

```
1 package application.viewmodel;
2
3 import application.viewmodel.EditorViewModel;
4
5 import javafx.stage.Stage;
6 import javafx.scene.Scene;
7 import javafx.scene.layout.AnchorPane;
8 import javafx.fxml.FXMLLoader;
9
10 public class EditorFacade {
11     private String fxmlPath;
12     private EditorViewModel viewModel;
13     private Stage stage;
14
15     public EditorFacade(String fxmlPath) {
16         this.fxmlPath = fxmlPath;
17     }
18
19     public void makeWindow() {
20         FXMLLoader loader = new FXMLLoader();
21         loader.setLocation(getClass().getResource(fxmlPath));
22
23         AnchorPane root = new AnchorPane();
24
25         try {
26             root = (AnchorPane)loader.load();
27         } catch(Exception e) {
28             System.out.println("ERROR: could not load FXML for path: " + fxmlPath);
29             e.printStackTrace();
30         }
31
32         Scene scene = new Scene(root, 396, 152);
33         Stage stage = new Stage();
34         stage.setScene(scene);
35         stage.setTitle("Team Editor");
36         EditorViewModel newModel = loader.getController();
37         stage.setOnCloseRequest(e -> newModel.stopObserving());
38
39
40         this.stage = stage;
41         this.viewModel = newModel;
42     }
43
44     public void showWindow() {
45         this.stage.show();
46     }
47
48     public EditorViewModel getViewModel() {
49         return viewModel;
50     }
51 }
```