Multiple Windows/Dialogs

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1. Overview

In unserer Presentation wird das Thema Popup Windows und Dialog Fenster behandelt.
Wir erklären Ihnen das Grundwissen zum Thema und wie sie es im Code implementieren mit einem praktischem
Beispiel. 6

2. Praxis

- Neue Stage und Scene anlegen

- Content in neu angelegte Scene einfügen

- stage.show() um neues Fenster zu zeigen

3. Code Example

```java
@Override
    public void start(final Stage primaryStage) {

        Button button = new Button();
        button.setText("Open a New Window");

        button.setOnAction(new EventHandler<ActionEvent>() {

            @Override
            public void handle(ActionEvent event) {

                Label secondLabel = new Label("I'm a Label on new Window");

                StackPane secondaryLayout = new StackPane();
                secondaryLayout.getChildren().add(secondLabel);

                Scene secondScene = new Scene(secondaryLayout, 230, 100);

                // New window (Stage)
                Stage newWindow = new Stage();
                newWindow.setTitle("Second Stage");
                newWindow.setScene(secondScene);

                // Set position of second window, related to primary window.
                newWindow.setX(primaryStage.getX() + 200);
                newWindow.setY(primaryStage.getY() + 100);

                newWindow.show();
            }
        });

        StackPane root = new StackPane();
        root.getChildren().add(button);

        Scene scene = new Scene(root, 450, 250);

        primaryStage.setTitle("JavaFX Open a new Window (o7planning.org)");
        primaryStage.setScene(scene);
        primaryStage.show();
    }
```