



ManipulationManagerScene
<ul style="list-style-type: none"> - 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: ArrayList<ImageFile> # imgFiles: ArrayList<ImageFile> - imgListView: ListView<String> - window: Stage - paneCenter: StackPane - tagsView: ListView<String> - directoryImageFile: ArrayList<ImageFile>
<ul style="list-style-type: none"> + 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
<ul style="list-style-type: none"> - MAGIC250: int - MAGIC100: int - MAGIC10: int - MAGIC20: int - inputFile: ImageFile - collision: Collision
<ul style="list-style-type: none"> # display(): void # setImageFile(imageFile: ImageFile): void - inappropriateAdd(): void - collisionAdd(potentialName: String): boolean

AddToTagSet
<ul style="list-style-type: none"> - MAGIC250: int - MAGIC100: int - MAGIC10: int - MAGIC20: int
<ul style="list-style-type: none"> # display(): void

ContainTagScene
<ul style="list-style-type: none"> - 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
<ul style="list-style-type: none"> # display(): void - buttonClicked(): void - setImageFilesWithTags(imageFile: ArrayList<ImageFile>): void # setImage(file: ImageFile): void

DeleteTagScene
<ul style="list-style-type: none"> - MAGIC350: int - MAGIC120: int - MAGIC10: int - MAGIC20: int - MAGIC400: int - inputFile: ImageFile - listView: ListView<String> - collision: Collision
<ul style="list-style-type: none"> # display(): void - buttonClicked(): void # setImageFile(imageFile: ImageFile): void - inappropriateDelete(): void - collisionDelete(potentialName: String): boolean

FileRenameScene
<ul style="list-style-type: none"> - MAGIC500: int - MAGIC600: int - MAGIC10: int - MAGIC20: int - MAGIC120: int - listView: ListView<String> - inputFile: ImageFile
<ul style="list-style-type: none"> # display(): void - buttonClicked(): void # setImageFile(imageFile: ImageFile): void - inappropriateRename(): void - collision(potentialName: String): boolean

MoveFileScene
<ul style="list-style-type: none"> - MAGIC10: int - MAGIC20: int - MAGIC250: int - MAGIC200: int - inputFile: ImageFile
<ul style="list-style-type: none"> # display(): void # setImageFile(imageFile: ImageFile): void - isSubDirectory(dir: File, file: File): boolean - inappropriateMove(): void - collisionMove(potentialName: String): boolean

SelectTagScene
<ul style="list-style-type: none"> - MAGIC10: int - MAGIC20: int - MAGIC120: int - MAGIC550: int - MAGIC600: int - inputFile: ImageFile - collision: Collision
<ul style="list-style-type: none"> # display(): void - handleOptions(checkBox: ArrayList<CheckBox>): void # setImageFile(imageFile: ImageFile): void - inappropriateCombination(): void - collisionSelection(potentialName: String): boolean