frame

**windowHolder**

- windowHolder* instance
- MainWindow main
- loginWindow login
- adminWindow admin

**adminWindow**

-Ui::adminWindow *ui

-void on_backToLoginButton_clicked

**mainWindow**

-Ui::MainWindow *ui

-void on_backToLoginButton_clicked

**loginWindow**

-MainWindow m

-bool user

-Ui::loginWindow *ui

- void on_loginButton_clicked

**Souvenir**

+ QString school

+ QString souvenirName

+ QString price

**Database**

-Database* instance;

+ int getNumSchools

**College**

+QString startingCollege

+QString endingCollege

+bool visited

+int distance