The **Stage** object passed to the start method

The desktop top's application window

The **stage's** area (width x height units)

The scene is added to this

The **Scene** object (occupies the entire stage area)

The container is added to this

scene height

The container object, e.g, a Pane object

(occupies the entire scene)

Components are added to this.

scene width

**Figure 11.9** Relationship between and FX stage, scene, container, and GUI components.