

Table
<ul style="list-style-type: none"> - int x - int y - short int state - short int size - std::string name - std::string phoneNumber - short int hour - short int minute
<ul style="list-style-type: none"> + Table() + Table(int x, int y, short int state, short int size, const std::string &name, const std::string &phoneNumber, short int hour, short int minute) + Table & operator=(Table obj) + void setAll(int x, int y, short int state, short int size, const std::string &name, const std::string &phoneNumber, short int hour, short int minute) + void changeMainData(int newX, int newY, short int newSize) + void reserve(const std::string &clientName, const std::string &clientPhoneNumber, short int reservationHour, short int reservationMinute) + void occupy() + void free() + void timeCheck(short int currentHour, short int currentMinute) + void test() + short int getState() + int getX() + int getY() + short int getSize() + std::string getName() + std::string getPhoneNumber() + short int getHour() + short int getMinute()

-tables

TableHandler
<ul style="list-style-type: none"> - int amount - Texture tableFreeTexture - Texture tableOccupiedTexture - Texture tableReservedTexture - Texture tableReservedLateTexture - std::string saveFileName - int activeID
<ul style="list-style-type: none"> + TableHandler(const std::string &filename) + ~TableHandler() + void loadData() + void loadTextures() + void unloadTextures() + void saveData() + void createNewTable() + void deleteTable(int id) + void update(short int hour, short int minute) + void onClick(int x, int y) + void draw() + int getActiveID() + void setActiveID(int newID) + Table & getActiveIndexRef() + void test()