TeamObj
- + stadNum: int
- + name: QString
- + league: QString
- + logoPath: QString

SouvObj
- + stadNum: int
- + name: QString
- + price: double

addSouvDialog
- - stadNum: int
- - data: Data
- - *ui: addSouvDialog

- + throwNewSouvData(Data throwThis, int stadChanged)
- - on_souvTableWidget_itemSelectionChanged(): void
- - on_okBtn_clicked(): void
- - on_cancelBtn_clicked(): void

editdistances
- - data: Data
- - editOk: bool
- - *ui: editDistances

- + refreshDist(): void
- + refreshMatrix(): void
- + throwUpdtaedData(Data throwThis): void
- - on_modBt_clicked(): void
- - hide_savedLbl(): void
- - on_distLe_returnPressed(): void
- - on_saveBt_clicked():void
- - on_closeBt_clicked(): void
- - on_firstStadLst_currentRowChanged(): void
- - on_secStadLst_currentRowChanged(): void
- - on_matrixTbl_cellClicked(int row, int column): void
- - on_matrixTbl)cellChanged(int row, int column): void
- - thereAreDisconnects(): boo'

StadObj
- + name: QString
- + address: QString
- + phone: QString
- + opened: QDate
- + capacity: int
- + grass: QString
- + team: TeamObj
- + fieldPicPath: QString
- + vector<souvObj> souvVect

ItinObj
- - stadNum: int
- - itinSouvList: vector<int>
- - itinSouvQuant<int>

- + pushCar(int souvNum, int qty): void
- + delCart(int souvNum): void
- + chgQty(int souvNum): void
- + getStadNum(): int
- + getCartSize(): int
- + getSouvNumAt(int index): int

CustomSorts
- + insertionSort(vector<pair<int, QString> > sortThese): vector<pair<int, QString> >

AdminLogin
- -*ui: AdminLogin
- - password: QString

- + throwLoginStatus(bool): void
- - on_loginBt_clicked(): void
- - on_cancelBt_clicked(): void
- - on_passLE_returnPressed();

MinMeap
- - heap: deque<pair<int, int> >
- - meap: deque<int>

- + push(pair<int, int> newData): void
- + popRoot(): void
- + clear(): void
- + replace(pair<int, int> newData): void
- + reKey(int thisData, int newKey): void
- + getMin(): pair<int, int>
- + at(unsigned int index): pair<int, int>
- + thisDataexists(int data): bool
- + size(): int
- + empty(): bool
- - bubbleUp(unisgned int index): void
- - bubbleDown(): void
- - parentOf(int index): int
- - lChildOf(int index): int
- - rChildOf(int index): int

AddStadiumWin
- - stadNum: int
- - aLeague: bool
- - nLeague: bool
- - data: Data
- - *ui: AddStadiumWin

- + throwNewTeamData(Data throwThis): void
- + on_okBtn_clicked(): void
- + on_cancelBtn_clicked(): void
- + on_aLeagueButton_toggled(bool checked): void
- + on_nLeagueButn_toggled(bool checked): void

Data
- - masterVect: vector<stadObj>
- - matrix: vector<vector<int> >
- - adjList: vector<list<pair<int, int> > >

- + addStad(Qstring name, Qstring, address, QString phone, QString opened, int capacity, QString grass, QString type): void
- +modStadName(int stadNum, QString newName): void
- +modStadAddress(int stadNum, QString newAddress): void
- +modStadOpened(int stadNum, QString newOpened): void
- +modStadCapacity(int stadNum, int newCapacity): void
- +modStadType(int stadNum, QString newType): void
- +delStad(int stadNum): void
- +addTeam(int stadNum, QString newTeam, QString newLeague): void
- +modTeam(int stadNum, QString newTeamName): void
- +modLeague(int stadNum, QString newLeague): void
- +addSouv(int stadNum, QString newName, doubleNewPrice): void
- +modSouvName(int stadNum, int souvNum, QString newName): void
- +modSouvPrice(int stadNum, int souvNum, double newPrice): void
- +deleteSouv(int stadNum, int souvNum): void
- +addDist(int x, int y, int newDist): void
- +size(): unsigned int
- +getStadName(int stadNum): QString
- +getStadAddress(int stadNum): QString
- +getStadPhone(int stadNum): QString
- +getStadOpened(int staNum): QString
- +getStadOpened(int stadNum, bool format): QString
- +getStadCapacity(int stadNum): int
- +getStadGrass(int stadNum): QString
- +getStadType(int stadNum): QString
- +getStadFieldPicPath(int stadNum): QString
- +getTeamName(int stadNum): QString
- +getTeamLeague(int stad stadNum): QString
- +getTeamStad(): int
- +getTeamLogoPath(int stadNum): QString
- +getSouvName(int stadNum, int souvNum): QString
- +getSouvPrice(int stadNum, int souvNum): double
- +getSouvListSize(int stadNum): int
- +getDistBetween(unsigned int here, unsigned int there): int
- +importSQL(): void
- +exportSQL(): bool
- +importTXT(QString path): bool
- +askDijkstra(int startingVertex): deque<int>
- +askPrim(vector<pair<int, int> > &edges): int

PrimeWin
- - data: Data
- - itinList: list<ItinObj>
- - *ui: PrimeWin
- - *dirmodel: QFileSystemModel
- - pickup: int
- - dragDrop: ItinObj

- + refreshHomeTbl(vector<int> stadNumOrder): void
- + refreshHomeDetails(): void
- + refreshItin(): void
- + refreshAdminTbl(): void
- + calcTrip(): void
- + catchLoginStatus(bool status): void
- + catchDataUpdate(Data caughtThis): void
- + catchAddItin(): void
- + eventFilter(QObject * object, QEvent *event): bool
- + catchAddAllStadsCmd(): void
- - on_startInfoBt_clicked(): void
- - on_startTripBt_clicked(): void
- - on_homeStadTbl_itemSelectionChanced(): void
- - on_homeBackBt_clicked():void
- - refreshHomeSouvTbl(): void
- - filterStads(): void
- - on_homeAmericaCB_clicked(): void
- - on_homeNationalCB_clicked(): void
- - on_homeTurfCB_clicked(): void
- - on_homeSynthCB_clicked(): void
- - on_homeNameRd_toggled(bool checked): void
- - on_homeTeamRD_toggled(bool checked): void
- - on_homeCapRD_toggled(bool checked): void
- - on_homeTypeRd_toggled(bool checked): void
- - on_itinSearchBarLE_textChanged(const QString &arg1): void
- - itinSearchFilter(QString filter): void
- - on_itinStartOverBt_clicked(): void
- - on_itinOptimizeBt_clicked(): void
- - on_adminRestartBt_clicked(): void
- - on_adminDistBt_clicked(): void
- - changeMade(): void
- - on_adminStadTbl_cellChanged(int row, int column): void
- - on_adminSouvTable_cellChanged(int row, int column): void
- - phoneCheck(QString phone): QString
- - refreshSouvenirTableAdmin(): void
- - on_adminStadTbl_itemSelectionChanged(): void
- - on_pushButton_9_clicked(): void
- - catchNewSouvenirData(Data caughtData, int stadChanged): void
- - catchNewTeamData(Data caughtData): void
- - on_deleteSouvBtn_clicked(): void
- - on_adminPrimeBt_clicked(): void
- - on_addNewTeamBtn_clicked(): void
- - on_dataBackBT_clicked(): void
- - on_dataTxtBt_clicked(): void