Table int x int y short int state short int size std::string name std::string phoneNumber short int hour short int minute 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 &clientPhone Number, 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



int amount

- Texture tableFreeTexture
- Texture tableOccupiedTexture
- Texture tableReservedTexture Texture tableReservedLate
- Texture
- std::string saveFileName
- int activeID
- 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()



-tables

int tableState

- int deltaID
- bool tableConfigWindowActive

Texture bg

- bool entryXActive
- int entryXValue
- bool entryYActive
- int entryYValue
- bool entrySizeActive
- int entrySizeValue
- bool entryNameActive
- char entryNameValue
- bool entryPhoneActive
- char entryPhoneValue
- bool entryHourActive int entryHourValue
- bool entryMinuteActive
- int entryMinuteValue
- + UI(TableHandler *tables)
- + void loadTextures() + void unloadTextures()
- + void draw()