RED = class

CYAN = variable

GREEN = method

**Class FILE**

* Declares variables title, director, year, cost and bluRay.
* Creates a new FILE
* Returns a string description of this FILE
* Creates methods getTitle, getDirector, getYear, getCost and getBluRay to return values for each variable

**End Class FILE**

**Class FileCollection**

* Declares variables collection, count, currentSize and totalCost.
* Creates a new method FileCollection
  + Creates a new collection array
  + Sets values for variables
* Creates new method addFILE to input info for a FILE
* Creates new method subFILE to delete a FILE
* Creates new method updFILE to update a FILE
* Creates new method selectionSortByTitle to sort FILE by title
* Creates new method insertionSortByDirector to sort FILE by director, publisher or artist
* Creates new method binarySearch to find a certain FILE
* Creates new method writeToFileA, writeToFileB and writeToFileC to read FILEs for MoviesManagerGUIPanel, MusicManagerGUIPanel and GamesManagerGUIPanel respectively
* Creates new method appendToFileA, appendToFileB and appendToFileC to append FILEs for MoviesManagerGUIPanel, MusicManagerGUIPanel and GamesManagerGUIPanel respectively
* Creates new method scannerReadFileA, scannerReadFileB and scannerReadFileC to read FILEs for MoviesManagerGUIPanel, MusicManagerGUIPanel and GamesManagerGUIPanel respectively
* Creates new method toString to display FileCollection
* Creates new method increaseSize to increase the size of array FILE in case it runs out of space to put input

**End Class FileCollection**

**Class MoviesManagerGUIPanel, MusicManagerGUIPanel and GamesManagerGUIPanel**

* Declares: title, director, year, yesNo, cost, bluRay, scan, readB, addB, deleteB, updateB, sortTitleB,sortDirectorB, displayB, findB, writeB, appendB, browse, heading, ta, sp, listen, group, panel, centerPanel, eastPanel, westPanel, northPanel and southPanel
* Creates a FileCollection object called movies
* Creates new method MoviesManagerGUIPanel
* Sets values for all declared variables and their purposes
* Adds buttons and labels to their respective panels
* Sets actions for buttons through ButtonListener
* Creates new method enterFile to be used to enter a new FILE for FileCollection\*
* Creates new method browser to be used to browse for files

\*in GamesManagerGUIPanel and MusicManagerGUIPanel bluRay will always be set to false

**End Class MoviesManagerGUIPanel, MusicManagerGUIPanel and GamesManagerGUIPanel**

**Class BG extend JPanel**

* Overrides paintComponent to draw an Image to the background of the application.

**End Class BG**

**Class Intro extends JPanel**

* Declares private variables intro, logoContainer, dscr, cr, logo, help and listen
* Creates a new method Intro
  + Creates a new BG JPanel with variable intro
  + Sets the image directory for logo
  + Creates a logoContainer to contain dscr and cr
  + Creates dscr and adds text to it
  + Creates cr and adds text to it
  + Creates help and adds ActionListener listen to it
  + Adds logoContainer,dscr,cr and help to intro
  + Adds intro to class Intro

End method Intro

**End Class Intro**

**Class ManagerGUI**

Class main

* Sets Look and Feel of the GUI application using UIManager
* Creates a Frame
  + Creates a JTabbedPane tp
    - tp creates four taps (Home, Movie Collection, Music Collection and Video Game Collection) which use panels (Intro, MovieManagerGUIPanel, MusicManagerGUIPanel and GamesManagerGUIPanel) respectively.

End Class main

**End class ManagerGUI**