Job class, depends on JobSeeker
- Keeps track of all data that relates to a certain job.
- Only one employer can be associated with a unique job.
- Also, the data of applicants and their status is stored within here.
  - It is called by both of the other classes.
- Uses a Map to store the names of the JobSeekers who have applied and their status (accepted, rejected, pending)

JobSeeker class, depends on Job and Employer
- Object that stores name, username, password, address, and phone number for users seeking jobs as Strings and past jobs and skills in ArrayLists
- Used to browse and apply for jobs created using the Job object class
- The JobSeeker will access an ArrayList of Employers saved in the runner class, iterate through each of the ArrayLists of jobs belonging to each employer, and check the Map of JobSeekers stored in the Job class to see if this JobSeeker has been associated with the job in question

Employer class, depends on JobSeeker, aggregates Job
- Stores the name, username, and password of the employer as Strings
- Uses an araylist of Jobs to store all the jobs created by that employer
- Can create a Job (add a new Job to the ArrayList) or update a job (access the job by name and change the description)
- Can update the status of a JobSeeker (accepted, rejected, pending) by accessing the Map stored by the Job class and setting the status for the relevant JobSeeker

Runner class, aggregates Job, Jobseeker, and Employer
- The main function
- Starts up the program to ask for a username and password.
- User interacts with this class to access everything else (using Scanner inputs).
- Stores all of the employers.

The data is stored in plain text (or serialization). All variables are updated from this plaintext when they are called and used.