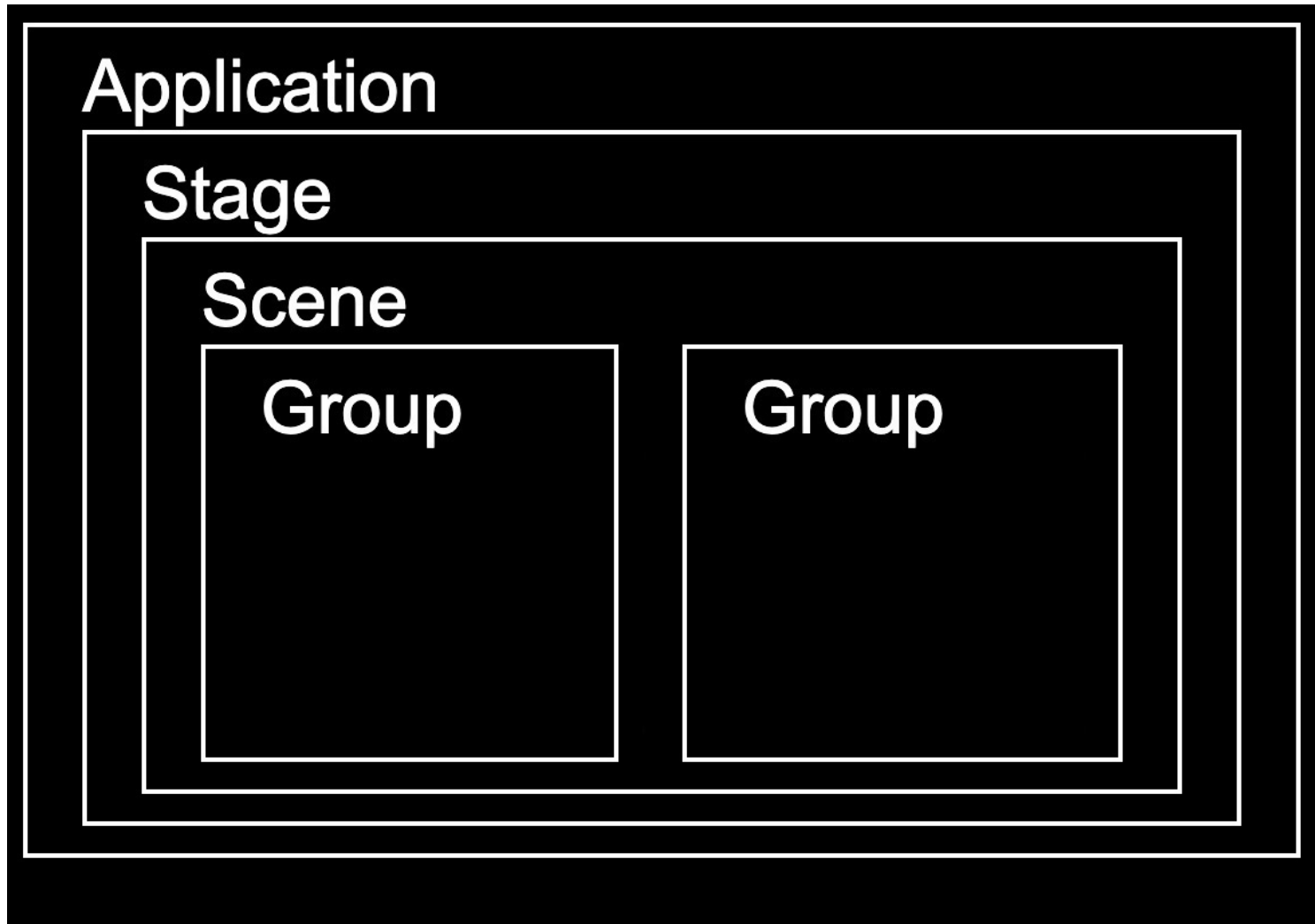

Application
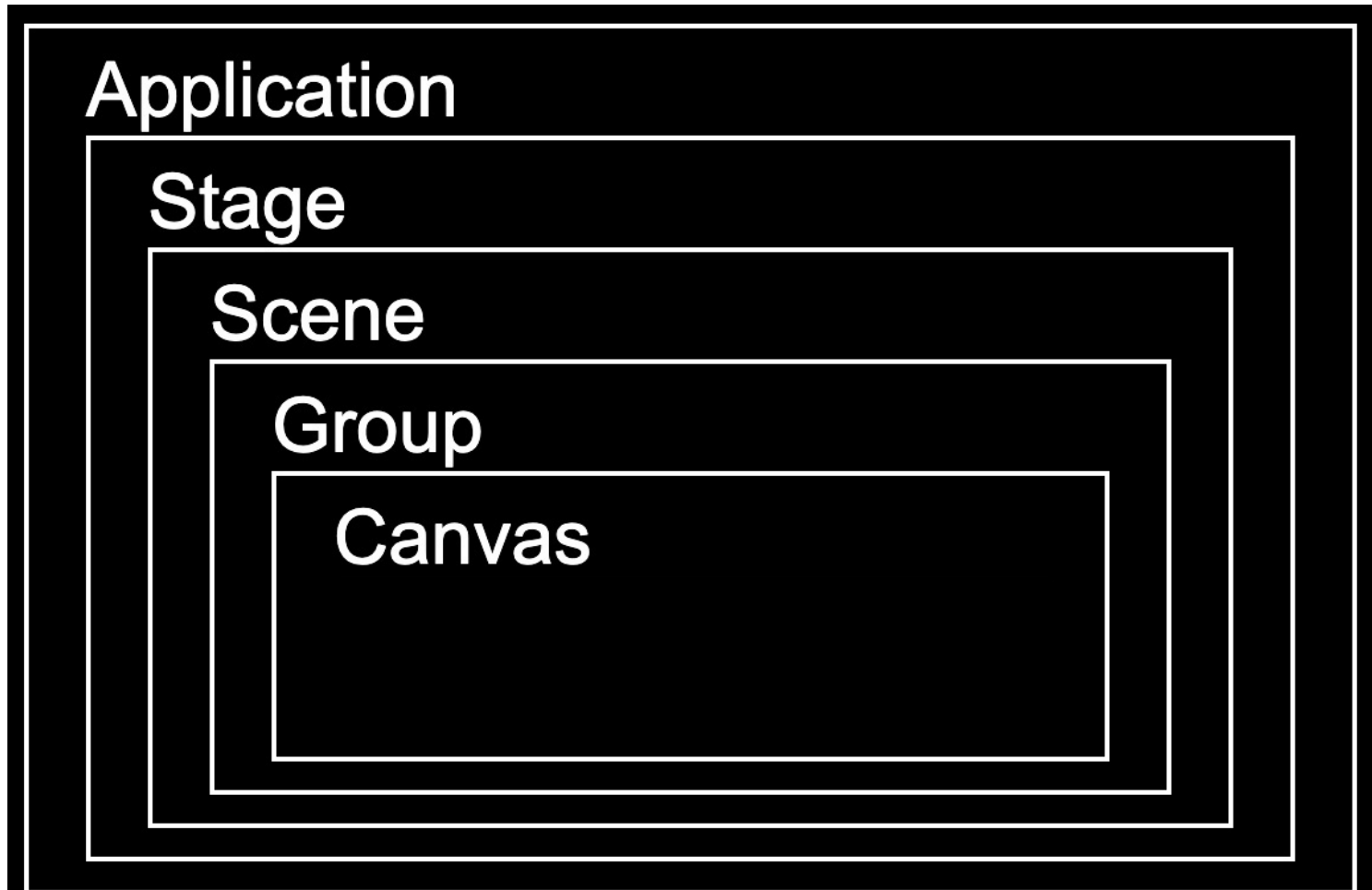
Stage is the Application's graphical view

Like a play - multiple scenes in sequence

Scene has multiple clusters of visible things

Canvas is a widget that can show drawings

To draw, call methods on graphics context