Switching from on Window to Another in JavaFX

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\*/

package javafxapplication8;

import javafx.application.Application;

import javafx.event.ActionEvent;

import javafx.event.EventHandler;

import javafx.scene.Scene;

import javafx.scene.control.Button;

import javafx.scene.control.Label;

import javafx.scene.layout.StackPane;

import javafx.scene.layout.VBox;

import javafx.stage.Stage;

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\* @author Possible

\*/

public class JavaFXApplication8 extends Application {

Stage myWindow;

Scene scene1,scene2;

public static void main(String[] args) {

launch(args);

}

@Override

public void start(Stage primaryStage) {

myWindow=primaryStage;

Label mylabel=new Label("This is the first Label");

Button mybutton=new Button("Go to Scene2");

mybutton.setOnAction(e -> myWindow.setScene(scene2));

VBox layout1=new VBox(20);

layout1.getChildren().addAll(mylabel,mybutton);

scene1=new Scene(layout1,200,200);

Using Lamda Expression here i.e e ->

Button mybutton2=new Button("Go to Scene1,here is hot");

mybutton2.setOnAction(e -> myWindow.setScene(scene1));

StackPane layout2=new StackPane();

layout2.getChildren().add(mybutton2);

scene2=new Scene(layout2,600,300);

myWindow.setScene(scene1);

myWindow.setTitle("PossibleScene");

myWindow.show();

}

}

How to create Alert box,Open a new class and name it to be AlertBox inside the package javafxapplication8;

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package javafxapplication8;

import javafx.geometry.Pos;

import javafx.scene.Scene;

import javafx.scene.control.Button;

import javafx.scene.control.Label;

import javafx.scene.layout.VBox;

import javafx.stage.Modality;

import javafx.stage.Stage;

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public class AlertBox {

public static void display(String title,String Message){

Stage window=new Stage();

window.initModality(Modality.APPLICATION\_MODAL);

window.setTitle(title);

window.setMinWidth(250);

Label label=new Label();

label.setText(Message);

Button button=new Button("close the button");

button.setOnAction(e ->window.close());

VBox layout=new VBox(10);

layout.getChildren().addAll(label,button);

layout.setAlignment(Pos.CENTER);

Scene scene=new Scene(layout);

window.setScene(scene);

window.showAndWait();

}

}

Finally to the main class JavaFXApplication8

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public class JavaFXApplication8 extends Application {

Stage myWindow;

Scene scene1,scene2;

public static void main(String[] args) {

launch(args);

}

@Override

public void start(Stage primaryStage) {

myWindow=primaryStage;

myWindow.setTitle("Possible Window");

Button button=new Button("Click me");

button.setOnAction(e -> AlertBox.display("Title of my window","Hey,you need to close to continue"));

StackPane layout=new StackPane();

layout.getChildren().add(button);

Scene scene=new Scene(layout,300,200);

myWindow.setScene(scene);

myWindow.show();

}

}