

class Airport

- ArrayList of Check-in counters
- ArrayList of Employees
- Queue of regular passengers
- Queue of frequent flyer passengers
- public void queuePassenger
 - o removes passenger from queue

Class Player

- Int points
- Int diamonds
- void purchaseSupervisor
- void purchaseCheckInCounter
- void purchaseAgent
- void purchaseDiamond

Interface employee

- Public void checkInPassenger

Class agent extends employee

- checkInPassenger processes passenger
- ArrayList checkInCounter

class supervisor extends employee

- checkInPassenger processes passenger faster
- move() moves to different counter

interface checkInCounter

- public void checkInPassenger
- public void callPassenger

class inPersonCounter extends checkInCounter

- queue of passengers
- Agent agent
- Boolean agentPresent
- Supervisor supervisor
- Boolean supervisorPresent
- Public void checkInPassenger calls employee.checkInPassenger
- Public void callPassenger
 - o Adds passenger to queue and calls airport.queuePassenger

class autotmatedCounter extends checkInCounter

- queue of passengers
- Agent agent

- public void checkInPassenger
 - processes passenger
 - checks if passenger is a slow passenger
- public void redirectPassenger
 - moves slow passengers to in person lines

class passenger

- Boolean inGroup
- Boolean frequentFlyer
- Int groupNumber
- Enum PassengerType { normal, extraBaggage, rerouted, overbooked}
- Public passenger(PassengerType pType, boolean frequentFlyer)
 - Construct passenger with PassengerType pType, FF status true or false, inGroup false and null groupNumber
- Public passenger(PassengerType pType, boolean frequentFlyer, int groupNumber)
 - Construct passenger with PassengerType pType, FF status true or false, inGroup true and groupNumber to groupNumber.