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UML Class Diagrams

Hotel System GUI

v

Person

-forename: String

-surname: String

-age: int

-number:int

+ Person (String forename, String surname, int age, int number);

+Person ();

+setForename (String): void

+setSurname (String):void

+set Age(int): void

+set Number(int): void

+getForename (): String

+getSurname (): String

+getAge():int

+getNumber():int

+toString():String

-JFrame: JFrame

-Container:Container

-MenuBar:MenuBar

+JButton:JButton

-JTextField:JTextField

-JPasswordField:JPasswordFIeld

-JPanel:JPanel

+LinkedList:LinkedLsit

+main():void

+HotelSystemDriver()

+staffLogIn():void

+fileFileMenu():void

+load():void

+guestMenuFile():void

+save():void

+guestList():void

+actionPerformed():void

Staff

-staffId:String

-password:String

+Staff(String staffId, String password);

+Staff();

+setStaffId():void

+setPassword():void

+getStaffId():String

+getPassword():String

+toString():String