GUI

MainInst

+main() : void

ConfirmBox

-title : string
-message : string

+display() : boolean

AlertBox

-title : string
-message : string

+display() : void

Flow

-flowList : ArrayList<Scene>

+append() : void
+pop() : Stage

Palette

+background : Color

AuthScene

#backButton : Button
#languageButton : Button
#language : String

+createScene() : Scene

ChangeLanguageInst Scene

+getInstance()

SignInInstScene

+getInstance()

SignUpInstScene

+getInstance()
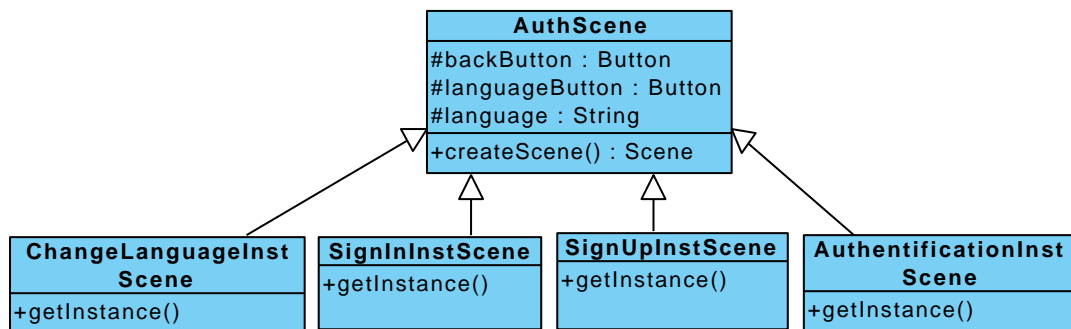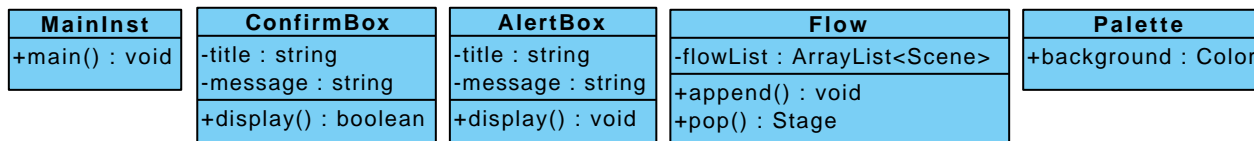

AuthentificationInst Scene

+getInstance()

Each scene's static method getInstance()
has as return type the class type

ChangePasswordInst Scene

+getInstance()

MainScreenInst Scene

+getInstance()

CreateAccount Scene

+getInstance()

ClientsScene

+getInstance()

ManageDataScene

+getInstance()

DetailsInstScene

+getInstance()

ImportDataScene

+getInstance()

Limits

+getInstance()

ExportDataScene

+getInstance()

AppScene

#backButton : Button
#language : String

+*createScene() : Scene*

TransferPermissionRequest Scene

+getInstance()

RequestInst Scene

+getInstance()

PortfolioRequest Scene

+getInstance()