

AddProductController	
➤ AddProductController()	
➤ service	InventoryService
➤ handleAddProduct(ActionEvent)	void
➤ handleSaveProduct(ActionEvent)	void
➤ initialize(URL, ResourceBundle)	void
➤ displayScene(ActionEvent, String)	void
➤ handleCancelProduct(ActionEvent)	void
➤ handleSearchProduct(ActionEvent)	void
➤ handleDeleteProduct(ActionEvent)	void
➤ updateDeleteProductTableView()	void
➤ service	InventoryService

ModifyProductController	
➤ ModifyProductController()	
➤ service	InventoryService
➤ updateDeleteProductTableView()	void
➤ handleSaveProduct(ActionEvent)	void
➤ fillWithData()	void
➤ handleSearchProduct(ActionEvent)	void
➤ handleAddProduct(ActionEvent)	void
➤ displayScene(ActionEvent, String)	void
➤ handleDeleteProduct(ActionEvent)	void
➤ initialize(URL, ResourceBundle)	void
➤ handleCancelProduct(ActionEvent)	void
➤ service	InventoryService

MainScreenController	
➤ MainScreenController()	
➤ service	InventoryService
➤ modifyPartIndex	int
➤ modifyProductIndex	int
➤ displayScene(ActionEvent, String)	void
➤ handleDeleteProduct(ActionEvent)	void
➤ handleModifyPart(ActionEvent)	void
➤ handleAddPart(ActionEvent)	void
➤ handleProductsSearchBtn(ActionEvent)	void
➤ handlePartsSearchBtn(ActionEvent)	void
➤ initialize(URL, ResourceBundle)	void
➤ handleDeletePart(ActionEvent)	void
➤ handleAddProduct(ActionEvent)	void
➤ handleExit(ActionEvent)	void
➤ handleModifyProduct(ActionEvent)	void
➤ modifyPartIndex	int
➤ modifyProductIndex	int
➤ service	InventoryService

Main	
➤ Main()	
➤ start(Stage)	void
➤ main(String[])	void

PartValidator	
➤ PartValidator()	
➤ validate(Part)	void

Validator<T>	
➤ validate()	void

Controller	
➤ service	InventoryService

ModifyPartController	
➤ ModifyPartController()	
➤ service	InventoryService
➤ handleOutsourcedRBtn(ActionEvent)	void
➤ fillWithData()	void
➤ handleModifyPartCancel(ActionEvent)	void
➤ displayScene(ActionEvent, String)	void
➤ handleInhouseRBtn(ActionEvent)	void
➤ initialize(URL, ResourceBundle)	void
➤ handleModifyPartSave(ActionEvent)	void
➤ service	InventoryService

InventoryRepositoryInMemory	
➤ InventoryRepositoryInMemory()	
➤ autoPartId	int
➤ products	ObservableList<Product>
➤ allParts	ObservableList<Part>
➤ autoProductId	int
➤ lookupProduct(String)	Product
➤ updateProduct(int, Product)	void
➤ removeProduct(Product)	void
➤ deletePart(Part)	void
➤ updatePart(int, Part)	void
➤ lookupPart(String)	Part
➤ addProduct(Product)	void
➤ addPart(Part)	void
➤ autoProductId	int
➤ allParts	ObservableList<Part>
➤ autoPartId	int
➤ products	ObservableList<Product>

Product	
➤ Product(int, String, double, int, int, int, ObservableList<Part>)	
➤ associatedParts	ObservableList<Part>
➤ name	String
➤ max	int
➤ price	double
➤ productId	int
➤ min	int
➤ inStock	int
➤ addAssociatedPart(Part)	void
➤ removeAssociatedPart(Part)	void
➤ isValidProduct(String, double, int, int, int, ObservableList<Part>)	boolean
➤ lookupAssociatedPart(String)	Part
➤ toString()	String
➤ name	String
➤ inStock	int
➤ productId	int
➤ min	int
➤ max	int
➤ price	double
➤ associatedParts	ObservableList<Part>

InventoryRepositoryFile	
➤ InventoryRepositoryFile(PartValidator, ProductValidator)	
➤ updatePart(int, Part)	void
➤ addPart(Part)	void
➤ readProducts()	void
➤ addProduct(Product)	void
➤ getPartFromString(String)	Part?
➤ lookupProduct(String)	Product?
➤ getProductFromString(String)	Product?
➤ updateProduct(int, Product)	void
➤ deletePart(Part)	void
➤ deleteProduct(Product)	void
➤ writeAll()	void
➤ lookupPart(String)	Part
➤ readParts()	void
➤ autoProductid	int
➤ allParts	ObservableList<Part>
➤ autoPartId	int
➤ inventory	InventoryRepositoryInMemory
➤ allProducts	ObservableList<Product>

ProductValidator	
➤ ProductValidator()	
➤ validate(Product)	void

InhousePart	
➤ InhousePart(int, String, double, int, int, int, int)	
➤ machineld	int
➤ toString()	String
➤ machineld	int

AddPartController	
➤ AddPartController()	
➤ service	InventoryService
➤ handleInhouseRBtn(ActionEvent)	void
➤ handleAddPartCancel(ActionEvent)	void
➤ handleAddPartSave(ActionEvent)	void
➤ handleOutsourcedRBtn(ActionEvent)	void
➤ initialize(URL, ResourceBundle)	void
➤ displayScene(ActionEvent, String)	void
➤ service	InventoryService

ValidationException	
➤ ValidationException(Throwable)	
➤ ValidationException(String, Throwable)	
➤ ValidationException(String, Throwable, boolean, boolean)	
➤ ValidationException()	
➤ ValidationException(String)	

Part	
➤ Part(int, String, double, int, int, int)	
➤ name	String
➤ inStock	int
➤ partId	int
➤ price	double
➤ min	int
➤ max	int
➤ isValidPart(String, double, int, int, int, String)	boolean
➤ toString()	String
➤ min	int
➤ name	String
➤ max	int
➤ partId	int
➤ inStock	int
➤ price	double

InventoryService	
➤ InventoryService(InventoryRepositoryFile)	
➤ deleteProduct(Product)	void
➤ addProduct(String, double, int, int, int, ObservableList<Part>)	void
➤ updateInhousePart(int, int, String, double, int, int, int, int)	void
➤ lookupPart(String)	Part
➤ addInhousePart(String, double, int, int, int, int)	void
➤ addOutsourcePart(String, double, int, int, int, String)	void
➤ updateOutsourcedPart(int, int, String, double, int, int, int, String)	void
➤ deletePart(Part)	void
➤ lookupProduct(String)	Product
➤ updateProduct(int, int, String, double, int, int, int, ObservableList<Part>)	void
➤ allParts	ObservableList<Part>
➤ allProducts	ObservableList<Product>

OutsourcedPart	
➤ OutsourcedPart(int, String, double, int, int, int, String)	
➤ companyName	String
➤ toString()	String
➤ companyName	String