

Package [Main](#)

Class **BigMainGUI**

[java.lang.Object](#)
[javafx.application.Application](#)
[Main.BigMainGUI](#)

```
public class BigMainGUI
extends javafx.application.Application
```

The `BigMainGUI` class is the main entry point for the G55 Tom and Jerry Maze Game Testing Menu. It extends the `Application` class from JavaFX and provides the GUI functionality for the testing menu. The testing menu allows users to generate a new maze, display the shortest path in the maze, play the game, and exit the application by clicking the corresponding button. Users can test different functions related to maze generation, shortest path finding, and playing the game.

Nested Class Summary

Nested classes/interfaces inherited from class [javafx.application.Application](#)

[javafx.application.Application.Parameters](#)

Field Summary

Fields inherited from class [javafx.application.Application](#)

`STYLESHEET_CASPIAN`, `STYLESHEET_MODENA`

Constructor Summary

Constructors

Constructor	Description
BigMainGUI()	

Method Summary

All Methods [Instance Methods](#) [Concrete Methods](#)

Modifier and Type	Method	Description
<code>void</code>	start (javafx.stage.Stage stage)	

Methods inherited from class [javafx.application.Application](#)

`getHostServices`, `getParameters`, `getUserAgentStylesheet`, `init`, `launch`, `launch`, `notifyPreloader`, `setUserAgentStylesheet`, `stop`

Methods inherited from class [java.lang.Object](#)

`clone` , `equals` , `finalize` , `getClass` , `hashCode` , `notify` , `notifyAll` , `toString` , `wait` , `wait` , `wait`

Constructor Details

BigMainGUI

```
public BigMainGUI()
```

Method Details

start

```
public void start(javafx.stage.Stage stage)  
    throws Exception
```

Specified by:

start in class `javafx.application.Application`

Throws:

`Exception`