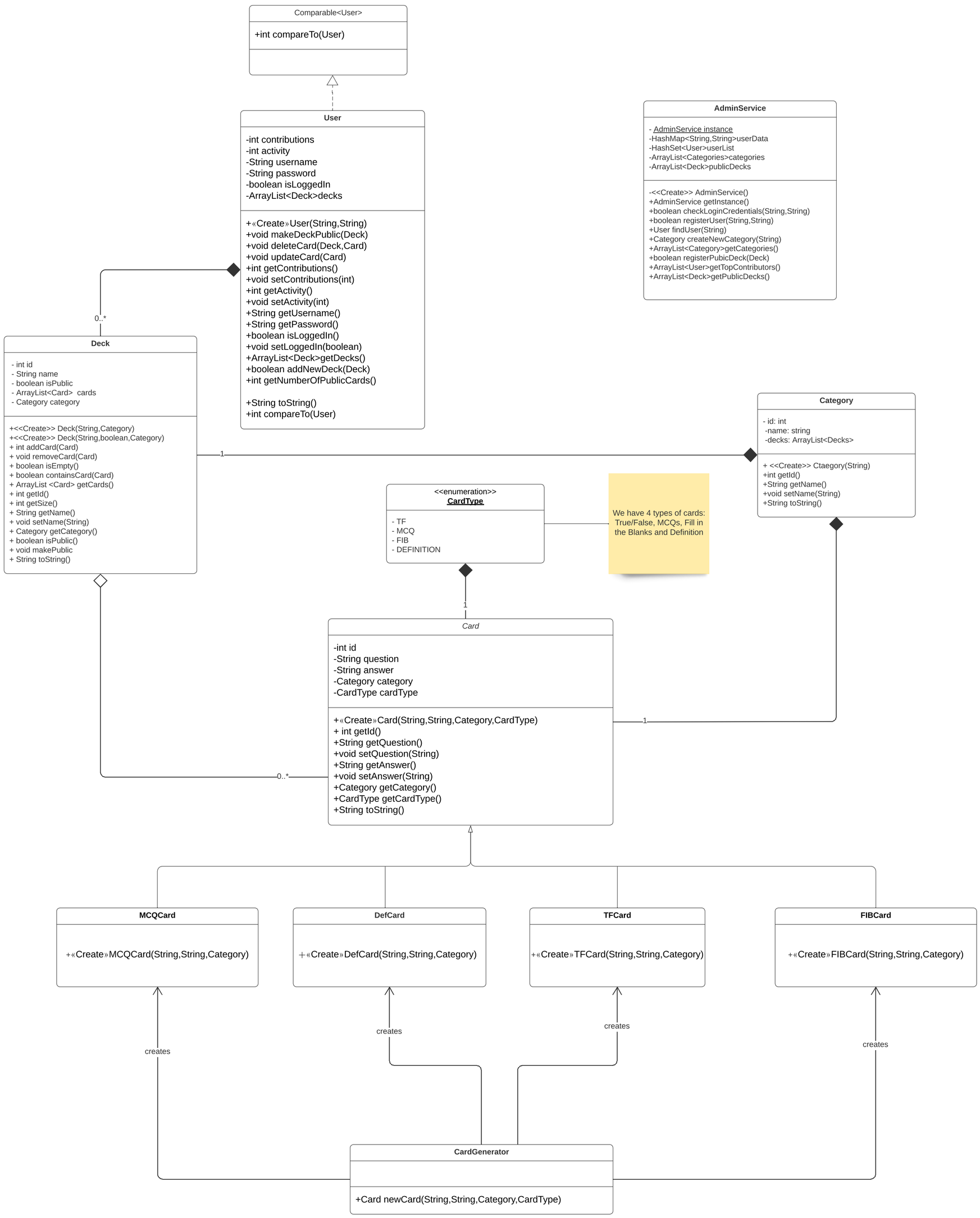
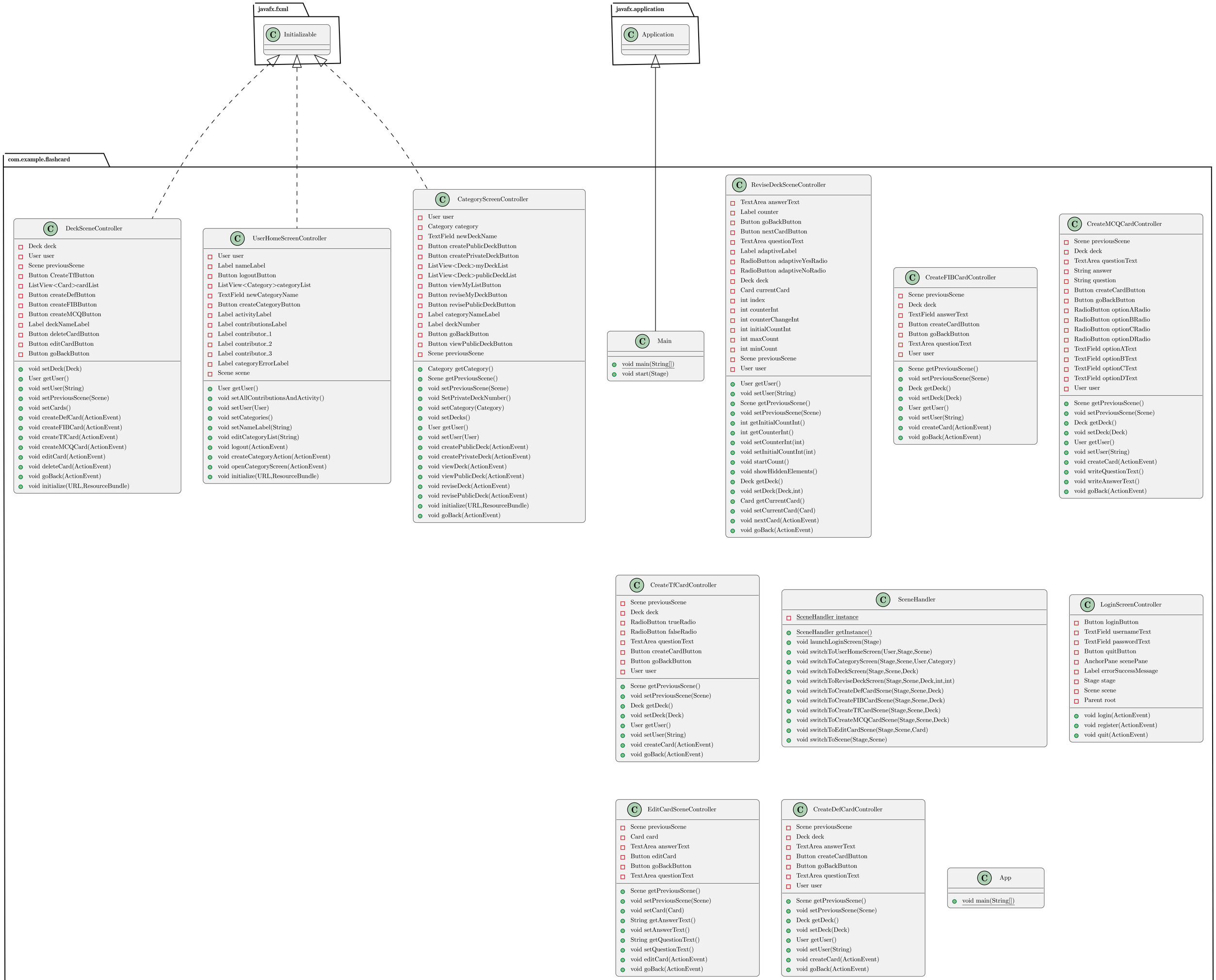
Flashcard Application UML Class Diagram

GROUP 29




javafx.fxml
Initializable
javafx.application
Application
com.example.flashcard
DeckSceneController
Deck deck
User user
Scene previousScene
Button CreateTfButton
ListView<Card>cardList
Button createDefButton
Button createFIBButton
Button createMCQButton
Label deckNameLabel
Button deleteCardButton
Button editCardButton
Button goBackButton
void setDeck(Deck)
User getUser()
void setUser(String)
void setPreviousScene(Scene)
void setCards()
void createDefCard(ActionEvent)
void createFIBCard(ActionEvent)
void createTfCard(ActionEvent)
void createMCQCard(ActionEvent)
void editCard(ActionEvent)
void deleteCard(ActionEvent)
void goBack(ActionEvent)
void initialize(URL,ResourceBundle)
UserHomeScreenController
User user
Label nameLabel
Button logoutButton
ListView<Category>categoryList
TextField newCategoryName
Button createCategoryButton
Label activityLabel
Label contributionsLabel
Label contributor_1
Label contributor_2
Label contributor_3
Label categoryErrorLabel
Scene scene
User getUser()
void setAllContributionsAndActivity()
void setUser(User)
void setCategories()
void setNameLabel(String)
void editCategoryList(String)
void logout(ActionEvent)
void createCategoryAction(ActionEvent)
void openCategoryScreen(ActionEvent)
void initialize(URL,ResourceBundle)
CategoryScreenController
User user
Category category
TextField newDeckName
Button createPublicDeckButton
Button createPrivateDeckButton
ListView<Deck>myDeckList
ListView<Deck>publicDeckList
Button viewMyListButton
Button reviseMyDeckButton
Button revisePublicDeckButton
Label categoryNameLabel
Label deckNumber
Button goBackButton
Button viewPublicDeckButton
Scene previousScene
Category getCategory()
Scene getPreviousScene()
void setPreviousScene(Scene)
void SetPrivateDeckNumber()
void setCategory(Category)
void setDecks()
User getUser()
void setUser(User)
void createPublicDeck(ActionEvent)
void createPrivateDeck(ActionEvent)
void viewDeck(ActionEvent)
void viewPublicDeck(ActionEvent)
void reviseDeck(ActionEvent)
void revisePublicDeck(ActionEvent)
void initialize(URL,ResourceBundle)
void goBack(ActionEvent)
Main
void main(String[])
void start(Stage)
ReviseDeckSceneController
TextArea answerText
Label counter
Button goBackButton
Button nextCardButton
TextArea questionText
Label adaptiveLabel
RadioButton adaptiveYesRadio
RadioButton adaptiveNoRadio
Deck deck
Card currentCard
int index
int counterInt
int counterChangeInt
int initialCountInt
int maxCount
int minCount
Scene previousScene
User user
User getUser()
void setUser(String)
Scene getPreviousScene()
void setPreviousScene(Scene)
int getInitialCountInt()
int getCounterInt()
void setCounterInt(int)
void setInitialCountInt(int)
void startCount()
void showHiddenElements()
Deck getDeck()
void setDeck(Deck,int)
Card getCurrentCard()
void setCurrentCard(Card)
void nextCard(ActionEvent)
void goBack(ActionEvent)
CreateFIBCardController
Scene previousScene
Deck deck
TextField answerText
Button createCardButton
Button goBackButton
TextArea questionText
User user
Scene getPreviousScene()
void setPreviousScene(Scene)
Deck getDeck()
void setDeck(Deck)
User getUser()
void setUser(String)
void createCard(ActionEvent)
void goBack(ActionEvent)
CreateMCQCardController
Scene previousScene
Deck deck
TextArea questionText
String answer
String question
Button createCardButton
Button goBackButton
RadioButton optionARadio
RadioButton optionBRadio
RadioButton optionCRadio
RadioButton optionDRadio
TextField optionAText
TextField optionBText
TextField optionCText
TextField optionDText
User user
Scene getPreviousScene()
void setPreviousScene(Scene)
Deck getDeck()
void setDeck(Deck)
User getUser()
void setUser(String)
void createCard(ActionEvent)
void writeQuestionText()
void writeAnswerText()
void goBack(ActionEvent)
CreateTfCardController
Scene previousScene
Deck deck
RadioButton trueRadio
RadioButton falseRadio
TextArea questionText
Button createCardButton
Button goBackButton
User user
Scene getPreviousScene()
void setPreviousScene(Scene)
Deck getDeck()
void setDeck(Deck)
User getUser()
void setUser(String)
void createCard(ActionEvent)
void goBack(ActionEvent)
SceneHandler
SceneHandler instance
SceneHandler getInstance()
void launchLoginScreen(Stage)
void switchToUserHomeScreen(User,Stage,Scene)
void switchToCategoryScreen(Stage,Scene,User,Category)
void switchToDeckScreen(Stage,Scene,Deck)
void switchToReviseDeckScreen(Stage,Scene,Deck,int,int)
void switchToCreateDefCardScene(Stage,Scene,Deck)
void switchToCreateFIBCardScene(Stage,Scene,Deck)
void switchToCreateTfCardScene(Stage,Scene,Deck)
void switchToCreateMCQCardScene(Stage,Scene,Deck)
void switchToEditCardScene(Stage,Scene,Card)
void switchToScene(Stage,Scene)
LoginScreenController
Button loginButton
TextField usernameText
TextField passwordText
Button quitButton
AnchorPane scenePane
Label errorSuccessMessage
Stage stage
Scene scene
Parent root
void login(ActionEvent)
void register(ActionEvent)
void quit(ActionEvent)
EditCardSceneController
Scene previousScene
Card card
TextArea answerText
Button editCard
Button goBackButton
TextArea questionText
Scene getPreviousScene()
void setPreviousScene(Scene)
void setCard(Card)
String getAnswerText()
void setAnswerText()
String getQuestionText()
void setQuestionText()
void editCard(ActionEvent)
void goBack(ActionEvent)
CreateDefCardController
Scene previousScene
Deck deck
TextArea answerText
Button createCardButton
Button goBackButton
TextArea questionText
User user
Scene getPreviousScene()
void setPreviousScene(Scene)
Deck getDeck()
void setDeck(Deck)
User getUser()
void setUser(String)
void createCard(ActionEvent)
void goBack(ActionEvent)
App
void main(String[])