Controller

(abstract)

+runAsMainThread(Runnable:runnable): void
+show(): void
#<T>loadFXMLView(T:viewController, String:fxml, Stage:stage) : void

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EditContentDeckController

-deckName: String
-main: Main
-stage: Stage

+addCard(): void
+modifyCard(String title): void
+goBack(): void
+getCardNames(): List<String>
+removeCard(String:cardToDelete): void
+show():void
+visit(HoleCard:holeCard): void
+visit(MultiChoiceCard:multiChoiceCard): void
+visit(StandardCard:standardCard): void

EditDeckController

-stage: Stage
-main: Main
-deckMap: Map<String, Deck>
-editDeckView: EditDeckView
-currentDeck: Deck

+show(): void
+addDeck(String:newDeckName): boolean
+addNewTag(String:newTag): void
+goBack(): void
+goStudy(String:deckName, int:difficulty): void
+goFreeMod(String:deckName, int:difficulty): void
+removeCard(String:cardToDelete): void
+chooseFile(): String
+importDeck(): void
+exportDeck(String:deckName): void
+removeDeck(): String
+removeTag(String:tagToRemove): void
+searchTag(String tagToSearch): void
+updateCurrentDeckController(String deckName): void
+unselectDeck(): void
+getDeckNames(): List<String>
+getTags(): List<String>
+goDeckContent(String:deckName): void