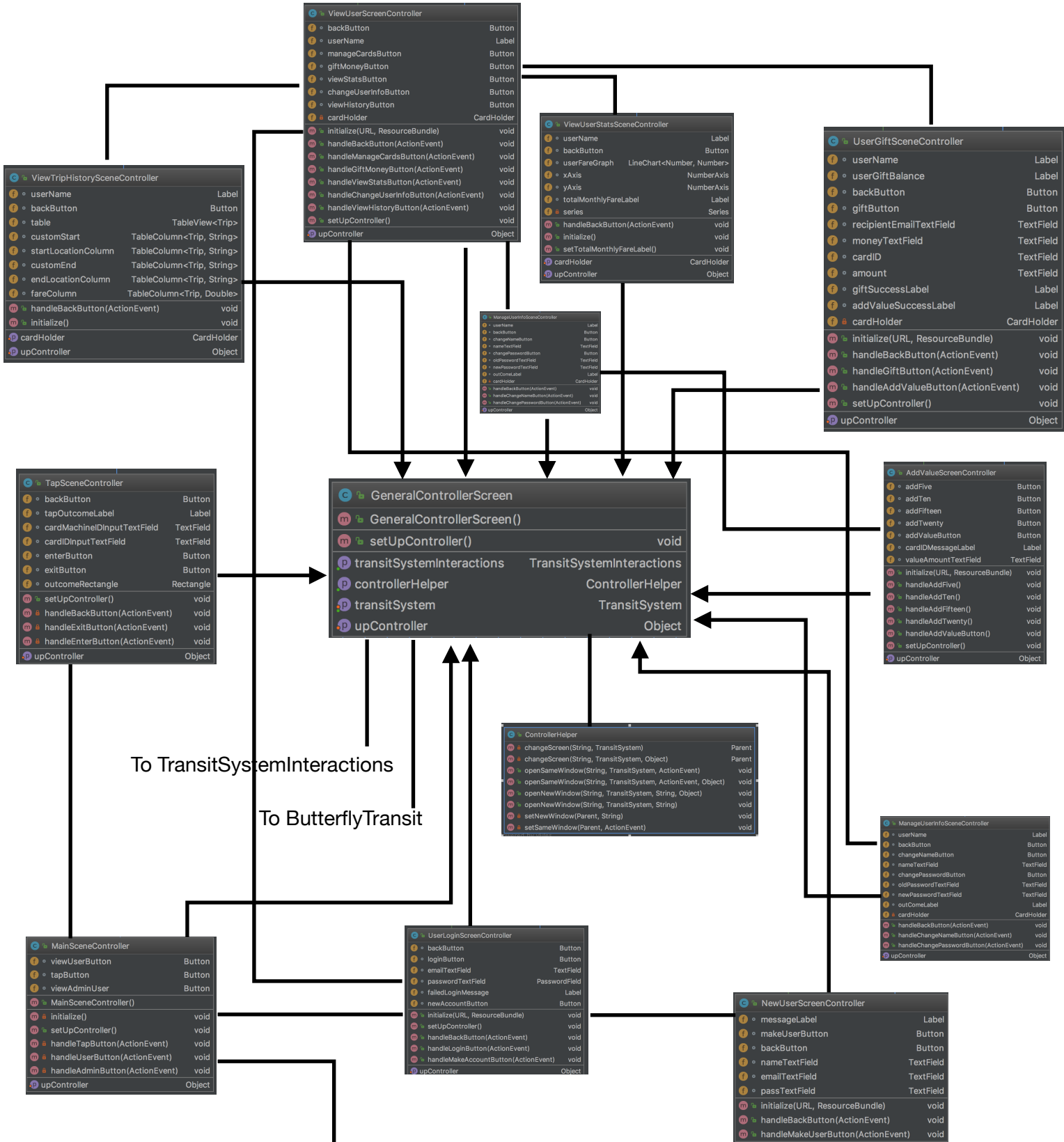


# Front End UML



ManageCardsScreenController		
listOfCards	ListView	
backButton	Button	
userLabel	Label	
addCardButton	Button	
deleteCardButton	Button	
suspendCardButton	Button	
addValueButton	Button	
cardHolder	CardHolder	
handleBackButton(ActionEvent)	void	
handleAddCardButton(ActionEvent)	void	
handleDeleteCardButton(ActionEvent)	void	
handleSuspendCardButton(ActionEvent)	void	
handleAddValueButton(ActionEvent)	void	
setUpController()	void	
upController	Object	

AdminLoginSceneController		
backButton	Button	
loginOutComeLabel	Label	
emailTextField	TextField	
passwordField	PasswordField	
loginButton	Button	
handleButtonAction(ActionEvent)	void	
handleBackButton(ActionEvent)	void	

AdminStatisticsController		
backButton	Button	
OverallRevenueAreaChart	AreaChart	
OverallRevenueBarChart	BarChart	
x	CategoryAxis	
monthly	Button	
Yearly	Button	
thisMonth	Button	
y	NumberAxis	
monthlyRevenueLabel	Label	
monthNames	ObservableList<String>	
yearNames	ObservableList<String>	
initialize()	void	
graphMonthlyRevenue()	void	
graphYearlyRevenue()	void	
graphCurrentMonthRevenue()	void	
handleBackButton(ActionEvent)	void	

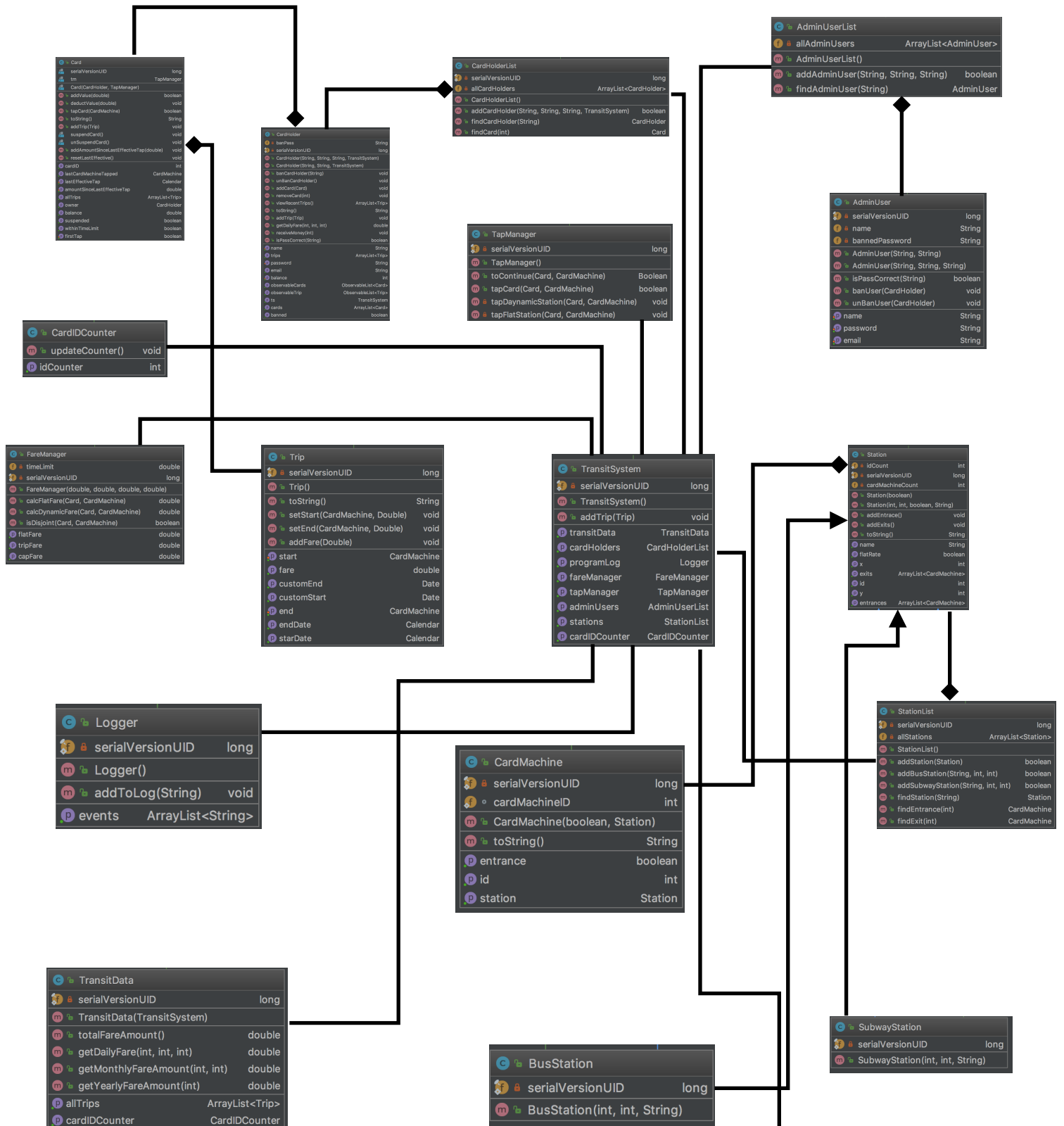
AdminManageUserSceneController		
userEmail	TextField	
userEmailSuccess	Label	
userStatus	Label	
backButton	Button	
viewCardsButton	Button	
removeBanUserButton	Button	
banUserButton	Button	
cardListView	ListView	
suspendCardButton	Button	
unsuspendCardButton	Button	
deleteCardButton	Button	
userBeingViewed	Label	
currentlyViewingCH	CardHolder	
handleBackButton(ActionEvent)	void	
handleViewCardsButton(ActionEvent)	void	
handleBanUserButton(ActionEvent)	void	
handleRemoveBanButton(ActionEvent)	void	
handleDeleteCardButton(ActionEvent)	void	
handleSuspendCardButton(ActionEvent)	void	
handleUnsuspendCardButton(ActionEvent)	void	
upController	Object	

AdminMainController		
backButton	Button	
changeAccountInfo	Button	
manageUsers	Button	
viewStatistics	Button	
setUpController()	void	
handleButtonAction(ActionEvent)	void	
handleBackButton(ActionEvent)	void	
upController	Object	

AdminChangeInfoController		
backButton	Button	
changePasswordButton	Button	
changeNameButton	Button	
currentEmailTextField	TextField	
currentPasswordTextField	TextField	
newNameTextField	TextField	
newPasswordField	PasswordField	
outcomeLabel	Label	
ch	ControllerHelper	
handleBackButton(ActionEvent)	void	
handlePasswordButton(ActionEvent)	void	
handleNameButton(ActionEvent)	void	

To General Controller

# **Back End UML**



TransitSystemInteractions	
TransitSystemInteractions()	
enterStation(TransitSystem, String, String)	boolean
exitStation(TransitSystem, String, String)	boolean
addNewCard(CardHolder)	void
removeCard(CardHolder, Card)	void
suspendCard(Card)	void
unSuspendCard(Card)	void
addToBalance(Card, int)	void
changeName(TransitSystem, CardHolder, String)	void
changePassword(TransitSystem, CardHolder, String)	void
viewRecentTrips(TransitSystem, String)	void
loginAdmin(TransitSystem, String, String)	boolean

To General Controller

ButterflyTransity	
transitSystem	TransitSystem
ButterflyTransity()	
start(Stage)	void
main(String[])	void
recordEvents(ArrayList<String>)	void

To General Controller

TransitSystemStarter	
filepath	String
TransitSystemStarter()	
initializeTransitSystem()	TransitSystem
ts	TransitSystem

TransitSystemSerializer	
consoleHandler	Handler
TransitSystemSerializer()	
readFromFile(String)	TransitSystem
saveToFile(String, TransitSystem)	void

Application	
STYLESHEET_CASPIAN	String
STYLESHEET_MODENA	String
hostServices	HostServices
userAgentStylesheet	String
Application()	
launch(Class<? extends Application>, String...)	void
launch(String...)	void
init()	void
start(Stage)	void
stop()	void
notifyPreloader(PreloaderNotification)	void
getUserAgentStylesheet()	String
setUserAgentStylesheet(String)	void
hostServices	HostServices
parameters	Parameters