#_name: string #_surname: string + Person(name: const string, surname: const string): Person + changeName(name: const string): void + changeSurname(surname: const string): void + const printFullName(): void + const getFullName(): pair<string, string> + virtual ~Person(): void + operator<(other: const &Person): bool + operator==(other: const &Person): bool + operator>=(other: const &Person): bool + operator>=(other: const &Person): bool + operator>(other: const &Person): bool + operator>(other: const &Person): bool

Teacher -_subjects: set<string> + Teacher(name: const string, surname: const string): Teacher + Teacher(name: const string, surname: const string, subjects: const set<string>): Teacher + const getSubjects(): set<string> + const printSubjects(): void + addSubject(subject: const string): void + removeSubject (subject: const string): void + ~Teacher(): void

```
School
#_name: string
# numer:int
# students : map<Person, string>
# teachers: set<Teacher>
#_classes: map<string, int>
- _class_capacity : int
+ virtual setNumber(number : const int) : void
+ virtual setName(number : const string) : void
+ virutal setClassCapacity(cap: const int): void
+ virtual addTeacher(teacher : const Teacher) : void
+ removeTeacher(): void
+ virtual void addStudent(student : const Person) : void
+ void addStudentF(student : const Person, cls : const string) : void
+ removeStudent(): void
+ virtual moveStudent(): void
+ virtual addClass(cls: const string): void
+ removeClass(): void
+ const printClasses(): void
+ const printClass(): void
+ const printStudents(): void
+ const printTeachers(): void
+ virtual const printInfo(): void
+ const int getNum(who : const string, size : const int)
+ virtual ~School(): void
```

SportsSchool - class_capacity : int + override setNumber(number : const int) : void + override setName(name : const string) : void + override addTeacher(teacher : const Teacher) : void + override addStudent(student : const Person) : void + override moveStudent() : void + override setClassCapacity(cap : const int) : void

AcademicSchool

- class_capacity : int

+ override setNumber(number : const int) : void

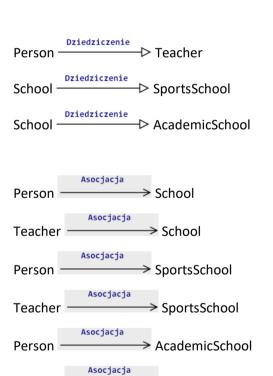
+ override setName(name : const string) : void

+ override addTeacher(teacher : const Teacher) : void

+ override addStudent(student : const Person) : void

+ override moveStudent() : void

+ override setClassCapacity(cap : const int) : void



→ AcademicSchool

Teacher -

+ override const printInfo(): void

+ override const printInfo(): void