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 &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()