User

- username: string
- password: string
- points: int
REWARD_POINTS_CONVERSION: int
PAY_POINTS_CONVERSION: int

+ User(username : string, password : string, points: int)
+ selectedBooks(books :ObservableList<Book>) : ObservableList<Book>
+ payCash(selectBooks : ObservableList<Book>) : double
+ payPoints(selectBooks : ObservableList<Book>) : double
+ getUsername(): String
+ getPassword(): String
+ getPoints(): int
+ setPoints(points : int): void
+ getStatus(): String

Book

- bookName: string
- price: double
- select: CheckBox

+ Book(bookName : string, price : double)
+ getBookName(): String
+ setBookName(bookName : String): void
+ getPrice(): int
+ setPrice(price : double): void
+ getSelect(): CheckBox
+ setSelect(select : CheckBox): void

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Use

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Booklist

- filename: string
~ books: ObservableList<Book>

+ getBooks():ObserableList<Book>
+ writeBooks(file : String, book:newbook): void
+ removeBooks(file : String, book: book): void

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Userlist

- filename: string
~ users: ObservableList<User>

+ verify(user : string, pw: string): boolean
+ modifyUsers(oldString: String, newString : String): void
+ writeUser(file: String, newuser : User): void
+ removeUser(file: String, user : User): void
+ getUser(): ObserableList<User>

Use

Use

Use

Use

UI

~ currentUsers: User
~ addTitle: TextField
~ addPrice: TextField
~ addUsername: TextField
~ addPassword: TextField
~ addPoints: TextField
~ books: ObservableList<Book>
~ users: ObservableList<User>
~ selectUsers: ObservableList<User>
~ selectBooks: ObservableList<Book>

+ start(primaryStage: Stage) : void:
+ow>ownerWindow(primaryStage: Stage): void

+userWindow(primaryStage: Stage, username: String, password: String): void
+ customerCostScreen(primaryStage: Stage, TC: double, points: int, status: String): void
+ manageBooks(primaryStage: Stage): void
+ manageCustomers(primaryStage: Stage): void
+ main(args: String[]): void