kiosk

Main

```
+ DB: Database
+ order: Order
- homeScreen: Scene
+ WIDTH: int
+ HEIGHT: int
+ HALF_WIDTH: int
+ QUARTER_HEIGHT: int
```
```
+ main(args: String[]): void
+ getHomeScreen(): Scene
+ start(primaryStage: Stage): void
+ selectCategory(root: Node, category: String): void
```

NavigationController

```
+ WIDTH: int
+ HEIGHT: int
+ NAV_BANNER_HEIGHT: int
~ sideBar: AnchorPane
```
```
+ initialize(location: URL, resources: ResourceBundle): void
+ closeSideMenu(): void
```

HomeController

```
+ BANNER_HEIGHT: int
+ OBJECT_HEIGHT: int
+ OBJECT_SIDE_OFFSET: int
+ OBJECT_TOP_POS: int
+ GRID_GAP: int
~ root: AnchorPane
~ typesGrid: GridPane
~ sideBar: AnchorPane
```
```
+ initializer(location: URL, resources: ResourceBundle): void
+ openSideMenu(): void
```

SplashController

```
- imgSplashScreen: ImageView
```
```
~ triggerSplash(): void
```

Order

```
- items: ObservableList<Item>
```
```
+ Order()
+ resetOrder(): void
+ addToOrder(name: String, price: float): void
+ removeFromOrder(name: String): void
+ getLength(): int
+ calculateSubtotal(): float
~ getItems(): ObservableList<Item>
```

OrderController

```
~ root: AnchorPane
~ sideBar: AnchorPane
```
```
+ initialize(location: URL, resources: ResourceBundle): void
+ closeSideMenu(): void
```

CategoryController

```
+ SCROLLER_TOP_POS: int
+ SCROLLER_SIDE_OFFSET: int
~ root: AnchorPane
~ hamburger: Button
~ typesGrid: GridPane
~ numberPane: Pane
~ orderNumber: Text
- category: String
~ sidebar: AnchorPane
```
```
+ initalize(location: URL, resources: ResourceBundle): void
- openSideMenu(): void
+ incrementOrderIcon(): void
+ setOrderIcon(amount: int): void
```

backend

Menu

```
+ generateTypes(): ArrayList<String>
+ getItemsByType(type: String): ArrayList<String>
+ getFilepath(name: String): String
+ getPrice(name: String): float
```

Item

```
- name: String
- price: float
- quantity: int
```
```
+ Item(name: String, price: float, quantity: int)
+ Item(name: String, price: float)
+ getName(): String
+ getPrice(): float
+ getQuantity(): int
+ incrementQuantity(amount: int): void
+ decrementQuantity(amount: int): void
```

Database

```
- connection: Connection
```
```
+ Database(filepath: String): void
+ closeConnection(): void
~ makeStatement(): Statement
```

loadIns

CategoryItemController

```
+ IMAGE_WIDTH: int
+ IMAGE_HEIGHT: int
+ root: StackPane
+ image: ImageView
+ button: Button
+ itemName: String
- parentController: CategoryController
```
```
+ CategoryItemController(itemName: String, parent: CategoryController)
+ setImageURL(URL: String): void
+ addToOrder(): void
```

HomeItemController

```
+ IMAGE_WIDTH: int
+ IMAGE_HEIGHT: int
- category: String
+ root: StackPane
+ image: ImageView
+ button: Button
```
```
+ CategoryItemController(itemName: String, parent: CategoryController)
+ setImageURL(URL: String): void
+ addToOrder(): void
```