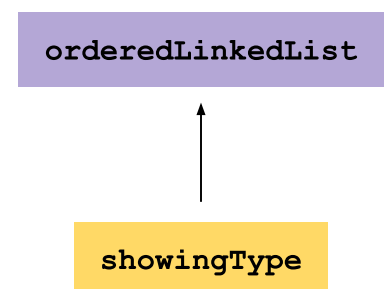


timeType
<ul style="list-style-type: none"> - hr: int - min: int
<ul style="list-style-type: none"> + operator<<(ostream&, const timeType&): ostream& + operator>>(istream&, timeType&): istream& + setTime(int hours, int minutes): void + getTime(int& hours, int& minutes): const void + operator++(): timeType + Operator--(): timeType + operator-(const timeType& otherTime): timeType + operator=(const timeType& otherTime): const timeType& + operator==(const timeType& otherTime): const bool + operator!=(const timeType& otherTime): const bool + operator<=(const timeType& otherTime): const bool + operator<(const timeType& otherTime): const bool + operator>=(const timeType& otherTime): const bool + operator>(const timeType& otherTime): const bool + timeType(int hours = 0, int minutes = 0)

showingType
<ul style="list-style-type: none"> # vacancy: int # showTime: timeType
<ul style="list-style-type: none"> + operator<<(ostream&, const timeType&): ostream& + isShowingFull(): bool + updateVacancy(int): void + getVacancy(): const int + setShowingTime(int hours, int minutes): void + isWithinRange(int hours, int minutes = 0): bool + operator==(const showingType& otherShowing): const bool + operator!=(const showingType& otherShowing): const bool + operator<=(const showingType& otherShowing): const bool + operator<(const showingType& otherShowing): const bool + operator>=(const showingType& otherShowing): const bool + operator>(const showingType& otherShowing): const bool + showingType(int hours = 0, int minutes = 0, int emptySeats = MAX_OCCUPANCY)



movieType

```
- title: string
- searchShowingTime(int hours, int minutes, bool& found, nodeType* &current): void

+ addShowingTime(int hours, int minutes): void
+ deleteShowingTime(showingType showing): void
+ updateAvailableSeats(int hours, int minutes, int num): void
+ findShowingTime(int hours, int minutes = 0): void
+ isShowingFull(int hours, int minutes = 0): bool
+ getAvailableSeats(int hours, int minutes = 0): int
+ findAvailableShowingTimes(): const void
+ areAllShowingsFull(): const bool
+ operator=(string movieName): const movieType&
+ operator==(const movieType& otherMovie): const bool
+ operator==(string movieName): const bool
+ movieType(string movieName = "");
```

theaterType

```
- movies[NUM_OF_AUDITORIUMS]: movieType
- occupiedAuditoriums: int
- searchMovie(string movieName): int

+ searchEmptyAuditoriums(): const void
+ isTheaterFull(): const bool
+ addNewMovie(string movieName): void
+ addNewShowingTime(string movieName, int hours, int minutes = 0): void
+ findMovie(string movieName): void
+ isMovieFull(string movieName): bool
+ sellSeats(string movieName, int hours, int minutes, int numOfSeatsSold): void
+ theaterType();
```