UML Diagram (Amusement Park)

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Color Legend:

#python comment

pythonClass

python_attribute

python_method()

Park

```
patrons_park
employees_park
rides_park
maintainance_park
```

```
#the act (to: visit)
open_park()
operate_park()
close_park()
```

Patrons

```
#   pats - patrons
patron_type
frequency_pats
member_pats
guest_pats
```

```
arriving_pats()
staying_pats()
leaving_pats()
```

Employees

```
service_employ
operator_employ
technician_employ
food_employ
```

```
#the act (to: clean)
clock_in()
working_employ()
clock_out()
```

Rides

```
ride_type
coaster_ride
dark_ride
water_ride
```

```
#the act (to: enter)
enter_ride()
ride_ride()
stop_ride()
```

Service # areas

service_type
food_serv
medical_serv
maintainance_serv

# act of serving (to serve)
begin_serv()
provide_serv()
end_serv()

Attraction

attr - attraction
attraction_type
enclosed_attr
outdoor_attr
feature_attr

start_ent()
observe_ent()
stop_ent()

Food

food_type
restuarant_food
snack_food
event_food

# the act of - (to dispose)
buy_food()
eat_food()
dispose_food()

Maintenance

maint - maintainance
maintenance_type
park_maint
ride_maint
attraction_maint

# the act - (is ongoing)
initiate_maint()
ongoing_maint()
solved_maint()

Promotion

promotion_type
attraction_promo
ride_promo
park_promo

commence_promo()
during_promo()
finalize_promo()

Admissions

admission_type
regular_admit
promo_admit
special_admit

receive_admit()
track_admit()
refund_admit()

Parking

parking_type
large_spot
compact_spot
member_spot

seek_spot()
find_spot()
park_spot()

Games

game_type
physical_game
visual_game
puzzle_game

initilize_game()
play_game()
finish_game()