

Rooms
-ptr:innerRooms
+Rooms()
+init(ID:int, colour:const string&)
+~Rooms()
+setColour(string):void
+getColour(Colour:const string):void
+setID(ID:int)
+getColour():const:string
+getID():const int
+addRooms(string):void
+printRooms():void
+operator==(other: const Rooms&) const:bool
+operator!=(other: const Rooms&) const:bool
+operator>(other: const Rooms&) const:bool
+operator<(other: const Rooms&) const:bool
+operator>=(other: const Rooms&) const:bool
+operator<=(other: const Rooms&) const:bool
+operator++():Rooms
+operator++(:int):Rooms
+operator--():Rooms
+operator--(:int):Rooms
<<friend>>operator>>(os:ostream&,os_Rooms:Rooms&):ostream&
<<friend>>operator>>(is:istream&,is_Rooms:Rooms&):istream&

gl::Rooms::innerRooms
-colour:string
<<friend>> class Rooms
-Rooms:vector<string>
-ID:int