Controller

initialize()	void
setSceneView(SceneViewType)	void
messageManager	MessageManager
userManager	UserManager
sceneNavigator	SceneNavigator
eventManager	EventManager

EventEnrollController

resources	ResourceBundle
location	URL
eventListView	ListView<Label>
backButton	Button
enrollButton	Button
enrollMessageLabel	Label
initialize()	void
onBackButtonClicked()	void
onEnrollButtonClicked()	void
setEventListField()	void
getEventLabels(List<Event>)	List<Label>
enrollEvent(String)	InputProcessResult
eventManager	EventManager

EventCreationController

resources	ResourceBundle
location	URL
eventTitleField	TextField
startTimeField	TextField
endTimeField	TextField
speakerUsernamesField	TextField
roomNumberField	TextField
eventCapacityField	TextField
backButton	Button
createButton	Button
createMessageLabel	Label
vipOnlyCheck	CheckBox
onBackButtonClicked()	void
onCreateButtonClicked()	void
onVipOnlyCheck()	void
initialize()	void
createEvent(String, String, String, String[], int, int, Boolean)	InputProcessResult
parseException(Exception)	InputProcessResult
getSpeakerIdStrings(String[])	List<String>
getUuid()	UUID

MessageAllAttendeesController

resources	ResourceBundle
location	URL
messageInput	TextField
sendButton	Button
backButton	Button
noInputMessage	Label
onBackButtonClicked()	void
onSendButtonClicked()	void
initialize()	void
sendMessage(String)	InputProcessResult

EventUnEnrollController

resources	ResourceBundle
location	URL
eventListView	ListView<Label>
backButton	Button
unEnrollButton	Button
unEnrollMessageLabel	Label
initialize()	void
onBackButtonClicked()	void
onUnEnrollButtonClicked()	void
setEventListField()	void
getEventLabels(List<Event>)	List<Label>
unEnrollEvent(String)	InputProcessResult
eventManager	EventManager

LoginController

resources	ResourceBundle
location	URL
usernameField	TextField
passwordField	TextField
loginButton	Button
loginMessageLabel	Label
listener	LoginListener
initialize()	void
onLoginButtonClicked()	void
verifyLogin(String, String)	InputProcessResult
addLoginListener(LoginListener)	void

LoginListener

onSuccessfulLogin()	void