UML Diagram Group Project

Connor Sorenson

Legend:
- ——— aggregation
- - - - - > dependency

Menu.fxml

About.fxml

Chatroom Controller
- display-chatroom

Chatroom.fxml

Login.fxml

Signup.fxml

Chatroom Controller
- Menu Button
- send chat

button - home ():void
button - send ():void
Menu Return ():void

Menu Controller
- Search Button
- chat Button
- signup Button
- login Button
- About Button

chathandle ():void
Search handle ():void
login handle ():void
signuphandle ():void
abouthandle ():void

Main
+ Main (arg,
String []):void
+ Start (Stage)
: void

About Controller
- home Button

handlehome ():void

Login Controller
- username Field — H password
- Show Password Check — login Button
- new Button — password Field
passwordHandle ():void userhandle():void
login Handle ():void showpasswordhandle:
MenuReturn ():void :void

Signup Controller
- username field — progress Ind
- major field — Menu Button
- password Field — Create Button

createHandle():void
Show Password Handle:void
Menu Return :void
password Handle :void

Search.fxml

Search Controller
- String [] interactOption
- ArrayList < String []> rooms
- String [] shownRooms
- counter : int
- roomCounter : int

suggest ():void
home ():void
move ():void
initialize ():void

DataModel
- Hash map < String, String >
  account
+ LinkedList < String > Userlist
- password IsValid : bool

createaccount (String,
String) : void

login (String, String):void

User Password Is Valid ():
boolean