

Venue

-name:String
-type:String
-maxAthletes:int
-maxFans:int
-currFans:int

+Venue(inName:String, inType:String, inMaxAthletes:int,
inMaxFans:int, inCurrFans:int)

+setName(inName:String)
+setType(inType:String)
+setMaxAthletes(inMaxAthletes:int)
+setMaxFans(inMaxFans:int)
+setCurrFans(inCurrFans:int)

+getName():String
+getType():String
+getMaxAthletes():int
+getMaxFans():int
+getCurrFans():int