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TextUI:

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| 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:

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| --- | --- |
| Party | Stores the party options |

Candidate: (Struct)

|  |  |
| --- | --- |
| Variables: name, party affiliation, ID | Stored in struct |

Election:

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

RepresentativeElection:

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| Tally | Calculates it differently and calls Results |

District:

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| --- | --- |
| 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:

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| --- | --- |
| Singleton Constructor | Delete Non-singleton class instantiation methods and creates districts |
| get\_district | Returns the district map |
| CountVotes | Returns the total number of votes in all the districts. |
| Variable District\_map\_ | Map of districts |