Main

- +open login (static:void):static void
- +openMain (static void):static void
- +open welcome(static void).static void
- +open login (static void): static void
- +open Registo (static void):static void
- +open Escolha(static void); static void
- +open Reserva (static void); static void
- +open conclusao static void); static void
- -open window (static void)static void
- +open Main (static void): static void

BDconnector

- +BDConnector(public): public
- -BD connector
- +connection (static); static

MainController

- +MainController (Public): public
- +welcome (void): void
- +login (void): void
- +Registo (void): void
- +Escolha (void): void
- +Reserva (void): void
- +conclusao(void): void

Welcome.controller

- +welcome .controller (public): public
- +login.controller (public): public
- +Registo. controller (public): Public

Login..Controller

- +loginController(public):public
- -Registo (void): void
- -loginDao (void): void

Registor.Controller

- +RegistoController(public): public
- -login (void): void
- -AddPessoas(void): void

Escolha.Controller

- +Escolha controller(public): public
- -Reserva(void):void
- +initialize (void): void

Reserva.Controller

- +ReservaController (public): public
- -Main (void): void
- -Escolha (void): void
- +initialize (void): void
- -Reserva (void): void

Conclusao.Controller

- +conclusao.controller (public): public
- -Main(void): void
- -Escolha(void) : void
- +initialize (void): void
- -Reserva.C (void): void