# Report Class Diagram

#### Report

int satisfaction vector<int> weather

overallReport(): void getWeather(): vector<int> getPeopleStatistics(): people getRideStatistics(): rides getVendorStatistics(): vendors getGameStatistics(): games

### **DailyReport**

unsigned int totalDays unsigned int dailyNumPeople unsigned int dailySatisfaction unsigned int dailyVendorSales unsigned int dailyGameSales unsigned int dailyRideSales

makeDailyReport():void

#### WeeklyReport

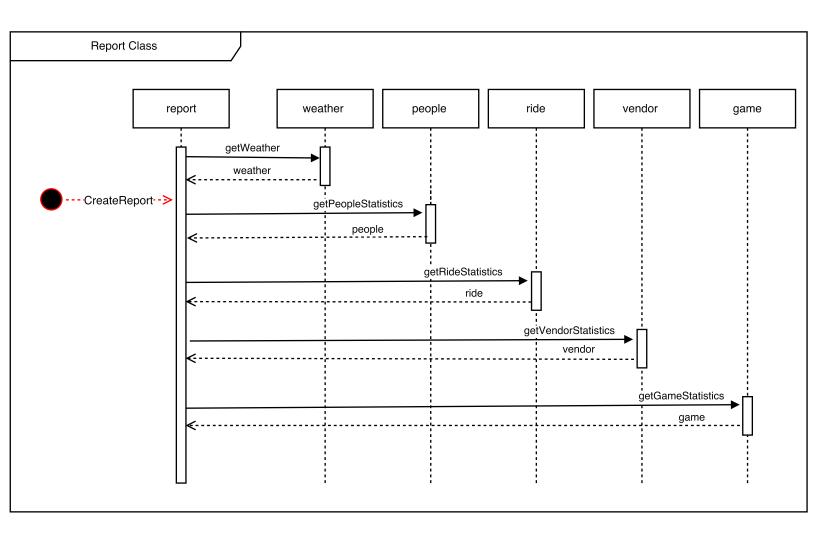
unsigned int totalWeeks unsigned int weeklyNumPeople unsigned int weeklySatisfaction unsigned int weeklyVendorSales unsigned int weeklyGameSales unsigned int weeklyRideSales

makeWeeklyReport(): void

#### **MonthlyReport**

unsigned int totalWeeks unsigned int weeklyNumPeople unsigned int weeklySatisfaction unsigned int weeklyVendorSales unsigned int weeklyGameSales unsigned int weeklyRideSales

makeMonthlyReport(): void



## **Report Class**

Requirements Collection	3 Days
Team Design Collaboration	2 Days
Interface/Class Design and Test Design	4 Days
Design Implementation	6 Days
Testing and Refinement	5 Days

