**Class Person**

char\* name;

char\* date;

virtual ~Person() = default;

virtual void buyTicket(Screening\* screening)=0;

**Class Timetable**

Vector<Screening> screening;

**Class Room**

Char\* name;

Size\_t numPlaces;

**Class Employee**

Double salary;

Void addMovie(const Movie& movie);

Void addScreening(const Screening& screening);

Void buyTicket(Screening\* screening);

**Class Client**

enum discount;

double balance;

vector<Reservation> reservations

void buyTicket(Screening\* screening);

**Class Movie**

Char\* name;

Char\* genre;

Double duration;

Size\_t year;

Double price;

**Class Reservation**

Movie film;

Room room;

Time startTime;

**Class Screening**

Movie\* film;

Room\* room;

Size\_t takenSeats;

Double price;

Vector<Person\*> people;

**Class cinema**

Double balance;

Vector<Client\*> clients;

Vector<Worker\*>workers;

Timetable timetable;

Void addMovie(size\_t workerId, Movie movie)

Void addScreening(size\_t workerId, Screening screening)

Void AddClient(Client client)

Void addWorker(Worker worker)