* ***Source code halaman login***

import javafx.application.Application;

import javafx.geometry.Insets;

import javafx.scene.Scene;

import javafx.scene.control.\*;

import javafx.scene.layout.\*;

import javafx.stage.Stage;

public class CRUDApp extends Application {

public static void main(String[] args) {

launch(args);

}

@Override

public void start(Stage primaryStage) {

primaryStage.setTitle("CRUD App");

// Create login screen

VBox loginLayout = new VBox(10);

loginLayout.setPadding(new Insets(20));

TextField usernameField = new TextField();

PasswordField passwordField = new PasswordField();

Button loginButton = new Button("Login");

loginButton.setOnAction(e -> {

// Implement authentication logic here

// For simplicity, let's assume any non-empty input is valid

primaryStage.setScene(createDashboard());

});

loginLayout.getChildren().addAll(new Label("Username:"), usernameField, new Label("Password:"), passwordField, loginButton);

Scene loginScene = new Scene(loginLayout, 300, 200);

primaryStage.setScene(loginScene);

primaryStage.show();