**Error Handler**

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

**CSVContents**

This class takes a location and stores the contents of a .csv file in an ArrayList<String[]> format.

The stored contents includes every row of the .csv file. Note that each row gets stored one by one, so if an error occurs, the instance variable allRows may be only partially complete. The ArrayList<String[]> follows the data pattern: each row of the .csv file will be split into a String[] where each cell is a separate index; the String[] is then placed in the ArrayList.

**DataContents**

Takes the entire content of an ArrayList<String[]> and stores it according to an appropriate format.

The appropriate format is according to the table that is being interacted with. The appropriate format will match the column ordering of the table and will shear the first row if the first row is comprised of a header and not actual data. Note, for every record that has an empty column entry, "" will be stored at that column entry's index.

**SQLFormatter**

Contains all the format options for converting a value to the correct representation in SQL language.

Consider making this an interface to accommodate for all the different types of databases.

**UserDataFormatter**

Contains all the format options for the incoming user data.

Consider making this an interface to accommodate for different databases.

**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.

RecordDeleter

RecordGetter

RecordInserter

RecordUpdater

**TableCollection**

Structure to contain all of the TableInformation objects in an accessed database.

A database is passed in and then all of the tables in the database are created as TableInformation objects. The TableInformation objects are then stored in an array as an instance variable.

**TableInformation**

Contains information on the overview of a table in a database.

The contained information includes an identification, the name of the table, the column names and their respective data types in correct ordering with respect to the table in the database. Note that the default for the TableInformation's identification instance variable is the table name passed in. The TableInformation identification is able to be changed while the TableInformation's table name is declared final.

**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 in the GUI.