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| --- | --- |
| Class: <User> | |
| **Responsibilities** | **Collaborators** |
| Store the username, membership type, and sign-in status.  Provide methods to get the user's symbol, set the skill level, and get the skill level. | None |
| Provides basic access for users |  |

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| Class: <ClubMember> | |
| **Responsibilities** | **Collaborators** |
| Inherit from User class  Store the skill level of the club member. | User |
| Provide methods to set and get the skill level.  Basic interface for a regular user. |  |

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| Class: <**ClubCoach**> | |
| **Responsibilities** | **Collaborators** |
| Inherit from User class.  Provide methods to get the symbol and skill level. | User |
| Can create training sessions for members. |  |

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| --- | --- |
| Class: <ClubOfficer> | |
| **Responsibilities** | **Collaborators** |
| Inherit from User class.  Provide methods to get the symbol and skill level. | User |
| Can create open playing times and edit reservations |  |

|  |  |
| --- | --- |
| Class: <Empty> | |
| **Responsibilities** | **Collaborators** |
| Inherit from User class. | User |
| Provide methods to get the symbol and skill level.  Place holder to allocate memory for the main user to be stored throughout their usage of the program. |  |