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UML DIAGRAM

Application

SceneController

-stage: Stage
+Scenecontroller(Stage): void
+switchScene(Scene): void
+show(): void

Circle

ImageView

HelloApplication

-user: User
+start(Stage): void
+main(String): void
-scenecontroller:SceneController

User

-username: String
-password: String
-highestberries(): int
+setUsername(String): void
+setPassword(String): void
+setHighestberries(int): void
+getUsername(): String
+getPassword(): String
+getHighestberries(): int

LoginPage

-stage: Stage
+user: User
+Login Page(Stage, User):
+checkuser(String,String): boolean
+login(): Scene
-scenecontroller:SceneController

HomePage

-home_scene: Scene
-root: AnchorPane
+display_home(): Scene
-scenecontroller:SceneController

Game

-gameroot: AnchorPane
-gamescene: Scene
-berries: int
+game(): Scene
-scenecontroller:SceneController

<<interface>>

Serializable