

```

1 package application;
2
3 import javafx.application.Application;
4 import javafx.scene.Scene;
5 import javafx.scene.layout.AnchorPane;
6 import javafx.stage.Stage;
7 import javafx.fxml.FXMLLoader;
8
9 public class App extends Application {
10     @Override
11     public void start(Stage stage) {
12         FXMLLoader loader = new FXMLLoader();
13         loader.setLocation(getClass().getResource("/view/Scoreboard.fxml"));
14         AnchorPane root = new AnchorPane();
15
16         try{
17             root = loader.load();
18         } catch(Exception e) {
19             System.out.println("ERROR: could not load FXML\n");
20             e.printStackTrace();
21         }
22
23         Scene scene = new Scene(root, 334, 195);
24         stage.setTitle("Team Scores");
25         stage.setScene(scene);
26         stage.show();
27     }
28
29     public static void main( String[] args ) {
30         launch();
31     }
32 }

```