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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 |

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