<<Boundary>> **CreateStaffUI**
InitialiseGUI() SelectStaffType() ShowStaff()

<<Controll>> **CreateStaff**
GetAdmin() GetDriver() GetCabinCrew() GetController() CreateStaff()

<<Entity>> **Admin**
AdminID Name Age
GetAdminID() GetName() GetAge() SetAdminID() SetName() SetAge() CreateStaff()

G: I would see the control in this as a factory design pattern

<<Entity>> **CabinCrew**
CabinCrewID Name Age
GetCabinCrewID() GetName() GetAge() SetCabinCrewID() SetName() SetAge()

<<Entity>> **Controller**
ControllerID Name Age
GetControllerID() GetName() GetAge() SetControllerID() SetName() SetAge()

<<Entity>> **Driver**
DriverID Name Age
GetDriverID() GetName() GetAge() SetDriverID() SetName() SetAge()