

+start(primaryStage : Stage) : void

+main(): void

Fleet

-name: String

-ships : ArrayList<Starship>

-SPLIT: String

-loadCrew(path : String) : void-loadShips(path : String) : void

_+loadData() : Fleet +getName() : String +setName(name : String) +getShips() : List<Starship>

+setShips(ships : List<Starship>) : void

+getStarshipsByName(shipName: String): List<Starship>

MainController

-button : Button -textField : TextField -textArea : TextArea

+handle(event : ActionEvent) : void

Starship

-name : String-registry : String-classification : String

-crewMembers : ArrayList<CrewMember>

+getName(): String

+setName(name : String) : void

+getRegistry(): String

+setRegistry(registry: String): void

+getClassification(): String

+setClassification(classification : String) : void +getCrewMembers() : List<CrewMember>

+setCrewMembers(crewMembers : List<CrewMember>) : void +addCrewMember(crewMember : CrewMember) : void

+toString() : String

Crewmember

-name : String-position : String-rank : String-currentShip : String-species : String

+getName(): String

+setName(name : String) : void

+getPosition(): String

+setPosition(position : String) : void

+getRank(): String

+setRank(rank : String) : void

+getSpecies(): String

+setSpecies(species: String): void

+getCurrentShip(): String

+setCurrentShip(currentShip: String): void

+toString(): String