UML Class Diagram

com.hust.ittnk68.cnpm.model. CreatePersonModel
- fullname
- dateOfBirth
- citizenId
- phoneNumber
- sex
- nation
- residenceStatus
+ CreatePersonModel()
+ getFullnameProperty()
+ getDateOfBirthProperty()
+ getCitizenIdProperty()
+ getPhoneNumberProperty()
+ getSexProperty()
+ getNationProperty()
+ getResidenceStatusProperty()

com.hust.ittnk68.cnpm.model. CreateFamilyModel
- personId
- houseNumber
+ CreateFamilyModel()
+ personIdProperty()
+ houseNumberProperty()

com.hust.ittnk68.cnpm.model. FindFamilyModel
- familyId
- personId
- houseNumber
- tableView
+ FindFamilyModel()
+ personIdProperty()
+ familyIdProperty()
+ houseNumberProperty()
+ setTableView()
+ getTableView()

com.hust.ittnk68.cnpm.model. UpdateFamilyModel
- familyId
- personId
- houseNumber
- updateFamilyWindow
+ UpdateFamilyModel()
+ personIdProperty()
+ familyIdProperty()
+ houseNumberProperty()
+ getUpdateFamilyWindow()
+ setUpdateFamilyWindow()

com.hust.ittnk68.cnpm.model. CreateAccountModel
- familyId
- username
- password
- password2
- accountType
+ CreateAccountModel()
+ familyIdProperty()
+ usernameProperty()
+ passwordProperty()
+ password2Property()
+ accountTypeProperty()

com.hust.ittnk68.cnpm.model. FindAccountModel
- accountId
- familyId
- username
- password
- password2
- accountType
- digestPassword
- tableView
+ FindAccountModel()
+ getTableView()

com.hust.ittnk68.cnpm.model. UpdateAccountModel
- accountId
- familyId
- username
- password
- password2
- accountType
- digestPassword
- updateAccountWindow
+ UpdateAccountModel()
+ accountIdProperty()
+ familyIdProperty()
+ usernameProperty()
+ passwordProperty()
+ password2Property()
+ accountTypeProperty()
+ getDigestPassword()
+ setDigestPassword()
+ getUpdateAccountWindow()
+ setUpdateAccountWindow()

com.hust.ittnk68.cnpm.model. CreateExpenseModel
- expenseTitle
- expenseDescription
- publishedDate
- totalCost
- expenseType
- required
+ CreateExpenseModel()
+ expenseTitleProperty()
+ expenseDescriptionProperty()
+ publishedDateProperty()
+ totalCostProperty()
+ expenseTypeProperty()
+ requiredProperty()

com.hust.ittnk68.cnpm.model. FindExpenseModel
- enableDayFilter
- beginPublishedDate
- endPublishedDate
- minTotalCost
- maxTotalCost
- expenseType
- required
- tableView
+ FindExpenseModel()
+ enableDayFilterProperty()
+ beginPublishedDateProperty()
+ endPublishedDateProperty()
+ minTotalCostProperty()
+ maxTotalCostProperty()
+ expenseTypeProperty()
+ requiredProperty()
+ setTableView()
+ getTableView()

com.hust.ittnk68.cnpm.model. UpdateExpenseModel
- expenseId
- expenseTitle
- expenseDescription
- publishedDate
- totalCost
- expenseType
- required
- updateExpenseWindow
+ UpdateExpenseModel()
+ expenseIdProperty()
+ expenseTitleProperty()
+ expenseDescriptionProperty()
+ publishedDateProperty()
+ totalCostProperty()
+ expenseTypeProperty()
+ requiredProperty()
+ getUpdateExpenseWindow()
+ setUpdateExpenseWindow()

com.hust.ittnk68.cnpm.model. CreatePaymentStatusModel
- paymentStatusId
- expenseId
- familyId
- totalPay
- publishedDate
+ CreatePaymentStatusModel()
+ paymentStatusIdProperty()
+ expenseIdProperty()
+ familyIdProperty()
+ totalPayProperty()
+ publishedDateProperty()

com.hust.ittnk68.cnpm.model. FindPaymentStatusModel
- paymentStatusId
- expenseId
- familyId
- totalPay
- publishedDate
- tableView
+ FindPaymentStatusModel()
+ paymentStatusIdProperty()
+ expenseIdProperty()
+ familyIdProperty()
+ totalPayProperty()
+ setTableView()
+ getTableView()

com.hust.ittnk68.cnpm.model. UpdatePaymentStatusModel
- paymentStatusId
- expenseId
- familyId
- totalPay
- publishedDate
- beginPublishedDate
- endPublishedDate
- updatePaymentStatusWindow
+ UpdatePaymentStatusModel()
+ paymentStatusIdProperty()
+ expenseIdProperty()
+ familyIdProperty()
+ totalPayProperty()
+ beginPublishedDateProperty()
+ endPublishedDateProperty()
+ getUpdatePaymentStatusWindow()
+ setUpdatePaymentStatusWindow()

com.hust.ittnk68.cnpm.model. UpdatePersonModel
- personId
- familyId
- fullname
- dateOfBirth
- citizenId
- phoneNumber
- sex
- nation
- residenceStatus
- updatePersonWindow
+ UpdatePersonModel()
+ getPersonIdProperty()
+ getFamilyIdProperty()
+ getFullnameProperty()
+ getDateOfBirthProperty()
+ getCitizenIdProperty()
+ getPhoneNumberProperty()
+ getSexProperty()
+ getNationProperty()
+ getResidenceStatusProperty()
+ getUpdatePersonWindow()
+ setUpdatePersonWindow()

com.hust.ittnk68.cnpm.model. FindPersonModel
- personId
- familyId
- fullname
- enableDateOfBirth
- dateOfBirth
- citizenId
- phoneNumber
- sex
- nation
- residenceStatus
- tableView
+ FindPersonModel()
+ getPersonIdProperty()
+ getFamilyIdProperty()
+ getFullnameProperty()
+ getEnableDateOfBirth()
+ getDateOfBirthProperty()
+ getCitizenIdProperty()
+ getPhoneNumberProperty()
+ getSexProperty()
+ getNationProperty()
+ getResidenceStatusProperty()
+ setTableView()
+ getTableView()

com.hust.ittnk68.cnpm.model. ClientModel
- username
- password
- token
- uriBase
- restClient
+ ClientModel()
+ getRestClient()
+ setUriBase()
+ getUriBase()
+ setToken()
+ getToken()
+ getUsernameProperty()
+ setUsername()
+ setPasswordProperty()
+ getPassword()
+ setPassword()

com.hust.ittnk68.cnpm.controller. ClientSceneController
- stage
- scene
- stackPane
+ ClientSceneController()
+ start()
+ startSession()
+ createObject()
+ findObject()
+ deleteObject()
+ updateObject()
+ queryPaymentStatus()
+ userQueryObjectById()
+ getPaymentQrCode()
and 32 more...

com.hust.ittnk68.cnpm.interactor. ClientInteractor
~ mainScreen
+ ClientInteractor()
+ loginHandler()
+ forgetPasswordButtonHandler()
+ logout()
+ setRoot()
+ getMainScreen()
+ showConfirmationWindow()
+ showFailedWindow()
+ notificate()
+ createPersonHandler()
and 24 more...
- notificateUpdateSuccessfully()

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~ mainScreen
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+ createPersonHandler()
and 24 more...
- notificateUpdateSuccessfully()

Relationship labels: -createPersonModel, -createFamilyModel, -findFamilyModel, -updateFamilyModel, -createAccountModel, -findAccountModel, -updateAccountModel, -createExpenseModel, -findExpenseModel, -updateExpenseModel, -createPaymentStatusModel, -findPaymentStatusModel, -updatePaymentStatusModel, -updatePersonModel, -findPersonModel, -clientModel, ~model, ~model, -clientInteractor, ~sceneController, ~sceneController