```
ParkingLot
                         -genspots; int
  - lot Id; int
                         - handi Spotsi int
  - Rot Name: String
                         -fac Staff Spots; int
  -total Exited: int
  - total Entered: int
  - Vehicles InLat: int
 Harking Lot (String a Name, int a Id, int a Genspots, int afacstaff spots): void int a Hardispots, int a facstaff spots): void
 +getId(): int
 igetName(); String
 +getGenSpots(); int
 +get Handispots () int
+getTotalExit(); int 2 Database query
+getTotalExit(); int
 +getTatal Vehicles () int
 -setGenSpotslint a GenSpot): void
 - set Handi Spots (int a Handi Spot); void
 - set Fac Staff Spots (int a Fac Staff Spot); void
- set Id (int a Cot Id): void
  + set Name (String a Name) i void
```

## User

- usenIdiint
-fName i String
- lName i String
- email: String
- is Fac Staff; boolean
- is Resident: boolean
- is Commuter: boolean
- is Handicapi boolean
- is Guest: boolean

+ Userlint a Id, String a Frame, String al Name, String a Email, FacStooff, boolean Resident, Commuter, boolean Handicap, Guest): void boolean tgetkserId(): int +getName(): String tgetEmail(): String + is FacStaffl): boolenn + is Resident (): boolean + is Commuter (); boolean + is Mankicap () i boolean + is Guest () iboolean -setUsenId(int ald) i roid - setName (string aName) i void - setEmail (String a Email) i void + set FacStaff (boolean a FacStaff) i Void + set Resident (boolean a Resident) i void + set Commuter (boolean a Commuter) i void + set Handicap (boolean a Handicap): void + set Guest (boolean a Grest); void

setGenSpots(), setHandiSpots(), setFacStaffSpots(), and setId() are only going to be used by the constructor. Don't need setters for totalEntered and totalExited b/c those variables are initiated to zero. The getters for totalEntered and totalExited will query the database of parking lots (which collects information from each individual sensor plate). Then getTotalVehicles() will subtract the number of vehicles exited from the number of vehicles entered to return its value (will check first to make sure that totalEntered > totalExited).

+ set Handicap (boolean a Handicap): void + set Guest (boolean a Grest): void