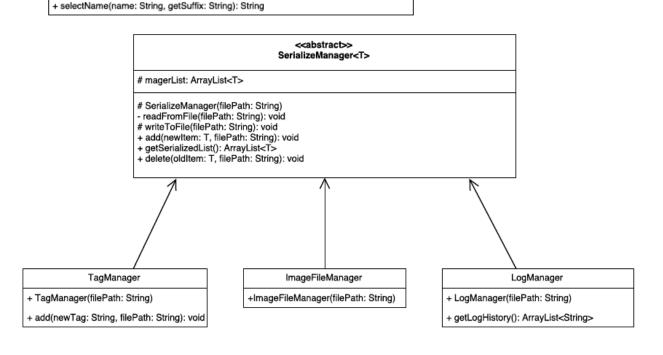


Collision

+ changeNameAdd(nameBeforeChange: String, tagToAdd: String): String+ changeNameDelete(nameBeforeChange: String, tagToDelete: String): String



ManipulationManagerScene

- MAGIC10: int
- MAGIC500: int
- MAGIC0: int
- MAGIC1: int
- MAGIC50: int
- MAGIC20: int MAGIC200: int
- MAGIC30: int
- MAGIC800: int
- MAGIC950: int
- MAGIC100: int
- MAGIC150: int
- MAGIC5: int
- MAGIC15: int
- MAGIC3: int
- MAGIC1000: int
- MAGIC1349: int
- MAGIC1350: int
- MAGIC40: int
- MAGIC53: int
- MAGIC600: int
- MAGIC650: int MAGIC700: int
- MAGIC153: int
- MAGIC_40: int
- MAGIC60: int
- MAGIC80: int
- MAGIC210: int
- MAGIC55: int
- MAGIC570: int
- MAGIC280: int
- MAGIC120: int
- MAGIC_150: int
- path: Label
- # imgFiles: ArraryList<ImageFile>
- # imgFiles: ArraryList<ImageFile>
- imgListView: ListView<String>
- window: Stage
- paneCenter: StackPane
- tagsView: ListView<String>
- directoryImageFile: ArrayList<ImageFile>
- + main(args: String[]): void
- + start(primaryStage: Stage): void
- setAction(fileCollection: File): void
- openButtonClicked(): void
- setImage(): void
- # setFile(imageFile: ImageFile): void
- buttonClicked(): void
- # setImageListView(imgList: ArrayList<ImageFile>)
- #setPath(inputFile: ImageFile): void
- # setTagSetView(): void
- deleteTagHistoryButtonClicked(): void
- addTagToFileButtonClicked(): void
- # getCurrentDirectory(): File
- inappropriateAdd(): void
- collisionAdd(potentialName: String): boolean

AddTagScene

- MAGIC250: int
- MAGIC100: int
- MAGIC10: int
- MAGIC20: int
- inputFile: ImageFile
- collision: Collision
- # display(): void
- # setImageFile(imageFile: ImageFile): void
- inappropriateAdd(): void
- collisionAdd(potentialName: String): boolean

AddToTagSet

- MAGIC250: int
- MAGIC100: int
- MAGIC10: int
- MAGIC20: int
- # display(): void

ContainTagScene

- MAGIC50: int
- MAGIC450: int
- MAGIC120: int
- MAGIC10: int
- MAGIC20: int
- MAGIC400: int
- MAGIC500: int - MAGIC600: int
- MAGIC950: int
- listView: ListView<String>
- imgFiles: ArrayList<ImageFile>
- imageView: ImageView
- paneCenter: StackPane
- inputGridPane: BorderPane

display(): void

- buttonClicked(): void
- setImageFilesWithTags(imageFile: ArrayList<ImageFile>): voic # setImage(file: ImageFile): void

DeleteTagScene

- MAGIC350: int
- MAGIC120: int
- MAGIC10: int
- MAGIC20: int
- MAGIC400: int - inputFile: ImageFile
- listView: ListView<String>
- collision: Collision
- # display(): void
- buttonClicked(): void
- # setImageFile(imageFile: ImageFile): void
- inappropriateDelete(): void
- collisionDelete(potentialName: String): boolean

FileRenameScene

- MAGIC500: int
- MAGIC600: int
- MAGIC10: int MAGIC20: int
- MAGIC120: int
- listView: ListView<String>
- inputFile: ImageFile

display(): void

- buttonClicked(): void
- # setImageFile(imageFile: ImageFile): void
- inappropriateRename(): void
- collision(potentialName: String): boolean

SelectTagScene

- MAGIC10: int
- MAGIC20: int MAGIC120: int
- MAGIC550: int
- MAGIC600: int
- inputFile: ImageFile
- collision: Collision

display(): void

- handleOptions(checkBox: ArrayList<CheckBox>): void
- # setImageFile(imageFile: ImageFile): void
- inappropriateCombination(): void
- collisionSelection(potentialName: String): boolean

MoveFileScene

- MAGIC10: int
- MAGIC20: int
- MAGIC250: int MAGIC200: int
- inputFile: ImageFile

display(): void

- # setImageFile(imageFile: ImageFile): void
- isInSubDirectory(dir: File, file: File): boolean
- inappropriateMove(): void
- collisionMove(potentialName: String): boolean