## Phase 3 UML

Stephen Villanueva | December 10, 2021

Bookstore_GUI	Search	Main
+Bookstore_GUI():void +infoBox(String infoMessage, String titleBar):void -initComponents():void -exit_menuActionPerformed(ActionEvent evt):void -search_buttonMouseReleased(MouseEvent evt):void -search_boxActionPerformed(ActionEvent evt):void -search_boxMouseReleased(MouseEvent evt):void -search_boxMouseClicked(ActionEvent evt):void -search_boxMouseClicked(ActionEvent evt):void -view_All_ButtonMouseReleased(MouseEvent evt):void -Load(HashMap viewsome):void -select_All_ButtonMouseReleased(MouseEvent evt):void -add_To_Cart_ButtonMouseReleased(MouseEvent evt):void -Checkout_ButtonMouseReleased(MouseEvent evt):void -Clear_Cart_ButtonMouseReleased(MouseEvent evt):void -clear_Cart_ButtonMouseReleased(MouseEvent evt):void -optionsMouseReleased(MouseEvent evt):void -clear_cartMouseReleased(MouseEvent evt):void	-SearchResults:HashMap <integer, string=""> -Searchindex:int = 1 -pathToDatabase:Path -Database:String</integer,>	+main(String[] args):voi
	+Search():void +DatabaseCheck():void +Title(String Title):void +Author(String Author):void +ISBN(String ISBN):void	loading_screen
	+searchCsvLine(int searchColumnIndex, String searchString):void +BooksFound():void +DatabaseCheck():boolean +View_All():HashMap +searchCsvLine():HashMap	+loading_screen():void -initComponents():void -load_barPropertyChange(PropertyCha
	Cart  -Cartindex:int = 1 #Cartitems:Map <integer, string=""> -Itemplaceholder:Map<int, string=""></int,></integer,>	Log
		-fileName:String = "\\log.txt"
	+ViewCart():void	+readLog():void

## Main ain(String[] args):void

## void void Change(PropertyChangeEvt e):void

