```
/*
```

- To change this license header, choose License Headers in Project Properties.
- To change this template file, choose Tools | Templates
- and open the template in the editor.

```
*/
package trees;
```

```
import javafx.application.Application;
import javafx.scene.Parent;
import javafx.scene.Scene;
import javafx.stage.Stage;
```

```
/**
*
```

- @author zeckzer

```
*/
public class Trees
extends Application {
```

```
@Override
public void start(Stage stage) {
TreesFrameController treesFrameController = TreesFrameController.getInstance();
```

```
    Parent root = treesFrameController.getRoot();

    Scene scene = new Scene(root);

    stage.setTitle("Trees");
    stage.setScene(scene);
    stage.show();

    treesFrameController.init();
```

```
}
```

```
/**
```

- @param args the command line arguments

```
*/
public static void main(String[] args) {
launch(args);
}
```

```
}
```