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TextUI:

TextUI	Default constructor
Selection	Prints out the Election options, and creates the correct election
Registration	Prompts for each candidate registration.
Campaigning	Prompts for which district each candidates wants to campaign at. Calls Get_districts(), District::Change()
Results	Prints Election Results

Party:

Party	Stores the party options
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Candidate: (Struct)

Variables: name, party affiliation, ID	Stored in struct
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Election:

Print	Prints current results
Register	Calls Registration
Campaign	Calls Campaigning
Tally	Calls Results with the results of the election

RepresentativeElection:

Tally	Calculates it differently and calls Results
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District:

District	Constructor with constituents affiliated per party upon creation.
Change	Switches constituents
Variables: Total_Constituents_, Size_, Constituent_map	Total count and constant, Area size, map of constituents

ElectoralMap:

Singleton Constructor	Delete Non-singleton class instantiation methods and creates districts
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get_district	Returns the district map
CountVotes	Returns the total number of votes in all the districts.
Variable District_map_	Map of districts