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+ goToTrainingMenu(): void
+ switchBackToInvasionMenu(): void
+ goToAllTroopMenu(): void
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+ changeLabelText(int size, int attack, int speed, int armour,
    int morale, int chargeStat, int defSkill, int shieldDef, int troopCost,
    int mp, int trainTime): void
+ clickedTrainTroopButton (ActionEvent e): void
+ updateTrainingList(Province p): void
+ clickedSwitchMenu(ActionEvent e): void
+ goBackToProvinceMenu(ActionEvent e): void
+ clickedTrainingButton(ActionEvent e): void
+ updateTrainingTroops(): void
+ clickedInvadeButton(ActionEvent e): void
+ goBackToInvadeMenu(ActionEvent e): void
+ goToAllTroopDetailMenu(ActionEvent e): void
+ updateProvinceMenu(): void
+ updateUnitsListView(ArrayList<Unit> unitsInProvince): void
+ handleQuitGame(ActionEvent event): void
+ clearSelectedProvData(): void
+ clearProvTrainingData(): void
+ clickedMakeGroup(ActionEvent e): void
+ updateSelectedSourceProv(String name): void
+ updateSelectedTargetProv(String name): void
+ clickedMoveGroup(ActionEvent e): void
```

