Opening Screen

Grid Pane
- hbox (0,0)
  - vbox (0,0)
  - vbox (0,1)
- hbox (0,1)

↓

openPane
- hboxBanner
  - vboxLogo
  - vboxStats
- hboxSessionChoice

↓

openPane
- hboxBanner
  - vboxLogo
    - imgLogo
  - vboxStats
    - * hboxTime
    - * hboxNumGroups
    - * hboxNumMems
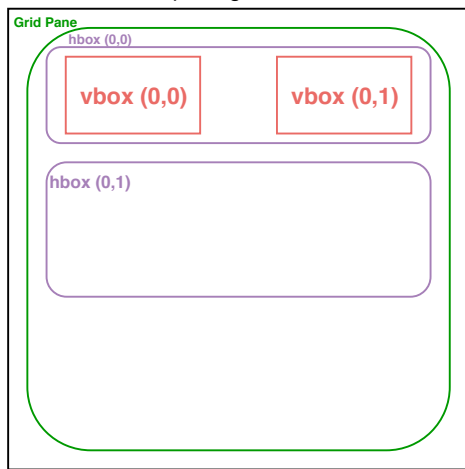   - * hboxNumPosts
- hboxSessionChoice
  - btnNewSession
  - btnLoadSession
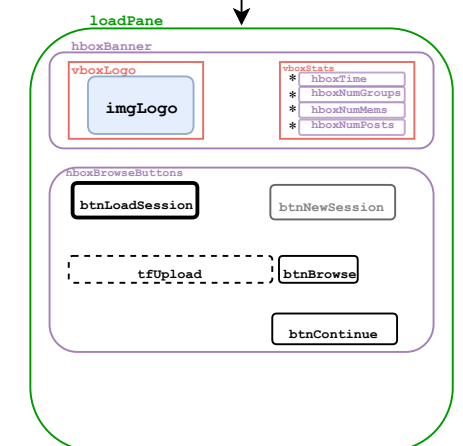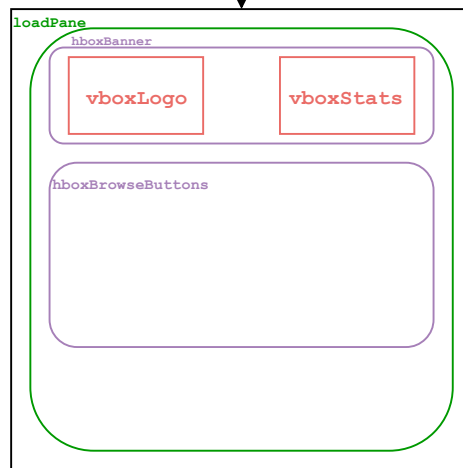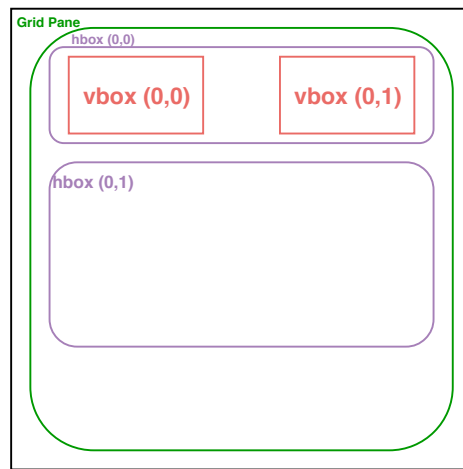
```
procedure buildOpeningPane :
build each h-box
    make any v-boxes
    make all buttons
    make all labels
    make etc.
    add all to h-box
add all h-boxes to openingPane
```
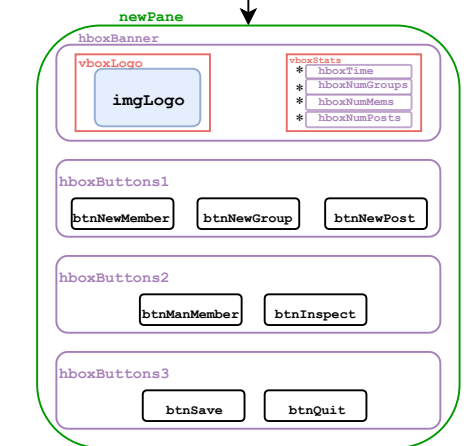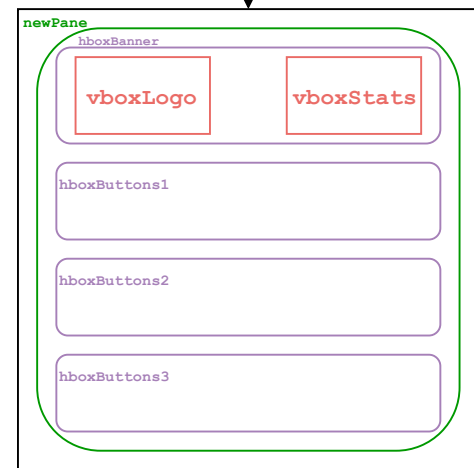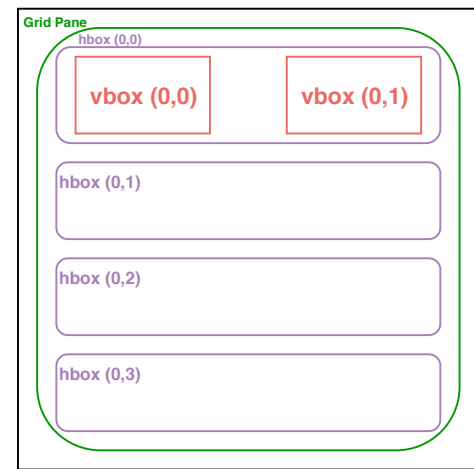
Load Session

Grid Pane
- hbox (0,0)
  - vbox (0,0)
  - vbox (0,1)
- hbox (0,1)

↓

loadPane
- hboxBanner
  - vboxLogo
  - vboxStats
- hboxBrowseButtons

↓

loadPane
- hboxBanner
  - vboxLogo
    - imgLogo
  - vboxStats
    - * hboxTime
    - * hboxNumGroups
    - * hboxNumMems
    - * hboxNumPosts
- hboxBrowseButtons
  - btnLoadSession
  - btnNewSession
  - tfUpload   btnBrowse
  - btnContinue

*alternatively, these could be implemented as **Labels**

```
procedure buildLoadingPane :
build each h-box
    build any v-boxes
    make all buttons
    make all labels
    make etc.
    add all to h-box
add all h-boxes to loadingPane
```

New Session

Grid Pane
- hbox (0,0)
  - vbox (0,0)
  - vbox (0,1)
- hbox (0,1)
- hbox (0,2)
- hbox (0,3)

↓

newPane
- hboxBanner
  - vboxLogo
  - vboxStats
- hboxButtons1
- hboxButtons2
- hboxButtons3

↓

newPane
- hboxBanner
  - vboxLogo
    - imgLogo
  - vboxStats
    - * hboxTime
    - * hboxNumGroups
    - * hboxNumMems
    - * hboxNumPosts
- hboxButtons1
  - btnNewMember   btnNewGroup   btnNewPost
- hboxButtons2
  - btnManMember   btnInspect
- hboxButtons3
  - btnSave   btnQuit

```
procedure buildSessionPane :
build each h-box
    build any v-boxes
    make all buttons
    make all labels
    make etc.
    add all to h-box
add all h-boxes to sessionPane
```