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| **Class BasicInfo** |
| * name: string * address: string * phoneNum: string |
| * getName(): string * getAddress(): string * getPhoneNum(): string * setName(string a): void * setAddress(string a): void * setPhoneNum(string a):void |

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| **Class Seat : public BasicInfo** |
| * seatNumber : int * seatAvail: bool |
| * getSeatNumber(): int * getSeatAvail(): bool * setSeatNumber(int a): void * setSeatAvail(bool a): void * toString: virtual string |

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| **Class Flight** |
| * SEATS\_NUM: int = 10 * flightSeats[SEATS\_NUM] : Seat * flightDestination: string |
| * Flight() * Flight(string destination) * getFlightDestination(): string * getFlightSeat(int a): Seat * setFlightDestination(string a): void * setFlightSeat(Seat a): void * displaySeatsAvailible(): string * displayPassengerInfo(): string |

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| **Class Passenger: public BasicInfo** |
| * mySeat: Seat * myFlight: Flight * myPreference: string |
| * Passenger() * Passenger(string name, string address, string phoneNumber, Seat pSeat, Flight pFlight) * getMyPreference(): string * getMySeat(): Seat * getMyFlight(): Flight * setMyPreference(string a) : void * setMySeat(Seat a): void * setMyFlight(Flight a): void * toString: virtual string |

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| **Class Attendant** |
| * ROUTES\_NUM: int * PASSENGERS\_NUM: int * routes[ROUTE\_NUM]: Flight * customers[PASSENGERS\_NUM]: Passengers * ticketSales: int |
| * Attendant() * Attendant(int a) * getTicketSales(): int * setTicketSales(int a): void * addTicketSale(): void * cancelTicketSale(): void * getRoutes(): string * reserveSeat(Passenger a, Flight b, Seat c): void * cancelSeat(Passenger a, Flight b, Seat c): void * displayMyFlight(Flight a): string * displayNextCustomer(): string * displayAllCustomerBySeatOrder(): string * displayAllCustomerByAlphabeticOrder(): string * cancelFlight(Flight a): void * reaccomodatePassengers(Flight a): void |

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| **Class GUI** |
| * myAttendant: Attendant |
| * setConstants(): void * guiController(): void |