|  |
| --- |
| **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]  1 |
| +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 |

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