

Program

```
- programID: string  
- name : string  
- quota : int  
- rol : int[]  
- matchedResidents: ArrayList<Resident>
```

```
+ SetROL(): void  
+ getQuota(): int  
+ getFilledPositions(): int  
+ getProgramID(): String  
+ number(int): bid  
+ rank(): int  
+ leastPreferred(): Resident  
+ AddResident(resident) - b. add()  
+ ToString(): String
```

App: 50%

Game Shuffler

Resident

- Resident ID : int
- first name : string
- last name : string
- rol : string[]
- Matched program : Program
- Matched rank : int
- Next proposal index : int

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+ set ROL (string[]) : void
+ get first name() : string
+ get last name() : string
+ get matched program() : Program
+ is matched() : bool
+ get matched rank() : int
+ match (Program, int) : void
+ unmatch () : void
+ get ID () : int
+ to string () : string

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Gale Shapley

```
+ residents : Hash map<int, Resident>
+ programs : Hash map<string, program>
```

```
+ main() : void
```

```
+ read Residents(string) : void
```

```
+ read programs(string) : void
```

```
+ GaleShapley Alg() : void
```

```
+ print final results(string) : void
```