Maintenance:

* Controller – contains methods that run user interface, tick count and statistics.
  + runController – **main method for the whole simulation, controls timing**
  + main
  + drawGraphics – handles the graphics
  + reportStatistics – handles the statistics
  + menuSystem – handles the user interface
* Store – represents the shopping and holds the list of items.
  + Store
  + dumpCheckoutItmes
  + getQueues
  + getCheckoutListSize
  + getCustomerLocations
  + Run – main method for store class, controls the shopping, the checkouts and the timing
  + currentAverageLength
  + updateCumulativeAverage
  + getCustomerCounter
  + getAverageInStore
  + getAverageQueue
  + getAverageExpressQueue
  + getShopProfit
  + calcAverageInStore
  + calcAverageWait
  + createCustomer
  + calcCurrentProbability
  + addToSmallestQueue
* Canvas – draws all the components needed for the graphics.
  + Canvas – Creates the canvas and controls it.
  + addCheckout
  + addCustomer – draws a customer in the queue
  + addCustomer – draws a customer in the store
  + addShopFloor
  + addCheckoutArea
  + erase
* UserDialog – a collection of tools to create interfaces
  + showMessage
  + getInt
  + getDouble
  + getFloat
  + getBoolean
  + getString
  + showTextMessage
  + getIntText
  + getDoubleText
  + getFloatText
  + getBooleanText
  + getStringText
  + createTextDisplay
  + selectString
  + selectIndex
* Checkout
  + Checkout
  + dumpItems
  + run – controls each checkout and customers in the array
  + calcAverageQueue
  + getAverageQueue
  + queueHasCustomer
  + hasCustomer
  + getQueueLength
  + hasItems
  + randomDelay
  + scanItems
  + itemCount
  + isExpress
  + add
  + getClosing
* Item
  + Item – blueprint for an item
  + getName
  + getPrice
  + getId
  + toString
* FileHandler – reads and interprets a file of comma separated values
  + static – main method to read file and create items class
  + add
  + batchAdd
  + getFile
  + readLine