Part
- setName(String) void
- getPrice() double
- setPrice(double) void
- getInStock() int
- getMax() int
- setMax(int) void
- setMin(int) void
- setPartId(int) void
- getPartId() int
- getName() String
- setInStock(int) void
- getMin() int
- toString() String

InhousePart
- getMachineId() int
- toString() String
- setMachineId(int) void

OutsourcedPart
- getCompanyName() String
- setCompanyName(String) void
- toString() String

Inventory
- getProducts() ObservableList<Product>
- updatePart(int, Part) void
- getParts() ObservableList<Part>
- removeProduct(Product) void
- getAutoProductId() int
- setAutoPartId(int) void
- deletePart(Part) void
- lookupPart(String) Part
- setParts(ObservableList<Part>) void
- getAutoPartId() int
- lookupProduct(String) Product
- addPart(Part) void
- updateProduct(int, Product) void
- setAutoProductId(int) void
- setProducts(ObservableList<Product>) void
- addProduct(Product) void

PartValidator
- validate(Part) void

ProductValidator
- validate(Product) void

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

ValidatorInterface<T>
- validate(T) void

Product
- getPrice() double
- getAssociatedParts() ObservableList<Part>
- setMin(int) void
- isValidProduct(String, double, int, int, int, ObservableList<Part>
- getMax() int
- setAssociatedParts(ObservableList<Part>) void
- removeAssociatedPart(Part) void
- setName(String) void
- setMax(int) void
- getProductId() int
- getInStock() int
- setPrice(double) void
- setProductId(int) void
- toString() String
- addAssociatedPart(Part) void
- getName() String
- lookupAssociatedPart(String) Part
- getMin() int
- setInStock(int) void

InventoryRepository
- addPart(Part) void
- getAllParts() ObservableList<Part>
- getPartFromString(String) Part?
- deleteProduct(Product) void
- lookupPart(String) Part
- readParts() void
- updatePart(int, Part) void
- getProductFromString(String) Product?
- writeAll() void
- getInventory() Inventory
- getAllProducts() ObservableList<Product>
- getAutoProductId() int
- lookupProduct(String) Product
- updateProduct(int, Product) void
- addProduct(Product) void
- deletePart(Part) void
- setInventory(Inventory) void
- getInstance() InventoryRepository
- readProducts() void
- getAutoPartId() int

Controller
- setService(InventoryService) void

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

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

MainScreenController
- handlePartsSearchBtn(ActionEvent) void
- handleProductsSearchBtn(ActionEvent) void
- handleAddPart(ActionEvent) void
- handleExit(ActionEvent) void
- handleModifyPart(ActionEvent) void
- initialize(URL, ResourceBundle) void
- displayScene(ActionEvent, String) void
- handleModifyProduct(ActionEvent) void
- handleDeleteProduct(ActionEvent) void
- getModifyPartIndex() int
- getModifyProductIndex() int
- setService(InventoryService) void
- handleDeletePart(ActionEvent) void
- handleAddProduct(ActionEvent) void

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

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

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