USER

+ name: String
+ address: String
+ userID: String
+ userPswd: String
+ validID: String

+ register(): void
+ checkIn(): void
+ cancelMembership(): void

MEMBERSHIP

+ barcode: int
+ accountType: String
+ status: String
+ expiration: String

+ method(type): type

has
gets

NOTIFICATION

+ type: String
+ message: String
+ recipient: User

+ send(): void
+ schedule(): void

STAFF

+ staffID: int
+ role: String

+ registerMember(): void
+ verifyID(): boolean
+ manageAccount(): void

sends
uses

DATABASE

- users: List
- Memberships: List
- notification: List

+ storeData(): void
+ getData(): User
+ archive() void

uses

MANAGER

+ generateReport(): void
+ manageNotif(): void

create

REPORT

+ reportNumber: int
+ type: String
+ content: String

+ generate(): void
+ sortData(): void
+ highlightInactivity()

notes

- Staff and Manager also need a name and sign in information, therefore inheritance avoids duplication and makes it easier to implement a future update with another actor such as, Trainer.
- This also complements are idea of having all actors sign in to the system the same way with different results shown depending on their role.