Model::Main

Model1::ClassDiagram1

System

-vector<Teacher*>teachers
-Admin* admin;
-vector<Department*>departments;

+System()
+void loadAdmin(Admin*);()
+void readDept()
+ void readTeachers()
+void printUI()
+void Login()
+void notifyteacher()
+void notifymanager()
+void generateReport()
+void addTeacher(int, string)()
+void addManager(Manager*, string)()
+void addEmployee(Employee*, string)()

Admin

-Int ID
-String name
-System* sys

+Admin(int, string,System *)()
+void addEmployee(()
+void addManager()
+void addTeacher()
+void removeTeacher()
+int getID()
+string getName()
+void printUI()

Complaint

-static int cID;
-int id;
-string description;
-Teacher* teacher;
-Department* department;
-ComplaintStatus status;
-time_t datefiled;
-string assignedEmployee;
-string feedback;
+time_t dateAssigned;
+time_t dateResolved;
+time_t dateClosed;

+Complaint(string, Teacher*, Department*&);()
+void assignEmployee(string);()
+void printInfo()
+void printDetails()
+void shiftStatus(ComplaintStatus);()
+ComplaintStatus getStatus()
+void pushTask()
+void addFeedback(string);()
+void notify()
+void createReport()

Department

-string name
-vector<Employee*> employees
-Manager* manager
-vector<Complaint*> tasks
-vector<Complaint*> assignedtasks
-vector<Complaint*> resolvedtasks
-vector<Complaint*> completedtasks

+Department(string);()
+Department(string, vector<Employee*>, Manager*)()
+void addTask(Complaint *&task)()
+string getName()
+void readStaff()
+void updateTaskList()
+void notifyteacher()
+void pushTask()
+void completeTask()
+void printStaff()
+void createReport()
+void login(int, string,bool &);()
+void updateManager(Manager*)()
+void updateEmployee(Employee*);()

Teacher

-int id
-string name
-string notifications
-vector<Complaint*> complain;
-vector<Department*> departments

+Teacher(vector<Department*> , int, string);()
+void fileComplaint()
+void printUI()
+void teacherUI()
+void checkComplainProgress()
+void checkNotifications()
+void printNotifications()
+void clearNotifications()
+void recordFeedback()
+void setNoti()
+void printComplains()
+void print()
+int getID()
+void pushTask()
+string getName()

Employee

-int id
-string name;
-vector<Complaint*> tasks

+Employee(int,string)()
+Employee(int,string, vector<Complaint*>)()
+int getID()
+string getName()
+void receiveTask(Complaint*&)()
+void checkTasks(ComplaintStatus)()
+void completeTask()
+void updateSystem()
+void print()
+void employeesUI()
+void printUI()

Manager

-int id
-string name
-vector<Employee*> employees
-vector<Complaint*> tasks

+Manager(int,string)()
+Manager(int,string, vector<Employee*>)()
+void getEmployees(vector<Employee*>)()
+int getID()
+string getName()()
+void reviewTask()
+void getTask(Complaint* &task)()
+void checkTasks(ComplaintStatus)()
+void assignTask()
+void checkComplainProgress()
+void notifySystem()
+void print()()
+void managerUI()
+void printUI()

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