

AdminDashboardController		
adminViewBooksController	AdminViewBooksController	
adminViewMembersController	AdminViewMembersController	
rentBookRequestsController	RentBookRequestsController	
loanedBooksController	LoanedBooksController	
root	AnchorPane	
titlePane	AnchorPane	
adminHomeTab	Tab	
adminViewBooks	AnchorPane	
adminViewMembers	AnchorPane	
adminCategoriesTab	Tab	
adminAccountTab	AnchorPane	
adminAddress	JFXTextField	
adminMobile	JFXTextField	
adminName	JFXTextField	
adminEmail	JFXTextField	
adminPassword	JFXPasswordField	
updateAdminBtn	JFXButton	
addBookBtn	JFXButton	
addAdminBtn	JFXButton	
addMemberBtn	JFXButton	
viewBooksBtn	JFXButton	
viewMembersBtn	JFXButton	
settingsBtn	JFXButton	
searchBookTxt	TextField	
searchMemberTxt	TextField	
searchBookBtn	JFXButton	
searchMemberBtn	JFXButton	
title	Label	
author	Label	
publisher	Label	
category	Label	
price	Label	
editBookBtn	JFXButton	
removeBookBtn	JFXButton	
initialize(URL, ResourceBundle)	void	
logout()	void	
searchBook()	void	
searchMember()	void	
addAdmin()	void	
addMember()	void	
addBook()	void	
viewMembers()	void	
viewBooks()	void	
settings()	void	
loadWindow(String, String)	void	
loadWindowDecorated(String, String)	void	
closeWindow(AnchorPane)	void	

SignUpController		
signUp_pane	AnchorPane	
first_name	TextField	
last_name	TextField	
first_name_lbl	Label	
last_name_lbl	Label	
address	TextField	
address_lbl	Label	
mobile	TextField	
mobile_lbl	Label	
email	TextField	
email_lbl	Label	
password	PasswordField	
password_lbl	Label	
confirm_password	PasswordField	
confirm_password_lbl	Label	
signUpBtn	Button	
gotoLoginBtn	Button	
emailPattern	String	
regex	String	
m	Member	
initialize(URL, ResourceBundle)	void	
enterPressedTextField(TextField, Label)	void	
enterPressedTextField(TextField, PasswordField, Label)	void	
enterPressedFirstName()	void	
enterPressedLastName()	void	
enterPressedAddress()	void	
enterPressedMobile()	void	
enterPressedEmail()	void	
enterPressedPassword()	void	
enterPressedConfirmPassword()	void	
signUp()	void	
goToLogin()	void	
loadWindow(String, String, Boolean)	void	
closeWindow(AnchorPane)	void	

DashboardController		
viewBooksController	ViewBooksController	
viewMembersController	ViewMembersController	
viewRentedBooksController	ViewRentedBooksController	
border_pane	BorderPane	
titlePane	AnchorPane	
home_root_pane	AnchorPane	
home_pane	AnchorPane	
logoutBtn	JFXButton	
tabPane	TabPane	
homeTab	Tab	
viewBooks	AnchorPane	
viewMembers	AnchorPane	
searchBookTxt	TextField	
searchBookBtn	JFXButton	
searchMemberTxt	TextField	
searchMemberBtn	JFXButton	
viewBooksBtn	JFXButton	
view_members_btn	JFXButton	
member	Member	
logout()	void	
rent()	void	
searchBook()	void	
searchMember()	void	
viewMembers()	void	
viewBooks()	void	
settings()	void	
loadWindow(String, String, Boolean)	void	
loadWindowDecorated(String, String, Boolean)	void	
closeWindow(BorderPane)	void	
initialize(URL, ResourceBundle)	void	

LoginController		
login_pane	AnchorPane	
email	TextField	
email_lbl	Label	
password	PasswordField	
password_lbl	Label	
loginBtn	Button	
gotoSignUpBtn	Button	
userType	String	
connectNow	DatabaseConnection	
connectDB	Connection	
initialize(URL, ResourceBundle)	void	
enterPressedTextField(TextField, PasswordField, Label)	void	
enterPressedEmail()	void	
enterPressedPassword()	void	
login()	void	
validateLogin()	void	
goToSignUp()	void	
loadWindow(String, String, Boolean)	void	
closeWindow(AnchorPane)	void	

AdminSettingsController		
settingsPane	AnchorPane	
adminsTable	TableView	
close_btn	JFXButton	
idCol	TableColumn<Admin, String>	
firstNameCol	TableColumn<Admin, String>	
lastNameCol	TableColumn<Admin, String>	
addressCol	TableColumn<Admin, String>	
mobileCol	TableColumn<Admin, String>	
emailCol	TableColumn<Admin, String>	
removeCol	TableColumn<Admin, JFXButton>	
blockCol	TableColumn<Admin, JFXButton>	
list	ObservableList<Admin>	
initialize(URL, ResourceBundle)	void	
initCol()	void	
loadData()	void	
refresh()	void	
close()	void	

Main		
screenWidth	int	
screenHeight	int	
stage	Stage	
scene	Scene	
initialX	int	
initialY	int	
start(Stage)	void	
main(String[])	void	