

Product		
getPrice()		double
getAssociatedParts()		ObservableList<Part>
setMin(int)		void
isValidProduct(String, double, 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

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	

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

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

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

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

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

ProductValidator		
validate(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

Controller		
setService(InventoryService)		void

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

ValidatorInterface<T>		
validate(T)		void

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

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

InhousePart		
getMachineld()		int
toString()		String
setMachineld(int)		void

PartValidator		
validate(Part)		void