Details about process that we might forget so it’s best to write them down, no matter how scrambled they might sound :))

* About CLASSROOM class: we initially thought about having instance variables for block, floor & room number, but then we realized that the info on the text file had only the name of the room, so we decided it would be best not to complicate it and made the room name a string & delete those instance variables. This makes it easier to fetch a specific Classroom object, anyway. And it’s still possible to fetch a room’s floor, block or number if we so desire.
* About CLASSROOM class: When we first started implementation, we felt tempted not to implement ClassroomFoldable as there were no buttons in our GUI that directly pointed towards that. However, what pushed us back into it was the fact that there was information about joint classrooms in the text file. So, we implemented it and added a few methods that were missing in our initial class diagram, such as fold() and unfold() and setCapacity(int capacity). Then, we implemented the method mergeWithCounterpart inside the ClassroomList class, because this Class has access to all classrooms, so it would be easier this way to make changes to both counterparts at the same time.
* About COURSE class: We initially wanted the “class” variable to be a char, but then we looked at the text file and saw that there is a class “DK” composed of two characters, so we had to change the “class” variable to a String.