

InventoryRepository	
InventoryRepository()	
Inventory	Inventory
lookupPart(String)	Part
getPartFromString(String)	Part
addProduct(Product)	void
deleteProduct(Product)	void
readProducts()	void
readParts()	void
getProductFromString(String)	Product
updatePart(int, Part)	void
addPart(Part)	void
writeAll()	void
lookupProduct(String)	Product
deletePart(Part)	void
updateProduct(int, Product)	void
autoProductId	int
allParts	ObservableList<Part>
autoPartId	int
inventory	Inventory
allProducts	ObservableList<Product>

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

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

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

InhousePart	
InhousePart(int, String, double, int, int, int, int)	
machinId	int
toString()	String
machinId	int

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

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

Controller	
service	InventoryService

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

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

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

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

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

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