```
Cinema

private:

double balance;

vector<Customer> customers;

vector<Employee> employees;

vector<Movie> movies;

Timetable timetable;

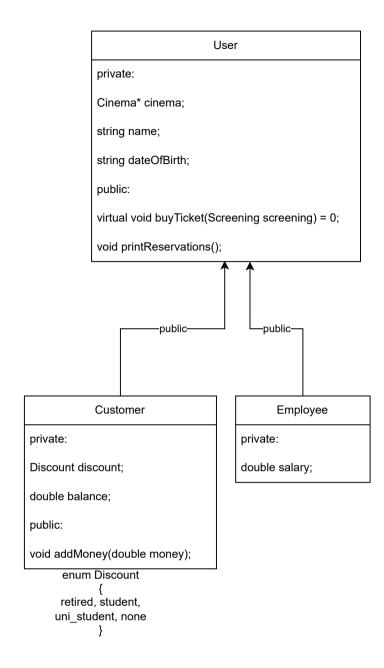
public:

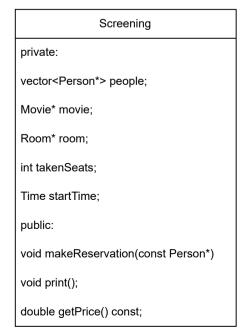
void addMovie(Movie movie);

void addScreening(Screening screening);

void addCustomer(Customer customer);

void addEmployee(Employee employee);
```





Timetable

private:

vector<Screening> screenings;

public:

void addScreening(Screening screening);

Room

private:
int numberOfRooms;
string name;

Movie

private:
string name;
string genre;
unsinged duration;
int year;