Park

- ArrayList<Level> levels

+getLevels (): String

+ addLevel (level: Level): Boolean

+ findLevel (search: Int): Int?

+ findLevel (searchID: Int): Boolean

Level

- String : Name

- Int: ID

- String: Color

- Map: map

- ArrayList <Car> cars

+ getName ()

+ getID()

+ getColor()

+ getMap ()

+ getCars ()

+ findCar (search: String): Car?

+ addCar (car:Car)

Map

- Int: Lenght

- Int: Height

- String: Archive

- ArrayList <Obstacle> obstacles

- ArrayList <Lot> Lots

- ArrayList <Car> Cars

+ getLenght ()

+ getHeight ()

+ getObstaclesAt (x,y) Obstacle?

+ getLotsAt (x, y): Lot?

+ addObstacle (obstacle)

+ getCarAt (x,y): Car?

+ addLot (Lot)

+ addCar (car)

+ hasObstacleAt (x, y): Boolean

+ hastCarAt (x, y): Boolean

+ hasLotAt (x, y): Boolean

Lot

- Int Xaxis

- Int Yaxis

- String: ID

+ getXaxis(): Int

+ getYaxis(): Int

+ getID (): String

Obstacle

- Int: Xaxis

- Int: Yaxis

+ getXaxis (): Int

+ getYaxis (): Int

Car

- String: Plate

- Int: Xaxis

- Int: Yaxis

+ getPlate(): String

+ getXaxis(): Int

+ getYaxis(): Int