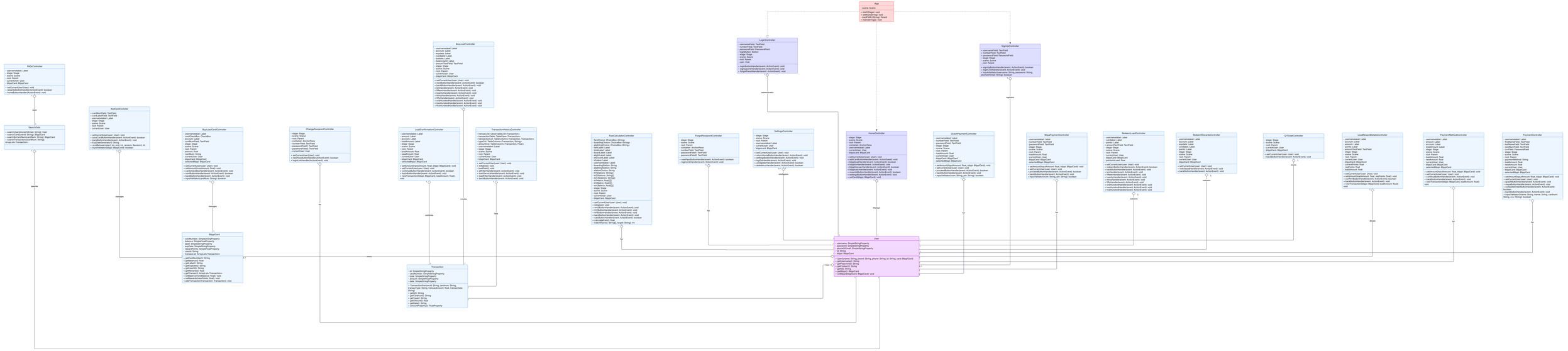
App
- scene: Scene
+ start(Stage): void
+ setRoot(String): void
+ loadFXML(String): Parent
+ main(String[]): void
LoginController
- usernameField: TextField
- hostserField: TextField
- passwordField: PasswordField
- loginButton: Button
- stage: Stage
- scene: Scene
- root: Parent
- user: User
+ loginButtonHandler(event: ActionEvent): void
+ signupLinkHandler(event: ActionEvent): void
+ forgotPasswordHandler(event: ActionEvent): void
authenticates
SignupController
- usernameField: TextField
- emailField: TextField
- passwordField: PasswordField
- stage: Stage
- scene: Scene
- root: Parent
+ signUpBtnHandler(event: ActionEvent): boolean
+ loginLinkHandler(event: ActionEvent): void
+ checkUsernameExists(username: String, password: String, phone[Optional]: String): boolean
registers
FXOpController
- usernameLabel: Label
- stage: Stage
- scene: Scene
- cardLabel: Label
- balanceLabel: Label
- usernameTextField: TextField
- stage: Stage
- scene: Scene
- root: Parent
- currentUser: User
- lastUsedCard: BlipCard
+ setCurrentUser(user: User): void
+ cardBuyBtnHandler(event: ActionEvent): boolean
+ backBtnHomeHandler(event: ActionEvent): void
+ cardSellBtnHandler(event: ActionEvent): void
+ fillwithUsersCard(): void
+ setLastUsedCard(card: BlipCard): void
+ loadUsersCard(): void
+ homeBtnHandler(event: ActionEvent): void
BuyLoadController
- usernameLabel: Label
- account: Label
- balance: Label
- cardLabel: Label
- balanceLabel: Label
- balanceLabel: Label
- usernameTextField: TextField
- stage: Stage
- scene: Scene
- root: Parent
- currentUser: User
- lastUsedCard: BlipCard
+ setCurrentUser(user: User): void
+ cardBuyBtnHandler(event: ActionEvent): boolean
+ backBtnHomeHandler(event: ActionEvent): void
+ cardSellBtnHandler(event: ActionEvent): void
+ fillwithUsersCard(): void
+ setLastUsedCard(card: BlipCard): void
+ loadUsersCard(): void
+ thirtyPesoBtnHandler(event: ActionEvent): void
+ twenty5PesoBtnHandler(event: ActionEvent): void
+ twenty0PesoBtnHandler(event: ActionEvent): void
+ twenty5PesoBtnHandler(event: ActionEvent): void
+ twenty0PesoBtnHandler(event: ActionEvent): void
+ fivehundredPesoBtnHandler(event: ActionEvent): void
SearchData
+ searchUserByAmount(cash: String): User
+ searchCardLoaded(): String[*]BlipCard
+ searchCardUsed(cardNum: String): BlipCard
+ searchTransactions(cardNum: String): Array[in Transaction]
AddCardController
- cardBoxField: TextField
- cardNumLabel: Label
- usernameLabel: Label
- stage: Stage
- scene: Stage
- root: Parent
- currentUser: User
+ setCurrentUser(user: User): void
+ cardCheckBtnHandler(event: ActionEvent): boolean
+ backBtnHomeHandler(event: ActionEvent): void
+ cardAddBtnHandler(event: ActionEvent): void
+ isvalidNumber(cardNum: int): int, isvalidNum: Boolean): int
+ inputValidator(BlipCard): BlipCard: boolean
BuyLoadCardController
- usernameLabel: Label
- cardCheckBox: CheckBox
- account: Label
- balanceLabel: TextField
- stage: Stage
- scene: Stage
- root: Parent
- currentUser: User
- cardNum: String
- currentUser: User
- lastUsedCard: BlipCard
- selectedBlipp: BlipCard
+ setCurrentUser(user: User): void
+ backBtnHomeHandler(event: ActionEvent): void
+ cardChecBtnHandler(event: ActionEvent): void
+ backBtnHomeHandler(event: ActionEvent): void
+ cardAddBtnHandler(event: ActionEvent): void
+ inputValidator(cardNum: String): boolean
manages
manages
BlipCard
- cardNumber: SimpleStringProperty
- balance: SimpleFloatProperty
- label: SimpleStringProperty
- cardUsed: SimpleBooleanProperty
- revenueFrom: SimpleFloatProperty
- cardOwner: User
- transactList: Array[in Transaction]
+ getCardNumber(): String
+ getBalance(): Float
+ getLabel(): String
+ getCardUsed(): Boolean
+ getOwner(): String
+ getRevenueFrom(): Float
+ addTransaction(Transaction): void
+ getBalanceAmount(Balance float): void
+ getTransactionCount(): int
+ addTransactionUsage(in Transaction): void
ChangePasswordController
- stage: Stage
- scene: Scene
- root: Parent
- usernameTextField: TextField
- newPassTextField: TextField
- passwordField2: TextField
- stage: Stage
+ setCurrentUser(user: User): void
+ newPassBtnHandler(event: ActionEvent): void
+ logInLinkHandler(event: ActionEvent): void
LoadConfirmationController
- usernameLabel: Label
- amount Label
- account Label
- balanceLabel: Label
- stage: Stage
- scene: Stage
- root: Parent
- currentUser: User
- newBalance: float
- currentUser: User
- lastUsedCard: BlipCard
- selectedBlipp: BlipCard
+ setAmountUsingAmount(cash: float, blipp: BlipCard): void
+ setCurrentUser(user: User): void
+ confirmBtnHandler(event: ActionEvent): boolean
+ backBtnHomeHandler(event: ActionEvent): void
+ setLastUsedCard(card: BlipCard): void
+ inputValidator(cardNum: String): boolean
uses
uses
TransactionHistoryController
- transactLabel: Label
- transactionTable: TableView<Transaction>
- transactionCol: TableColumn<Transaction, Transaction>
- dateCol: TableColumn<Transaction, Date>
- amountCol: TableColumn<Transaction, Float>
- usernameLabel: Label
- stage: Stage
- scene: Stage
- root: Parent
- currentUser: User
- lastUsedCard: BlipCard
+ setCurrentUser(user: User): void
+ initialize(): void
+ setTransactionTable(): void
+ setTitleUsernameUsers(): void
+ backBtnHomeHandler(event: ActionEvent): void
+ backBtnHomeHandler(event: ActionEvent): void
creates
Transaction
- id: SimpleStringProperty
- cardNum: SimpleStringProperty
- type: SimpleStringProperty
- amount: SimpleFloatProperty
- date: SimpleStringProperty
+ Transaction(transid: String, cardnum: String, transactType: String, transactAmount: Float, transactDate: Date)
+ getID(): String
+ getCardNum(): String
+ getType(): String
+ getDate(): Date
+ getDate(): String
+ amountProperty(): FloatProperty
FavCalculatorController
- feeChoice: ChoiceBox<String>
- cardChoice: ChoiceBox<BlipCard>
- digitingChoice: ChoiceBox<String>
- feeLabel: Label
- cashLabel: Label
- boardLabel: Label
- cardLabel: Label
- discountLabel: Label
- stage: Stage
- usernameLabel: Label
- boardingStation: String
- destination: String
- distanceTxtField: String
- cashTxtField: String
- fr1Station: String[]
- fr2Station: String[]
- fr1Matrix: Float[]
- fr2Matrix: Float[]
- currentUser: User
- stage: Stage
- scene: Stage
- root: Parent
- currentUser: User
- lastUsedCard: BlipCard
+ setCurrentUser(user: User): void
+ initialize(): void
+ setTitleUsernameUsers(): void
+ trf1ButtonHandler(event: ActionEvent): void
+ trf2ButtonHandler(event: ActionEvent): void
+ backBtnHomeHandler(event: ActionEvent): void
+ calcBtnHomeHandler(event: ActionEvent): void
+ setLastUsedCard(card: BlipCard): void
+ listenTfarey: String[], target: String): int
ForgotPasswordController
- stage: Stage
- scene: Scene
- root: Parent
- container: AnchorPane
- usernameTxtField: TextField
- passwordField1: TextField
- stage: Stage
+ newPassBtnHandler(event: ActionEvent): boolean
+ logInLinkHandler(event: ActionEvent): void
SettingsController
- stage: Stage
- scene: Scene
- root: Parent
- usernameLabel: Label
- currentUser: User
- lastUsedCard: BlipCard
+ setCurrentUser(user: User): void
+ changeUsernameBtnHandler(event: ActionEvent): void
+ changeEmailBtnHandler(event: ActionEvent): void
+ changePhoneNumBtnHandler(event: ActionEvent): void
+ changePasswordBtnHandler(event: ActionEvent): void
+ deleteAccountBtnHandler(event: ActionEvent): void
configure
HomeController
- stage: Stage
- scene: Scene
- root: Parent
- container: AnchorPane
- usernameLabel: Label
- stage: Stage
- lastUsedCard: BlipCard
+ setCurrentUser(user: User): void
+ cardBuyBtnHandler(event: ActionEvent): void
+ BlipLoadBtnHandler(event: ActionEvent): void
+ BlipUnloadBtnHandler(event: ActionEvent): void
+ BlipLoadBtnHandler(event: ActionEvent): void
+ BlipUnloadBtnHandler(event: ActionEvent): void
+ cardSellBtnHandler(event: ActionEvent): void
+ settingsBtnHandler(event: ActionEvent): void
+ setLastUsedCard(card: BlipCard): void
displays
GcashPaymentController
- usernameLabel: Label
- accountLabel: Label
- passwordTxtF: TextField
- stage: Stage
- scene: Scene
- root: Parent
- loadAmount: float
- currentUser: User
- lastUsedCard: BlipCard
- selectedBlipp: BlipCard
+ setAmountUsingAmount: float, blipp: BlipCard): void
+ setCurrentUser(user: User): void
+ proceedBtnHandler(event: ActionEvent): boolean
+ backBtnHomeHandler(event: ActionEvent): void
+ inputValidator(num: String, pin: String): boolean
MayaPaymentController
- usernameLabel: Label
- accountLabel: Label
- passwordTxtF: TextField
- stage: Stage
- scene: Scene
- root: Parent
- currentUser: User
- lastUsedCard: BlipCard
- selectedBlipp: BlipCard
+ setAmountUsingAmount: float, blipp: BlipCard): void
+ setCurrentUser(user: User): void
+ proceedBtnHandler(event: ActionEvent): boolean
+ backBtnHomeHandler(event: ActionEvent): void
+ inputValidator(num: String, pin: String): boolean
RedeemLoadController
- usernameLabel: Label
- cardLabel: Label
- stage: Stage
- scene: Scene
- root: Parent
- amountTextField: TextField
- stage: Stage
- scene: Scene
- root: Parent
- blipCard: BlipCard
- commentLoad: Text
+ setCurrentUser(user: User): void
+ cardBuyBtnHandler(event: ActionEvent): boolean
+ backBtnHomeHandler(event: ActionEvent): void
+ cardSellBtnHandler(event: ActionEvent): void
+ fillwithUsersCard(): void
+ fillwithUsersCard(): void
+ thirtyHundredBtnHandler(event: ActionEvent): void
+ twenty5PesoBtnHandler(event: ActionEvent): void
+ twenty0PesoBtnHandler(event: ActionEvent): void
+ twenty5PesoBtnHandler(event: ActionEvent): void
+ twenty0PesoBtnHandler(event: ActionEvent): void
+ fivehundredPesoBtnHandler(event: ActionEvent): void
redeems
RedeemRewardsController
- usernameLabel: Label
- account: Label
- wallet: Label
- cardLabel: Label
- stage: Stage
- scene: Stage
- root: Parent
- currentUser: User
- lastUsedCard: BlipCard
+ setCurrentUser(user: User): void
+ backBtnHomeHandler(event: ActionEvent): void
+ backBtnHomeHandler(event: ActionEvent): void
redeems
QrTicketController
- stage: Stage
- scene: Stage
- root: Parent
- currentUser: User
- lastUsedCard: BlipCard
+ setCurrentUser(user: User): void
+ backBtnHomeHandler(event: ActionEvent): void
scans
LoadRewardDetailsController
- usernameLabel: Label
- account: Label
- amount: Label
- points: Label
- pointsLabel: TextField
- stage: Stage
- scene: Stage
- root: Parent
- currentUser: User
- lastUsedCard: BlipCard
- currentMinPts: float
- stage: Stage
- loadAmount: float
+ setCurrentUser(user: User): void
+ setAmountUsingAmount(amount: float, points: float): void
+ confirmBtnHandler(event: ActionEvent): boolean
+ backBtnHomeHandler(event: ActionEvent): void
+ newTransactionStep(in BlipCard, loadAmount: float): void
affiliates
PaymentMethodController
- usernameLabel: Label
- stage: Stage
- account: Label
- totalAmount: Label
- stage: Stage
- scene: Scene
- root: Parent
- loadAmount: float
- currentUser: User
- lastUsedCard: BlipCard
- selectedBlipp: BlipCard
+ setAmountUsingAmount(amount: float, blipp: BlipCard): void
+ setCurrentUser(user: User): void
+ mayaPaymentBtnHandler(event: ActionEvent): void
+ mcdaBtnHandler(event: ActionEvent): void
+ backBtnHomeHandler(event: ActionEvent): void
PaymentController
- usernameLabel: Label
- stage: Stage
- cardNumTxtF: TextField
- cardNumTxtF: TextField
- stage: Stage
- scene: Scene
- root: Parent
- cardNumber: String
- loadAmount: float
- currentUser: User
- lastUsedCard: BlipCard
- selectedBlipp: BlipCard
+ setAmountUsingAmount(amount: float, blipp: BlipCard): void
+ setCurrentUser(user: User): void
+ gcashPaymentBtnHandler(event: ActionEvent): void
+ mcdaBtnHandler(event: ActionEvent): void
+ backBtnHomeHandler(event: ActionEvent): void
+ inputValidator(num: String, pin: String): boolean
User
- username: SimpleStringProperty
- password: SimpleStringProperty
- phone: SimpleStringProperty
- id: String
- blipp: BlipCard
+ User(name String,pword String,phone String,id String,card BlipCard)
+ getUsernameProperty(): String
+ getPasswordID(): String
+ getPhone(): String
+ getID(): String
+ getBlipp(): BlipCard
+ setBlipp(BlipCard): BlipCard: void