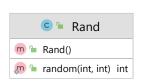## Tour

- m Tour()
- m Tour(String, String, float, String, String, String, String, String)
- m equals(Object) : boolean
- m hashCode() : int
- m toString() : String
- p cityName : String
- p countryName : String
- p duration : String
- p id : int
- p price : float
- p tourCode : String
- p tourDate : String
- p tourName : String
- p tourType : String

Ticket

- m Ticket()
- m Ticket(String, String, String, String, String, String)
- m equals(Object) : boolean
- m hashCode() : int
- m toString() : String
- p arrivalPoint : String
- p departureData : String
- p departurePoint : String
- p id : int
- p ticketCode : String
- p transportType : String
- p userCode : String

Client

- m Client()
- m Client(String, String, String, String, String, String, String, int)
- m equals(Object) : boolean
- m hashCode() : int
- m toString() : String
- p FIO : String
- p clientCode : String
- p flag : int
- p id : int
- p login : String
- p mail : String
- p mobileNumber : String
- p passportId : String
- p password : String

Connect

- f socket : Socket
- f bufferedReader : BufferedReader
- f bufferedWriter : BufferedWriter
- f oos : ObjectOutputStream
- f ois : ObjectInputStream
- m Connect(ServerSocket)
- m Connect(String, int)
- m clearConnect() : void
- m close() : void
- m createOIS() : ObjectInputStream
- m createOOS() : ObjectOutputStream
- m createReader() : BufferedReader
- m createWrite() : BufferedWriter
- m readLine() : String
- m readObj() : Object
- m readObjList() : ArrayList<Object>
- m writeLine(String) : void
- m writeObj(Object) : void
- m writeObjList(ArrayList<Object>) : void

InputDialog

- m InputDialog(ActionEvent)
- m InputDialog(ActionEvent, String)
- m InputDialog(ActionEvent, String, int, int)

MyException

- f logger : Logger
- m MyException()
- m MyException(Exception)
- m MyException(String)
- m MyException(String, Exception)

Order

- m Order()
- m Order(String, String)
- m clone() : Object
- m equals(Object) : boolean
- m hashCode() : int
- m toString() : String
- p clientCode : String
- p id : int
- p tourCode : String

Rand

- m Rand()
- m random(int, int) : int

Shake

- f translateTransition : TranslateTransition
- m Shake(Node)
- m playAnim() : void

Check

- m Check()
- m isFloat(String) : boolean
- m isNumber(String) : boolean
- m isString(String) : boolean