Worker

-num_tr: int
-name_surname: char[LEN]
-dolzh: char[LEN]
-hours: int
-zarpl: int
-progools: int

+Worker()

+Init(num_trud: int, name_sur: const char*, dolzhno: const char*, hours: int, zarplat: int, progoo: int): void

+Display(): void
+Read(): void
+Add(wr1: Worker, wr2: Worker): void
+Obnul(): void
+Izm_zarpl(): void

+set_num(num: int): void
+int get_num(): int
+set_h(h: int): void
+get_h(): int
+set_z(z: int): void
+get_z(): int
+set_prog(prog: int): void
+get_prog(): int
+set_name(nam: char*): void
+get_name(): char*
+set_dol(dol: char*): void
+get_dol(): char*

Reserve

-title: char[LEN]
-budget: int
-expens: int
-kolvow: int
-workers: Worker[LEN]

+Reserve()

+Init(titl: const char*, budg: int, exp: int, kolv: int, works: Worker[LEN]): void

+Display(): void
+Read(): void
+Add(r1: Reserve, r2: Reserve): void
+ZarplChange(): void
+BudgChange(): void