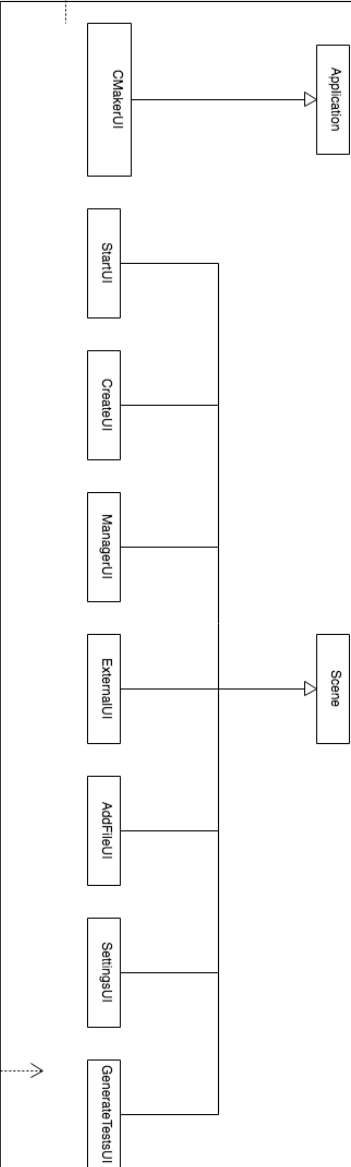


CMaker

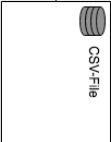
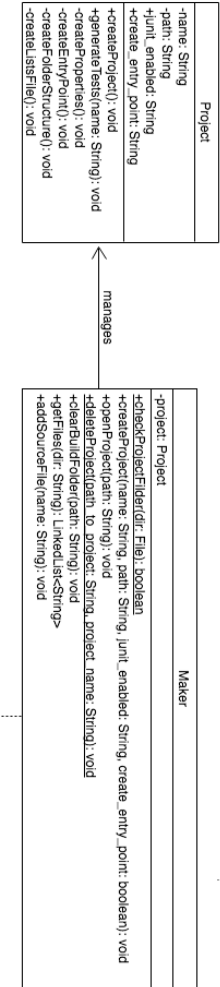
Front End Layer



Helper Classes

```
FXHelper
+createButton(text: String, image: path: String, image_size: Integer, styleclass: String): Button
+createButton(text: String, image: path: String, styleclass: String): Button
+createButton(text: String, styleclass: String): Button
+createHBox(alignment: Pos, padding: Insets, logo: path: String, max_width: Double, max_height: Double): HBox
+createHBox(alignment: Pos, padding: Insets, logo: path: String): HBox
+createHBox(alignment: Pos, padding: Insets, logo: path: String): HBox
+createHBox(alignment: Pos, padding: Insets): HBox
+createHBox(padding: Insets): HBox
+createVBox(alignment: Pos, padding: Insets, spacing: Double): VBox
+createVBox(alignment: Pos, padding: Insets, spacing: Double): VBox
+createVBox(alignment: Pos, padding: Insets): VBox
+createVBox(padding: Insets): VBox
+createLabel(text: String, padding: Insets, styleclass: String, id: String): Label
+createLabel(text: String, padding: Insets, styleclass: String): Label
+createLabel(text: String): Label
```

Back End Layer



accesses

uses

uses

	CMKeys
+QUIT: COMBINATION: EventHandler<KeyEvent>: final	
+controlButtons: Buttons: Button, ...: EventHandler<KeyEvent>	
+controlBoxes: boxes: CheckBox, ...: EventHandler<KeyEvent>	
	CMLogger
+loggerHandle: Handler	
+logInfo(log: Logger, msg: String): void	
+logSever(log: Logger, msg: String): void	
	Setting
+setHome(path: String): void	
+setTheme(theme: Theme): void	
+getTheme(): Theme	
+getHomePath(): String	

