|  |
| --- |
| CircleController |
| - circlePane : VBox  - periLabel : Label  - areaLabel : Label  - circRadius : TextField |
| + circPListener() : void  + circAListener() : void  + drawCircle(radius : double) : void  + resetFields() : void  + helpListener() : void |

|  |
| --- |
| SquareController |
| - rectanglePane : VBox  - periLabel : Label  - areaLabel: Label  - squareSide1 : TextField  - squareSide2 : TextField |
| + squarePListener() : void  + squareAListener() : void  + drawRectangle  (s1 : double, s2 : double) : void  + resetFields() : void  + helpListener() : void |

Hunter Caughlin and Daron Adkins

UML Diagrams/Final Project

Java 2/ Tonitta Sauls

|  |
| --- |
| TriangleController |
| - trianglePane : VBox  - periLabel : Label  - areaLabel: Label  - triBase : TextField  - triHeight : TextField  - triSide1 : TextField  - triSide2 : TextField |
| + trianglePListener() : void  + triangleAListener() : void  + drawTriangle() : void  + resetFields() : void  + helpListener(): void |

|  |
| --- |
| AdkinsCaughlinFinalProject extends Application (JavaFX) |
| N/A |
| + start(stage: Stage) : void  + main(String[] args) : static void |

|  |
| --- |
| PentagonController |
| - pentagonPane : VBox  - periLabel : Label  - areaLabel: Label  - pentaSide : TextField |
| + pentagonPListener() : void  + pentagonAListener() : void  + drawPentagon() : void  + resetFields() : void  + helpListener() : void |

|  |
| --- |
| TrapezoidController |
| - trapezoidPane : VBox  - periLabel : Label  - areaLabel: Label  - trapBase1 : TextField  - trapBase2 : TextField  - trapHeight : TextField  - trapSide1 : TextField  - trapSide2 : TextField |
| + trapezoidPListener() : void  + trapezoidAListener() : void  + drawTrapezoid() : void  + resetFields() : void  + helpListener() : void |

1) The Circle, Square, Triangle, Trapezoid, and Pentagon Controller classes are all responsible for each shape’s functions, such as calculating the corresponding area and/or perimeter.

2) The FinalProject class loads any created FXML files and displays the stage of our program, followed by running the program via the main static method.