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Worker

```
-num tr: int
-name_surname: string
-dolzh: string
-hours: int
-zarpl: int
-progools: int
+Worker(num trud: int, name sur: string,
dolzhno: string, hourss: int, zarplat:
int, progoo: int)
+Init(num_trud: int, name_sur: string,
dolzhno: string, hourss: 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: string): void
+get name():string
+set_dol(dol: string): void
+get_dol():string
```

```
Reserve
```

```
-title: string
-budget: int
-expens: int
-kolvow: int
-workers: Worker[]
+Reserve(titl: string, budg: int,
exp: int, kolv: int, works:
Worker[])
+Reserve(titl: string, budg: int,
exp: int, kolv: int, works: Worker)
+Init(titl: string, budg: int, exp:
int, kolv: int, works: Worker[]):
void
+Display(): void
+Read(): void
+Add(r1: Reserve, r2: Reserve): void
+ZarplChange(): void
+BudgChange(): void
```