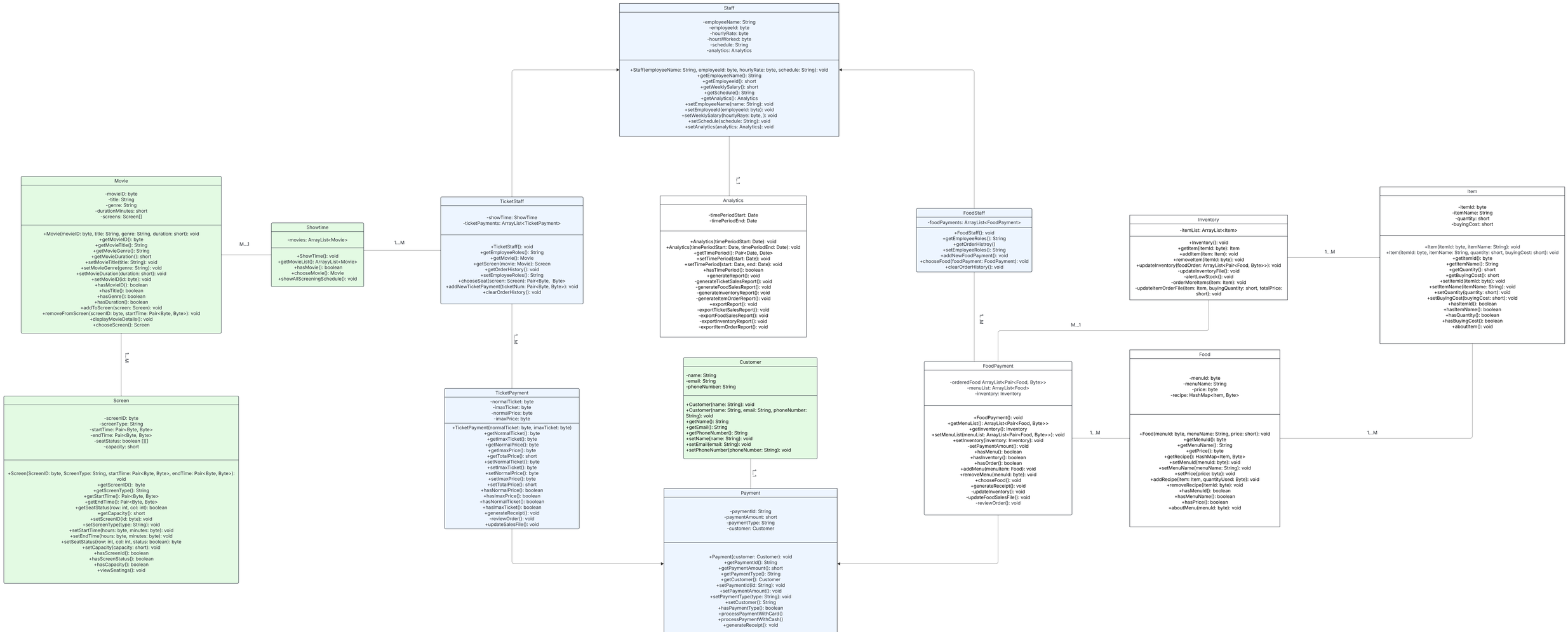
Staff
-employeeName: String
-employeeId: byte
-hourlyRate: byte
-hoursWorked: byte
-schedule: String
-analytics: Analytics
+Stafff(employeeName: String, employeeId: byte, hourlyRate: byte, schedule: String): void
+getEmployeeName(): String
+getEmployeeId(): short
+getWeeklySalary(): short
+getSchedule(): String
+getAnalytics(): Analytics
+setEmployeeName(name: String): void
+setEmployeeId(employeeId: byte): void
+setWeeklySalary(hourlyRaye: byte,): void
+setSchedule(schedule: String): void
+setAnalytics(analytics: Analytics): void
1...1
Analytics
-timePeriodStart: Date
-timePeriodEnd: Date
+Analytics(timePeriodStart: Date): void
+Analytics(timePeriodStart: Date, timePeriodEnd: Date): void
+getTimePeriod(): Pair<Date, Date>
+setTimePeriod(start: Date): void
+setTimePeriod(start: Date, end: Date): void
+hasTimePeriod(): boolean
+generateReport(): void
-generateTicketSalesReport(): void
-generateFoodSalesReport(): void
-generateInventoryReport(): void
-generateItemOrderReport(): void
+exportReport(): void
-exportTicketSalesReport(): void
-exportFoodSalesReport(): void
-exportInventoryReport(): void
-exportItemOrderReport(): void
Movie
-movieID: byte
-title: String
-genre: String
-durationMinutes: short
-screens: Screen[]
+Movie(movieID: byte, title: String, genre: String, duration: short): void
+getMovieID(): byte
+getMovieTitle(): String
+getMovieGenre(): String
+getMovieDuration(): short
+setMovieTitle(title: String): void
+setMovieGenre(genre: String): void
+setMovieDuration(duration: short): void
+setMovieID(id: byte): void
+hasMovieID(): boolean
+hasTitle(): boolean
+hasGenre(): boolean
+hasDuration(): boolean
+addToScreen(screen: Screen): void
+removeFromScreen(screenID: byte, startTime: Pair<Byte, Byte>): void
+displayMovieDetails(): void
+chooseScreen(): Screen
M...1
Showtime
-movies: ArrayList<Movie>
+ShowTime(): void
+getMovieList(): ArrayyList<Movie>
+hasMovie(): boolean
+chooseMovie(): Movie
+showAllScreeningSchedule(): void
1...M
TicketStaff
-showTime: ShowTime
-ticketPayments: ArrayList<TicketPayment>
+TicketStaff(): void
+getEmployeeRoles(): String
+getMovie(): Movie
+getScreen(movie: Movie): Screen
+getOrderHistory(): void
+setEmployeeRoles(): String
+chooseSeat(screen: Screen): Pair<Byte, Byte>
+addNewTicketPayment(ticketNum: Pair<Byte, Byte>): void
+clearOrderHistory(): void
1...M
FoodStaff
-foodPayments: ArrayList<FoodPayment>
+FoodStaff(): void
+getEmployeeRoles(): String
+getOrderHistroy()
+setEmployeeRoles(): String
+addNewFoodPayment(): void
+chooseFood(foodPayment: FoodPayment): void
+clearOrderHistory(): void
1...M
Inventory
-itemList: ArrayList<Item>
+Inventory(): void
+getItem(itemId: byte): Item
+addItem(item: Item): void
+removeItem(itemId: byte): void
+updateInventory(foodOrder: ArrayList<Pair<Food, Byte>>): void
-updateInventoryFile(): void
-alertLowStock(): void
-orderMoreItems(item: Item): void
-updateItemOrderFile(item: Item, buyingQuantity: short, totalPrice: short): void
1...M
Item
-itemId: byte
-itemName: String
-quantity: short
-buyingCost: short
+Item(itemId: byte, itemName: String): void
+Item(itemId: byte, itemName: String, quantity: short, buyingCost: short): void
+getItemId(): byte
+getItemName(): String
+getQuantity(): short
+getBuyingCost(): short
+setItemId(itemId: byte): void
+setItemName(itemName: String): void
+setQuantity(quantity: short): void
+setBuyingCost(buyingCost: short): void
+hasItemId(): boolean
+hasItemName(): boolean
+hasQuantity(): boolean
+hasBuyingCost(): boolean
+aboutItem(): void
1...M
Screen
-screenID: byte
-screenType: String
-startTime: Pair<Byte, Byte>
-endTime: Pair<Byte, Byte>
-seatStatus: boolean [][]
-capacity: short
+Screen(ScreenID: byte, ScreenType: String, startTime: Pair<Byte, Byte>, endTime: Pair<Byte, Byte>): void
+getScreenID(): byte
+getScreenType(): String
+getStartTime(): Pair<Byte, Byte>
+getEndTime(): Pair<Byte, Byte>
+getSeatStatus(row: int, col: int): boolean
+getCapacity(): short
+setScreenID(id: byte): void
+setScreenType(type: String): void
+setStartTime(hours: byte, minutes: byte): void
+setEndTime(hours: byte, minutes: byte): void
+setSeatStatus(row: int, col: int, status: boolean): byte
+setCapacity(capacity: short): void
+hasScreenId(): boolean
+hasScreenStatus(): boolean
+hasCapacity(): boolean
+viewSeatings(): void
1...M
TicketPayment
-normalTicket: byte
-imaxTicket: byte
-normalPrice: byte
-imaxPrice: byte
+TicketPayment(normalTicket: byte, imaxTicket: byte)
+getNormalTicket(): byte
+getImaxTicket(): byte
+getNormalPrice(): byte
+getImaxPrice(): byte
+getTotalPrice(): short
+setNormalTicket(): byte
+setImaxTicket(): byte
+setNormalPrice(): byte
+setImaxPrice(): byte
+setTotalPrice(): short
+hasNormalPrice(): boolean
+hasImaxPrice(): boolean
+hasNormalTicket(): boolean
+hasImaxTicket(): boolean
+generateReceipt(): void
-reviewOrder(): void
+updateSalesFile(): void
Customer
-name: String
-email: String
-phoneNumber: String
+Customer(name: String): void
+Customer(name: String, email: String, phoneNumber: String): void
+getName(): String
+getEmail(): String
+getPhoneNumber(): String
+setName(name: String): void
+setEmail(email: String): void
+setPhoneNumber(phoneNumber: String): void
1...1
Payment
-paymentId: String
-paymentAmount: short
-paymentType: String
-customer: Customer
+Payment(customer: Customer): void
+getPaymentId(): String
+getPaymentAmount(): short
+getPaymentType(): String
+getCustomer(): Customer
+setPaymentId(id: String): void
+setPaymentAmount(): void
+setPaymentType(type: String): void
+setCustomer(): String
+hasPaymentType(): boolean
+processPaymentWithCard()
+processPaymentWithCash()
+generateReceipt(): void
FoodPayment
-orderedFood ArrayList<Pair<Food, Byte>>
-menuList: ArrayList<Food>
-inventory: Inventory
+FoodPayment(): void
+getMenuList(): ArrayList<Pair<Food, Byte>>
+getInventory(): Inventory
+setMenuList(menuList: ArrayList<Pair<Food, Byte>>): void
+setInventory(inventory: Inventory): void
-setPaymentAmount(): void
+hasMenu(): boolean
+hasInventory(): boolean
+hasOrder(): boolean
+addMenu(menuItem: Food): void
+removeMenu(menuId: byte): void
+chooseFood(): void
+generateReceipt(): void
-updateInventory(): void
-updateFoodSalesFile(): void
-reviewOrder(): void
1...M
Food
-menuId: byte
-menuName: String
-price: byte
-recipe: HashMap<Item, Byte>
+Food(menuId: byte, menuName: String, price: short): void
+getMenuId(): byte
+getMenuName(): String
+getPrice(): byte
+getRecipe(): HashMap<Item, Byte>
+setMenuId(menuId: byte): void
+setMenuName(menuName: String): void
+setPrice(price: byte): void
+addRecipe(item: Item, quantityUsed: Byte): void
+removeRecipe(itemId: byte): void
+hasMenuId(): boolean
+hasMenuName(): boolean
+hasPrice(): boolean
+aboutMenu(menuId: byte): void
1...M