Trong phần này sẽ trình bày cách mà chúng ta sẽ di chuyển từ scene này sang scene khác.

**B1: tạo class main để chạy chương trình.**

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| /\*  \* Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license  \* Click nbfs://nbhost/SystemFileSystem/Templates/javafx/FXMain.java to edit this template  \*/  package javafxapplication6;  import javafx.application.Application;  import javafx.event.ActionEvent;  import javafx.event.EventHandler;  import javafx.fxml.FXMLLoader;  import javafx.scene.Parent;  import javafx.scene.Scene;  import javafx.scene.control.Button;  import javafx.scene.layout.StackPane;  import javafx.stage.Stage;  /\*\*  \*  \* @author user  \*/  public class JavaFXApplication6 extends Application {    @Override  public void start(Stage primaryStage){  try {  Parent root = FXMLLoader.load(getClass().getResource("FXML1.fxml"));  Scene scene = new Scene(root);  primaryStage.setScene(scene);  primaryStage.show();  } catch (Exception ex) {  ex.printStackTrace();  }    }  /\*\*  \* @param args the command line arguments  \*/  public static void main(String[] args) {  launch(args);  }    } |

**B2: Tạo hai file .fxml FXML1.fxml FXML2.fxml.**

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| <?xml version="1.0" encoding="UTF-8"?>  <?import javafx.scene.control.Button?>  <?import javafx.scene.control.Label?>  <?import javafx.scene.layout.AnchorPane?>  <?import javafx.scene.text.Font?>  <AnchorPane id="AnchorPane" prefHeight="417.0" prefWidth="475.0" xmlns="http://javafx.com/javafx/21" xmlns:fx="http://javafx.com/fxml/1" fx:controller="javafxapplication6.controller">  <children>  <Button layoutX="117.0" layoutY="192.0" mnemonicParsing="false" onAction="#switch\_to\_scene1" text="switch to scene 2">  <font>  <Font size="30.0" />  </font>  </Button>  <Label layoutX="93.0" layoutY="60.0" text="This is scene 1">  <font>  <Font size="50.0" />  </font>  </Label>  </children>  </AnchorPane> |

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| <?xml version="1.0" encoding="UTF-8"?>  <?import javafx.scene.control.Button?>  <?import javafx.scene.control.Label?>  <?import javafx.scene.layout.AnchorPane?>  <?import javafx.scene.text.Font?>  <AnchorPane id="AnchorPane" prefHeight="409.0" prefWidth="484.0" xmlns="http://javafx.com/javafx/21" xmlns:fx="http://javafx.com/fxml/1" fx:controller="javafxapplication6.controller">  <children>  <Button layoutX="127.0" layoutY="202.0" mnemonicParsing="false" onAction="#switch\_to\_scene2" onMouseClicked="#switch\_to\_scene1" text="switch to scene 1">  <font>  <Font size="30.0" />  </font>  </Button>  <Label layoutX="103.0" layoutY="70.0" text="This is scene 2">  <font>  <Font size="50.0" />  </font>  </Label>  </children>  </AnchorPane> |

**B3: Tạo controller để chuyển qua lại giữa các fxml.**

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| /\*  \* Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license  \* Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template  \*/  package javafxapplication6;  import java.io.IOException;  import java.net.URL;  import java.util.ResourceBundle;  import java.util.logging.Level;  import java.util.logging.Logger;  import javafx.event.ActionEvent;  import javafx.fxml.FXMLLoader;  import javafx.fxml.Initializable;  import javafx.scene.Node;  import javafx.scene.Parent;  import javafx.scene.Scene;  import javafx.scene.input.MouseEvent;  import javafx.stage.Stage;  /\*\*  \*  \* @author user  \*/  public class controller implements Initializable{  private Parent root;  private Scene scene;  private Stage stage;  public void switch\_to\_scene2(ActionEvent e)  {  try {  root = FXMLLoader.load(getClass().getResource("FXML1.fxml")); // load dữ liệu vào bên trong root.  scene = new Scene(root); // thêm root này vào bên trong scene.  stage = (Stage)((Node)e.getSource()).getScene().getWindow(); // lấy ra stage hiện tại.  stage.setScene(scene);  stage.show();  } catch (IOException ex) {  Logger.getLogger(controller.class.getName()).log(Level.SEVERE, null, ex);  }  }  public void switch\_to\_scene1(ActionEvent e)  {  try {  root = FXMLLoader.load(getClass().getResource("FXML2.fxml"));  scene = new Scene(root);  stage = (Stage)((Node)e.getSource()).getScene().getWindow();  stage.setScene(scene);  stage.show();  } catch (IOException ex) {  Logger.getLogger(controller.class.getName()).log(Level.SEVERE, null, ex);  }  }  @Override  public void initialize(URL location, ResourceBundle resources) {  }      } |

**Trong bước 3 ở trên thì chúng ta thay thế toàn bộ scene. Bây giờ với event sau đây chúng ta có thể tạo một stage khác để hiển thị thành 2 hoặc nhiêu tab.**

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| public void switch\_to\_scene1(ActionEvent e)  {  try {  root = FXMLLoader.load(getClass().getResource("FXML2.fxml"));  scene = new Scene(root);  stage = new Stage();  stage.setScene(scene);  stage.show();  } catch (IOException ex) {  Logger.getLogger(controller.class.getName()).log(Level.SEVERE, null, ex);  }  } |