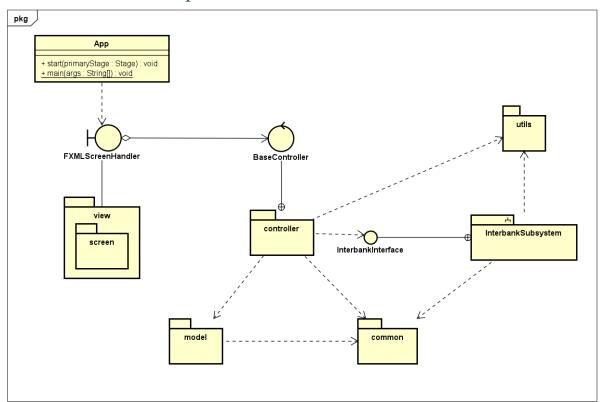
# Class Design - EBR

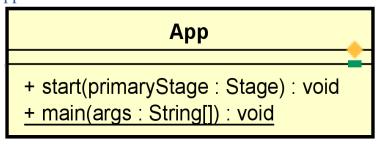
# 1. Create Initial Design Classes

# 2. Define Relationships Between Classes



# 3. Class Design

3.1. Class "App"



#### **Attribute**

None

## Operation

#	Name	Return type	Description
1	start	void	javaFx framwork will call this

2   main   Void   execution entry	Ī	2	main	void	execution entry
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#### Parameter:

start()

o stage: javaFx main stage

## Exception:

None

#### Method

None

### State

None