

OwnController		
f	libraryGUI	LibraryGUI
f	userDatabase	UserDatabase
f	componentDatabase	ComponentDatabase
m	OwnController(LibraryGUI, UserDatabase, ComponentDatabase)	
m	actionPerformed(ActionEvent)	void

LoanController		
f	libraryGUI	LibraryGUI
f	userDatabase	UserDatabase
f	componentDatabase	ComponentDatabase
m	LoanController(LibraryGUI, UserDatabase, ComponentDatabase)	
m	actionPerformed(ActionEvent)	void

ReturnController		
f	libraryGUI	LibraryGUI
f	userDatabase	UserDatabase
f	componentDatabase	ComponentDatabase
m	ReturnController(LibraryGUI, UserDatabase, ComponentDatabase)	
m	actionPerformed(ActionEvent)	void

RegisterController		
f	registerGUI	RegisterGUI
f	employeeDatabase	EmployeeDatabase
m	RegisterController(RegisterGUI, EmployeeDatabase)	
m	actionPerformed(ActionEvent)	void

AddBookController		
f	libraryGUI	LibraryGUI
f	componentDatabase	ComponentDatabase
m	AddBookController(LibraryGUI, ComponentDatabase)	
m	actionPerformed(ActionEvent)	void

DeleteUserController		
f	libraryGUI	LibraryGUI
f	userDatabase	UserDatabase
m	DeleteUserController(LibraryGUI, UserDatabase)	
m	actionPerformed(ActionEvent)	void

DeleteBookController		
f	libraryGUI	LibraryGUI
f	componentDatabase	ComponentDatabase
m	DeleteBookController(LibraryGUI, ComponentDatabase)	
m	actionPerformed(ActionEvent)	void

AddUserController		
f	libraryGUI	LibraryGUI
f	userDatabase	UserDatabase
m	AddUserController(LibraryGUI, UserDatabase)	
m	actionPerformed(ActionEvent)	void

LoginController		
f	loginGUI	LoginGUI
f	employeeDatabase	EmployeeDatabase
m	LoginController(LoginGUI, EmployeeDatabase)	
m	actionPerformed(ActionEvent)	void

LoanedController		
f	componentDatabase	ComponentDatabase
m	LoanedController(ComponentDatabase)	
p	availableComponents	List<Component>