IncomeRecord
- recordID: int
- date: Date
- hoursWorked: int
- cashTips: double
- creditTips: double
- hourlyPay: double

+ newRecord(date: Date, hoursWorked: int, cashTips: double, creditTips: double, hourlyPay: double): void
+ setDate(date: Date): void
+ getDate(): Date
+ setHoursWorked(hoursWorked: int): void
+ getHoursWorked(): int
+ setCashTips(cashTips: double): void
+ getCashTips(): double
+ setCreditTips(creditTips: double): void
+ getCreditTips(): double
+ setHourlyPay(hourlyPay: double): void
+ getHourlyPay(): double
+ saveTipInput(): void
+ addEntry(): void

PayStub+
- users: User[]
- admins: Admin[]
- restaurants: Restaurant[]
- tipOutMethods: TipOutMethod[]
- messages: Message[]
- settings: Settings[]
- accountType: User[]

+ createNewAccount(username: string, password: string): User
+ deleteUser(userID: int): void
+ getUser(userID: int): User
+ updateUser(userID: int, newUser: User): void
+ addAdmin(username: string, password: string): void
+ deleteAdmin(adminID: int): void
+ getAdmin(adminID: int): Admin
+ updateAdmin(adminID: int, newAdmin: Admin): void
+ createRestaurant(name: string, location: string): void
+ deleteRestaurant(restaurantID: int): void
+ getRestaurant(restaurantID: int): Restaurant
+ updateRestaurant(restaurantID: int, newRestaurant: Restaurant): void
+ createTipOutMethod(name: string, description: string, type: TipOutMethodType): void
+ deleteTipOutMethod(methodID: int): void
+ getTipOutMethod(methodID: int): TipOutMethod
+ updateTipOutMethod(methodID: int, newMethod: TipOutMethod): void
+ sendMessage(senderID: int, receiverID: int, content: string): void
+ readMessage(messageID: int): Message
+ deleteMessage(messageID: int): void
+ addInformation(userID: int, info: string): void
+ setAccountSettings(userID: int, settings: UserSettings): void
+ chooseAccountType(userID: int, type: AccountType): void
+ setNewAccount(users: User[]): void
+ getNewAccount(): void
+ setAccountInformation(username: string, password: string): void
+ getAccountInformation(): void
+ createAccountSettings(userID: int, settings: Settings[]): void
+ setAccountType(accountType: User[]): void
+ getAccountType(): void

Settings
- tipOutMethod: TipOutMethod
- taxSettings: TaxSettings
- stateTaxRate: float
- federalTaxRate: float
- taxDeducted: boolean
- methodID: int
- name: string
- description: string

+ createSettings(tipOutMethod: TipOutMethod, taxSettings: TaxSettings, stateTaxRate: float, federalTaxRate: float, taxDeducted: boolean, methodID: int, name: string, description: string): void
+ deleteSettings(): void
+ setTipOutMethod(method: TipOutMethod): void
+ getTipOutMethod(): TipOutMethod
+ createTaxSettings(): void
+ deleteTaxSettings(): void
+ setTaxSettings(settings: TaxSettings): void
+ getState(): string
+ setStateTaxRate(stateTaxRate: float): void
+ getStateTaxRate(): float
+ setFederalTaxRate(federalTaxRate: float): void
+ getFederalTaxRate(): float
+ setTaxDeducted(taxDeducted: boolean): void
+ getTaxDeducted(): boolean
+ setName(name: strin.g): void
+ getName(): string
+ setDescription(description: string): void
+ getDescription(): string
+ createMethod(name: string, description: string, type: TipOutMethodType): void
+ deleteMethod(methodID: int): void
+ setMethod(method: TipOutMethod): void
+ getMethod(): TipOutMethod

User
- userID: int
- username: string
- password: string
- settings: UserSettings
- records: IncomeRecord[]
- employee: Employee[]
- admin: Admin[]
- sessionID: int
- tips: IncomeRecords[]

+ User(userID: int, username: string, password: string, settings: UserSettings, records: IncomeRecord[], employee: Employee[], admin: Admin[], sessionID: int): void
+ deleteUser(userID: int): void
+ setUsername(username: string): void
+ setPassword(password: string): void
+ setSettings(settings: UserSettings): void
+ addRecord(records: IncomeRecord): void
+ deleteRecord(recordID: int): void
+ getRecord(recordID: int): IncomeRecord
+ updateRecord(recordID: int, newRecord: IncomeRecord): void
+ addTips(recordID: int, cashTips: double, creditTips: double): void
+ updateTips(recordID: int, cashTips: double, creditTips: double): void
+ chooseGroupOption(userID: int): void
+ createNewSession(userID: int): void
+ employeeSession(employee: Employee[employeeID]): void
+ getEmployeeSession(): void
+ setEmployeeSession(sessionID: int): void
+ groupSession(admin: Admin[adminID]): void
+ personalSession(userID: int, sessionID: int): void
+ getPersonalSession(): void
+ setPersonalSession(sessionID): void
+ savePersonalSession(userID: int): sessionID: int
+ setNewSession(sessionID): void
+ getNewSession(): void
+ chooseGroupSession(sessionID): void
+ setTips(tips: IncomeRecords[]): void
+ getTips(): void

Employee
- restaurant: Restaurant
- employeeID: int

+ createEmployee(username: string, password: string, restaurant: Restaurant): void
+ deleteEmployee(employeeID: int): void
+ setRestaurant(restaurant: Restaurant): void
+ getIncome(): IncomeRecord[]
+ addTips(recordID: int, cashTips: double, creditTips: double): void
+ updateTips(recordID: int, cashTips: double, creditTips: double): void
+ chooseGroupOption(userID: int): void
+ enterCode(joinCode: int): void
+ getRestaurant(): Restaurant
+ setEmployeeSettings(settings: EmployeeSettings): void
+ getEmployeeSettings(): EmployeeSettings
+ saveEmployeeSettings(): void

Admin
- restaurant: Restaurant
- incomeRecords: IncomeRecord[]
- joinCode: string
- schedule: Schedule[]
- adminID: int
- businessSetting: Restaurant

+ createAdmin(username: string, password: string, incomeRecords: IncomeRecord[], joinCode: string, schedule: Schedule[]): void
+ deleteAdmin(adminID: int): void
+ setUsername(username: string): void
+ setPassword(password: string): void
+ createIncomeRec(): void
+ deleteIncomeRec(recordID: int): void
+ createCode(): void
+ deleteCode(joinCode: int): void
+ getCode(): string
+ setCode(joinCode: int): void
+ createSchedule(employee: Employee[employeeID]): void
+ deleteSchedule(scheduleID: int): void
+ getSchedule(): Schedule[]
+ updateSchedule(scheduleID: int, newSchedule: Schedule): void
+ selectEmployee(employeeID: int): void
+ selectDeleteEmployee(employeeID: int): void
+ confirmBox(): void
+ displayEmployeeIncome(employee: int): void
+ selectBusinessSettings(restaurant: Restaurant): void
+ getBusinessSettings(): void
+ changeBusinessSettings(restaurant: Restaurant, businessSettings: Restaurant): void
+ confirmChangeBusinessSettings(restaurant: Restaurant, businessSettings: Restaurant): void
+ employeeInformation(employeeID: int): void
+ getEmployee(): void
+ setEmployee(employeeID: int): void

Schedule
- employee: Employee
- time: Time
- date: Date
- scheduleID: int

+ createSchedule(employee: Employee, time: Time, date: Date, scheduleID: int): void
+ deleteSchedule(scheduleID: int): void
+ selectEmployee(employeeID: int): void
+ scheduleEmployee(time: Time, date: Date): void
+ selectDay(date: Date): void
+ selectTime(time: Time): void
+ updateSchedule(scheduleID: int, newSchedule: Schedule): void
+ getSchedule(): Schedule[]
+ confirmBox(): void
+ getScheduleID(): int
+ setScheduleID(scheduleID: int): void

Message
- sender: int
- receiver: int
- content: string
- timestamp: DateTime
- attachments: File[]
- messageID: int
- textBox: String

+ Message(sender: int, receiver: int, content: string, timestamp: DateTime, attachments: File[]): void
+ sendMessage(sender: int, receiver: int, content: string): void
+ setSender(sender: int): void
+ getSender(): int
+ setReceiver(receiver: int): void
+ getReceiver(): int
+ setContent(content: string): void
+ getContent(): string
+ setTimestamp(timestamp: DateTime): void
+ getTimestamp(): DateTime
+ attachFiles(files: File[]): void
+ detatchFiles(files: File[]): void
+ addTimestamp(): void
+ deleteMessage(messageID: int): void
+ displayMessage(messageID: int): void
+ getMessage(): string
+ selectTextBox(): void
+ setTextBox(textBox): void

Restaurant
- name: string
- location: string
- admins: Admin[]
- incomeRecords: IncomeRecord[]
- settings: Settings
- employees: Employee[]

+ createRestaurant(name: string, location: string, admins: Admin[], incomeRecords: IncomeRecord[], settings: Settings, employees: Employee[]): void
+ deleteRestaurant(restaurantID: int): void
+ setName(name: string): void
+ setLocation(location: string): void
+ addAdmin(admin: Admin): void
+ removeAdmin(adminID: int): void
+ findIncomeRecord(recordID: int): IncomeRecord
+ updateIncomeRecord(recordID: int, newRecord: IncomeRecord): void
+ addUser(user: User): void
+ deleteUser(userID: int): void
+ setRestaurantSettings(settings: Settings): void
+ getRestaurantSettings(): void
+ setPassCode(code: string): void
+ saveGroup(): void