FileInteraction:

**CSVReader** (reads the contents of a .csv file and save them according to the user’s selection of columns. Make sure they conform to the datatypes listed in TableRecords), **FileLocatorAndStorer** (locates the .csv file and saves the file as an instance variable)

TablesInformation:  
**TablesInformation** (keeps the data on all the different tables: PK column, data types, table name)

GraphicalInterface:

**GraphicalUserInterface** (displays the interface that the user will be working with. Will have a select document for the .csv location, a table selector for the table to do things with the record, a column selector that will tell which column in the .csv corresponds to what data, a task number input dialogue, whether they want to delete, update, or insert records)

TableInteraction:

**RecordDeleter** (deletes some records), **RecordGetter** (gets some records; no need to implement), **RecordInserter** (inserts some records), **RecordUpdater** (updates some records)

User:

**UserInteractor** (handles the interactive parts of the GUI, such as bringing up the window for selecting the file location, bringing up the selectors for the table to insert into, etc.), **UserPreferences** (stores the things entered into the GUI)

ErrorHandler:

**ErrorHandler** (handles errors that may arise. Print why the error is wrong or print the stack trace)