Reservation

+Hotel* hotel
+Camp* camp
+DailyTrip* daily
+Customer* elder(abstracted)
+Customer* adult(abstracted)
+Customer* baby(abstracted)
+Customer* student(abstracted)
+Payment* payment
+Reservation()
+~Reservation()
+Reservation& operator = (const Reservation& obj)
+friend ostream& operator << (ostream& os, const Reservation& obj)
+Payment account

Payment

-cardId(long long int)
-password(int)

+Payment()
+~Payment()
+Payment(const Payment& obj)
+Payment& operator = (const Payment& obj)
+getCardId(): long long int
+setCardId(long long int id): void
+getPassword(): int
+setPassword(int p): void

Customer

#name: string
#ID: long long int
#sex: string
#birthDate: Date
#mail: string

+getName(): string
+setName(string name): void
+getID(): long long int
+setID(long long int ID): void
+getSex(): string
+setSex(string sex): void
+getMail(): string
+setMail(string mail): void
+getDate(): Date
+setDate(Date d): void
+Customer(string name, int ID, string sex, string mail)
+Customer(const Customer& obj)
+Customer& operator = (const Customer& obj)
+~Customer(): virtual
+discount(): virtual float

Date

-day: int
-month: int
-year: int

+Date(int day, int month , int year)
+~Date()
+Date& operator = (const Date& obj)
+Date operator - (const Date& obj)
+friend ostream& operator << (ostream& os, const Date& obj)
+getDay(): int
+setDay(int d): void
+getMonth() :int
+setMonth(int m): void
+getYear(): int
+setYear(int y): void

Elder

+Elder()
+~Elder(virtual)
+discount(): float

Student

+Student()
+~Student(virtual)
+discount(): float

Baby

+Baby()
+~Baby(virtual)
+discount(): float

Adult

+Adult()
+~Adult(virtual)
+discount(): float

VacationTypes

#season: string
#customerAmount: int
#place: string
#totalPrice: float
#price: float
#startingDate: Date
#finalDate: Date
#dayAmonut: int

+VacationTypes()
+~VacationTypes()
+getSeason(): string
+setSeason(string season): void
+getCustomerAmount(): int
+setCustomerAmount(int customerAmount): void
+getPlace(): string
+setPlace(string place): void
+getTotalPrice(): float
+setTotalPrice(float totalPrice): void
+getPrice(): float
+setPrice(float price): void
+setStartingDate(Date d): void
+getStartingDate(): Date
+setFinalDate(Date f): void
+getFinalDate(): Date
+getDayAmount(): int
+setDayAmount(int d): void
+VacationTypes(const VacationTypes& source)

Hotel

-hotelType(string)
-hotelName(string)

+Hotel()
+Hotel(string season ,string hotelType ,string place ,string hotelName, float price)
+~Hotel()
+Hotel& operator = (const Hotel& obj)
+getHotelType(): string
+setHotelType(string type): void
+getHotelName(): string
+setHotelName(string name): void

Camp

#tentType: string
#tentCapacity: int

+chooseTypeAndCapacity: void
+Camp(string season ,string place)
+Camp()
+~Camp()
+Camp& operator = (const Camp& obj)
+getTentType(): string
+setTentType(string type): void
+getTentCapacity(): int
+setTentCapacity(int capacity): void

DailyTrip

+DailyTrip()
+DailyTrip(string season ,string place ,int price)
+~DailyTrip()
+DailyTrip& operator = (const DailyTrip& obj)