

Phonebook
- Map<String, String> phonebookEntries (for Part 1) - Map<String, ArrayList<String>> phonebookEntries (for Part 3)
+ Phonebook(Map<String, String> phonebookEntries) + Phonebook(Map<String, ArrayList<String>> phonebookEntries)  + void printAllEntires (Phonebook phonebook) + void printAllNames (Phonebook phonebook)  + void addEntryToPhonebook (PhonebookEntry phonebookEntry) + void removeEntryFromPhonebook (PhonebookEntry phonebookEntry) + removeRecord (PhonebookEntry)  + lookup(String name) + reverseLookup(String name)  + <u>createRandomPhonebook(int numberOfEntries)</u>

InvalidInputException
+ InvalidInputException(String message)

PhonebookEntry
- enum RANDOM_FIRST_NAMES {} - enum RANDOM_LAST_NAMES {}
- PhonebookEntry()  + addValidPhonebookNameToEntry() + addValidPhoneNumberToEntry() + getPhonebookName() + getPhoneNumber() + <u>generateRandomName()</u> + <u>generateRandomPhoneNumber()</u> - <u>generateRandomAreaCode()</u> - <u>generateRandomCorporateCode()</u> - <u>generateRandomLocalCode()</u>