

	UserStockMainFX	
	userOptionsScene	Scene
	stockOptionsScene	Scene
	buyStockOptionsScene	Scene
	sellStockOptionsScene	Scene
	viewStockOptionsPane	Scene
	user	User
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	UserStockMainFX(Scene, User)	
	start(Stage)	void
	stockOptionsPaneSetup(Stage)	GridPane
	buyStockOptionsPaneSetup(Stage)	GridPane
	sellStockOptionsPaneSetup(Stage)	GridPane
	viewStockOptionsPane(Stage)	ScrollPane

	UserEmployeeLoginFX	
	user	User
	userOptionsScene	Scene
	employeeHolder	UserHolder<Employee>
	employee	Employee
	accountCreation	boolean
	jointUsername	String
	account	Account
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	UserEmployeeLoginFX(Scene, User, UserHolder<Employee>, boolean, String, Account)	
	start(Stage)	void
	employeeLoginPaneSetup(Stage, boolean, String, Account)	GridPane

	UserMainFX	
	mainMenuScene	Scene
	userOptionsScene	Scene
	user	User
	userHolder	UserHolder<User>
	employeeHolder	UserHolder<Employee>
	machine	BankMachine
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	UserMainFX(Scene, User, UserHolder<User>, UserHolder<Employee>, BankMachine)	
	start(Stage)	void
	userPaneOptionsSetup(Stage)	GridPane
	SetRFID(Label)	void

	LoginMainFX	
	userHolder	UserHolder<User>
	employeeHolder	UserHolder<Employee>
	machine	BankMachine
	mainMenuScene	Scene
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	LoginMainFX(UserHolder<User>, UserHolder<Employee>, BankMachine)	
	start(Stage)	void
	mainMenuPaneSetup(Stage)	GridPane
	employeeLoginHandler(TextField, PasswordField, Label, Stage)	void
	userLogin(Stage, TextField, PasswordField, Label)	void
	RFIDLogin(Stage, Label)	void

	ManagerMainFX	
	window	Stage
	mainMenuScene	Scene
	main	Scene
	machine	BankMachine
	employee	Employee
	userHolder	UserHolder<User>
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	ManagerMainFX(Scene, BankMachine, Employee, UserHolder<User>)	
	main(String[])	void
	start(Stage)	void

	UserInfoMainFX	
	user	User
	userOptionsScene	Scene
	userViewInfoOptionsScene	Scene
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	UserInfoMainFX(Scene, User)	
	start(Stage)	void
	userViewInfoOptionsPaneSetup(Stage)	GridPane
	userViewAccountSummaryPaneSetup(Stage)	GridPane
	userViewLatestTransactionPaneSetup(Stage)	GridPane
	userViewAccountCreationDatePaneSetup(Stage)	GridPane

	ATMMainFX	
	userHolder	UserHolder<User>
	employeeHolder	UserHolder<Employee>
	machine	BankMachine
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	start(Stage)	void
	updateInterest(List<User>)	void
	welcomeScreenPaneSetup()	BorderPane
	stop()	void
	onExit()	void
	main(String[])	void

	UserTransferMainFX	
	user	User
	userOptionsScene	Scene
	userHolder	UserHolder<User>
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	UserTransferMainFX(Scene, User, UserHolder<User>)	
	start(Stage)	void
	startBetween(Stage)	void
	transferToUserPaneSetup(Stage)	GridPane
	transferBetweenAccountsPaneSetup(Stage)	GridPane

	ManagerUndoLastTransFX	
	window	Stage
	employee	Employee
	main	Scene
	userHolder	UserHolder<User>
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	ManagerUndoLastTransFX(Employee, UserHolder<User>, Scene)	
	start(Stage)	void
	submitButtonHandler(TextField, Text, Text, Text, TextField, TextField)	void

	ManagerFillATMFX	
	window	Stage
	machine	BankMachine
	employee	Employee
	main	Scene
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	ManagerFillATMFX(Employee, BankMachine, Scene)	
	start(Stage)	void
	submitButtonHandler(Text, TextField, TextField, TextField, TextField)	void

	UserJointFX	
	user	User
	userOptionsScene	Scene
	userHolder	UserHolder<User>
	employeeHolder	UserHolder<Employee>
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	UserJointFX(Scene, User, UserHolder<User>, UserHolder<Employee>)	
	start(Stage)	void
	requestJointAccountPaneSetup(Stage)	GridPane

	ManagerFullfillDepositFX	
	window	Stage
	machine	BankMachine
	employee	Employee
	main	Scene
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	ManagerFullfillDepositFX(Employee, BankMachine, Scene)	
	start(Stage)	void
	submitButtonHandler(Text)	void

	ManagerCreateEmployeeFX	
	window	Stage
	employee	Employee
	main	Scene
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	ManagerCreateEmployeeFX(Employee, Scene)	
	start(Stage)	void
	submitButtonHandler(TextField, TextField, TextField, TextField, Text, ToggleGroup)	void

	ManagerCreateAccountFX	
	window	Stage
	employee	Employee
	main	Scene
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	ManagerCreateAccountFX(Employee, Scene)	
	start(Stage)	void
	submitButtonHandler(TextField, TextField, Text, ToggleGroup, TextField)	void

	ManagerCreateUserFX	
	window	Stage
	employee	Employee
	main	Scene
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	ManagerCreateUserFX(Employee, Scene)	
	start(Stage)	void
	submitButtonHandler(TextField, TextField, TextField, TextField, Text)	void

	UserCreateAccountFX	
	user	User
	userOptionsScene	Scene
	employee	Employee
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	UserCreateAccountFX(Scene, User, Employee)	
	start(Stage)	void
	userCreateAccountPaneSetup(Stage)	GridPane

	UserWithdrawFX	
	user	User
	userOptionsScene	Scene
	machine	BankMachine
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	UserWithdrawFX(Scene, User, BankMachine)	
	start(Stage)	void
	withDrawPaneSetup(Stage)	GridPane

	UserDepositFX	
	user	User
	userOptionsScene	Scene
	machine	BankMachine
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	UserDepositFX(Scene, User, BankMachine)	
	start(Stage)	void
	depositPaneSetup(Stage)	GridPane

	UserAccountBalanceFX	
	user	User
	userOptionsScene	Scene
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	UserAccountBalanceFX(Scene, User)	
	start(Stage)	void
	userViewAccountBalancePaneSetup(Stage)	GridPane

	UserChangePassFX	
	user	User
	userOptionsScene	Scene
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	UserChangePassFX(Scene, User)	
	start(Stage)	void
	userChangePasswordPaneSetup(Stage)	GridPane

	ManagerBillStatusFX	
	window	Stage
	machine	BankMachine
	main	Scene
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	ManagerBillStatusFX(BankMachine, Scene)	
	start(Stage)	void

	UserPayBillFX	
	user	User
	userOptionsScene	Scene
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	UserPayBillFX(Scene, User)	
	start(Stage)	void
	payBillPaneSetup(Stage)	GridPane

	NumberTextField	
	replaceText(int, String)	void
	replaceSelection(String)	void
	validate(String)	boolean