	AppRunner	
Starts the javaFX application		

PixelControl	
 Creates a Pixel array decodes patterns and sets individual pixels certain colors returns properties from Pixels when prompted (strip length, sent serial comms, etc) get Pixel values Returns whether the LED strip is set up as a matrix (a panel rather than a strip) Creates a SerialComms thread and object send commands(Strings) to the SerialComms object 	 Pixel Pixel Pixel Pixel none SerialComms SerialComms

Abstract Pixel	LED
 Set a color on an individual LED set an average Color on a individual LED 	• RGB • RGB
 set a smart average on a individual LED get the x and y position of this LED 	• RGB • RGB

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Abstract	LED Pixel
Set Red	• Pixel
Set Green	• Pixel
Set Blue	• Pixel
Get Red	• none
Get Green	• none
Get Blue	• none

Abstract SerialComms	
Return if it can send another command yet	• none
Return any Strings sent from the Arduino	• none
Get a command and send it to the buffer	PixelControl
Create an array of Strings as a command buffer	• none

MainViewDisplayFX	
 Displays the GUI gets any CSS classes sends actions to the controller class Generates a initialization popup window 	noneCSS stuffModelsAndViewsControllerFXInitPopup

ModelsAndViewsControllerFX	
 receives commands from the MainViewDisplayFX class sends commands to the patternizer 	MainViewDisplayFXPatternizer

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Patternizer	
 Recieves commands from the ModelsAndViewsController Manages the PixelControl class 	ModelsAndViewsControllerPixelControl
 Parses Strings of text to create pattern types saves/loads patterns 	nonenone
Parses Strings of text to create pattern types	• none

Kaizen_85	
Get a String and add it to a List	• none
When panic(), print off list in specified fileget file directory to print to	noneInitPopup

InitPopup	
Pops up during main GUI init, gets data from the user (LED info, file paths, etc)	MainViewDisplayFX

Abstract Settings	
 Acts as a way of transferring multiple integers, Strings, and booleans that are the setting given by InitPopup, and that the backend uses 	 InitPopup, Patternizer, PixelControl, MainViewDisplayFX

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